



RANDOM EROTIC ENCOUNTERS

200 5TH EDITION CHANCE MEETINGS

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

A single arrow connects with an audible thunk into the headboard of the carriage, making the horses rear and the driver curse. With effort he manages to calm the animals but by the time they've settled a log is lying across the path and the woods are bristling with bandits.

Tut-tutting, a woman with curly brown hair covering one eye spins a dagger in her hand as she approaches. Her corset pushes up her sizeable chest which wobbles with every step, and she takes her sweet time getting to the caravan. "Tough luck, loves," she remarks teasingly, peering up at the driver and menacing him lightly with her blade. "Visitors to our forest have to pay a toll for road upkeep, see? So we'll need the shirts off your backs."

Chuckles spread throughout the band of assembled bandits: they smile as they hold bows at the ready, relaxing easily by the side of the road. Their leader peers in the carriage window, then does a double take. She whistles and shakes her head, laughing. "Of course, there are other ways to pay than with coin..." she offers, using one finger to tug down her corset a precious few inches, and she winks.

TRAVELING THROUGH THE WOODS CAN BE a risky business: you never know just who you might find or what circumstance you might come across. A pack of bears, a hunter's traps, and yes, bandits—these are all little scenes which can impede or, perhaps, offer an advantage to your players. There are dozens of quite good Random Encounter Tables you can find if you go looking, official and third-party, but there are no collections of random *erotic* encounters, at least as far as I can tell at the time of writing. This booklet will provide you with some tables chock-full of erotic encounters to present at your table, and some easy rules to follow in order to convert existing encounters into erotic ones!

RANDOM ENCOUNTERS?

If this is your first exposure to random encounters, it might help to define them so we have some common ground. A random encounter is a *small, self-contained hook disconnected from the greater story*. What does this mean? Well, it's *small*: it doesn't take up a huge amount of time. It's *self-contained*: once you're done with it, you're done. It's a *hook*: it's an opportunity for the players to engage, overcome, or bypass. It's *disconnected from the greater story*: though you can tie it in yourself, it's not meant to have any particular story significance. The bandit stickup, above, is a sexual spin on an old classic where the party is held up in the woods. Like any good encounter, it has multiple ways out: will the party fight? Will they pay? Will they negotiate? Or perhaps, will the teasing of the leader egg the players on to satisfy her?

USING ENCOUNTERS

Every GM has a preference for how—and when!—to use random encounters, but most use them to break up an otherwise boring or lengthy period of plot-irrelevant play. One of the most cliché examples of this is overland travel: if a party is going from one town to another they often have to pass through some manner of wilderness—and to enhance the sense of a living, breathing world, the GM reaches for a random encounter their players might come across.

Of course, just because the tables you find in this booklet can be rolled on, they don't have to be: you should feel free to look through what's offered and choose what you like, alter it, and present it in a way that better suits your table. And if you'd like to wrap the encounters into something bigger, you absolutely should!

EROTIC ENCOUNTERS

So then, what differentiates an *erotic* random encounter from a normal one? We're going to be running with this definition:

A random encounter with a sexual element or solution the players may choose to engage with.

This means that the basic use and utility of a random encounter changes very little when it becomes erotic, except that some element of the encounter becomes sexually charged—or a sexual solution to the problem becomes available (like the bandit woman's offer to be paid in something else than coin, above). Or both!

One final note about our definition: we say "may," and that's particularly important. No one's going to enjoy themselves if they're railroaded through a sexual encounter: your players should have the opportunity to choose whether they want to engage sexually with the roadblock. If they aren't interested, that's fine—treat it like a normal encounter and move on.

ROLLING FOR SEDUCTION

This content has been developed with the intent of being available for any and every game table, but the full erotic potential of this module can be unlocked by using it as a supplement with the core rulebook *Rolling for Seduction*, available from [Gumroad](#) and [DrivethruRPG](#). Content detailed in *Rolling for Seduction* is **colored orange** to indicate where further exploration is available.

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!

Read more, see content before it's published, contribute ideas and get content for free at the [Rolling for Seduction Patreon!](#)

CHOOSING AN ENCOUNTER

When you decide to use one of the encounters in this booklet, consider first the location your players find themselves in. Do one of the locations, below, match the area you want to stage the encounter in?

THEMED ENCOUNTER TABLES

Taverns	pg. 4
Cities	pg. 5
Brothels	pg. 6
The Road	pg. 7
The Woods	pg. 8
Mountains	pg. 9
The Waters	pg. 10
Dungeons	pg. 11
Royal Courts	pg. 12
Temples	pg. 13

If so, perfect! Pick from the appropriate table, or roll a 1d20 and choose the encounter that shares the number you've rolled. If, however, nothing quite fits, you can pick from the tables below and roll on them to decide:

ENCOUNTERS IN CIVILIZED LANDS

d10	Table
1-2	<u>Taverns</u>
3-7	<u>Cities</u>
8	<u>Brothels</u>
9	<u>Temples</u>
10	<u>Royal Courts</u>

ENCOUNTERS IN THE WILDS

d10	Table
1-6	<u>The Road</u>
6-8	<u>The Woods</u>
9-10	<u>Mountains</u>

PRESENTATION

Often the most important factor for an encounter is how it's presented to the players. Now that you've picked the encounter out, is it something that your players could have advance knowledge of? For example, some encounters might be visible from a distance, or communicated otherwise—give your players the opportunity to make the appropriate rolls. Even if they don't succeed, this will make it feel like part of your world, not an artificial happenstance.

RESOLUTION

Now that an encounter has been presented to your players, it's up to them how they'd like to interact with it. Their options are essentially limitless, but we could refine them into a couple of categories:

- **Bypass** — the party decides to avoid the issue entirely.
- **Accept** — the party interacts with the encounter as it's presented.
- **Alter** — the party doesn't avoid the encounter, but doesn't act in the expected manner either.

Consider the example of taverns event 5: the party is invited into a game of strip poker. They could refuse the offer (**bypass**), sit down for a couple rounds (**accept**) or recommend a different game (**alter**). Generally speaking, bypassing the event shouldn't resolve the encounter; altering the event might resolve the encounter, or it might not; accepting the event should always resolve it.

If the players resolve the encounter, you should give them some rewards!

REWARDS

When an encounter's rewards aren't specified, determine whether the reward should be **mechanical**, **social**, or **tangible**, then tailor it to your players' levels.

SAMPLE MECHANICAL REWARDS

d6	Reward
1	Advantage on select rolls until the next Long Rest.
2	Next attack made by party members automatically hits.
3	Next attack made against each party member misses.
4	Party may use 3 hit dice each to recover HP. These hit dice are not spent.
5	Party members each regain 1 spell slot of their choice, or 1 class resource.
6	Party gains 10 movement speed until the next Long Rest.

SAMPLE SOCIAL REWARDS

d6	Reward
1	Advantage on Charisma skills until next Long Rest.
2	Sexual Skill checks at Advantage until next Long Rest.
3	Party members roll saves to resist orgasm at Advantage during their next sexual encounters.
4	Party eats and sleeps at their next location for free.
5	The party's next purchase is made at half price.
6	The party's next Investigation check automatically succeeds.

SAMPLE TANGIBLE REWARDS

d6	Reward
1	1 magical item.
2	1 weapon a tier below the group's equipment.
3	1 piece of armor a tier below the group's equipment.
4	1 erotic magic item .
5	50GP times the average level of the party.
6	Small home, structure or holding.

ENCOUNTERS IN TAVERNS

So many of the best adventures begin in the midst of a tavern—a roaring place of camaraderie, recuperation, and comfort. Here is where adventurers come to share their tales and nurse their wounds. Accordingly, it's a place that thrums with the excitement of potential: here is where your players will be most prepared to accept a new quest. And in a place where your players are already letting their guards down, a little sensual excitement might be just the ticket.

d20	Event	Description
1	Obedience Training	A Thrallmaster approaches with an offer for the party: if one of the players consents to be the master's pet for a week, they'll assist the party with whatever quest they're on—free of charge. The Thrallmaster is confident that at the end of the week, the player will want to leave with them.
2	Coin Slot	A large-breasted barmaid pauses to let patrons toss coins towards her bosom: if they miss, she keeps the coin. If the money falls into her open-top bodice, she'll reward them.
3	Under the Table	Exploring hands touch the party underneath the tavern tablecloth: they escalate their touch until the players inspect below the cloth or make a ruckus, at which point they disappear.
4	Soundproofing	The innkeeper asks the party if they wouldn't mind bouncing on the beds and moaning so as to test how sound carries in the new bedrooms.
5	Strip Poker	A table calls to the party, inviting them to join: they're playing a card game and those who lose a hand must disrobe a piece of clothing.
6	Oops!	A waiter or waitress spills ale on a party member's lap and vigorously wipes it up. They do this several times.
7	Reach and Flexibility	A waiter or waitress asks for help from a tall member of the party to reach something in a back room. Alone in the back room, they take opportunities to press into the party member.
8	Key Party	Patrons pass the party's table a bowl full of room keys: if a player takes a key out, a random patron (the owner of the key) will spend the night with them.
9	Cream Pies	The tavern chef has been disgraced for their less-than-standard method of cooking. Their meals are orgasmic, literally—and they need the party to confirm it's pleasure, not poison.
10	Short Staffed	The innkeeper begs the party to work the evening shift: if they do, they'll get free room and board. However, the outfits they'll have to wear are beyond revealing...
11	Puppeteered	A figure familiar to the party enters the tavern and begins to act in an awkward and odd manner, propositioning people carelessly without much success. Their mind is being controlled by a mischievous pixie, nearby...
12	Speed Dating	Tonight's entertainment at the tavern is a group activity: each player meets several random NPCs who attempt to woo them into being their date for the night.
13	A Sucker every Minute	A hooded figure approaches the party and reveals their tentacled mouth: they'll pay well to eat passionate memories... though they don't mention the memory will be lost in the process!
14	Devil in Me	A barmaid is eager to guide a party member upstairs. Complex tattoos on her body once uncovered reveal her intent to use the union as a resource for an infernal summoning.
15	Arm Strength	A Barbarian at a nearby table boasts that none can defeat them at arm wrestling. If someone does, or puts on a good show, their romantic interest will be piqued.
16	All In	At a nearby table, a game of cards has become heated: the players are up to wagering sexual favors.
17	Heady Brew	The innkeeper relates an odd request: certain sexual fluids are what give the ale its special "kick." If the players would give a little, the innkeeper will pay handsomely.
18	Did it Hurt?	A potential paramour approaches one of the party members at their table. They say the worst pickup line the party has ever heard, such as "you shit with that ass?"
19	Blue Dreams	While staying at this inn, the players—and everyone else taking a rest within its walls—are afflicted by unsatisfying, erotic dreams.
20	Potion #?	An attractive individual chats one of the party members up; when they look away, they dose the player's drink with a potion. Is it a love potion? Or something to boost their performance?

Need some names for taverns that lean towards the erotic? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	The Foaming Head	5	Softsheets Tavern	9	The Pressed Thighs
2	The Drunken Maiden	6	The Quickly Inn	10	The Stiff Drink
3	Whoreshead Inn	7	Tallpole Tavern	11	The Stuffed Turkey
4	The Creaking Posts	8	Tap It Tavern	12	The Spread

ENCOUNTERS IN CITIES

Cities are full of the hustle and bustle of the everyday. There's often something interesting to be found hidden in a metropolis's wending byways, something that's fallen between the cracks. Of course, a city is also where your players are most likely to interact with the common people of the world, with the background hubbub of ordinary people. This makes a city an ideal opportunity to present your players with something more mundane than a rampaging dragon, and to present them with the interpersonal pleasures—or problems—of others.

d20	Event	Description
1	Buyer's Remorse	A potion-seller is being hounded by angry patrons: they've purchased what are billed as "love potions," but the potion-seller has been selling sugar water instead, and claims ethical concerns.
2	Reverse Pickpocket	A player finds a thief has placed an item in their pocket: a note that says "find me," and a rod that, when twisted, stimulates the hidden thief into moaning.
3	Playing Dirty	A local wizards' college nears midterms: a group of slackers want one or a couple attractive individuals to pleasantly—but successfully—interrupt a valedictorian's studies to preserve the grading curve.
4	Street Pest	A small group of ne'er-do-wells are harassing and propositioning passerby in a sexual fashion that is not appreciated.
5	Hallow's Eve	This town has a vaguely familiar yearly ritual where costumed revelers are rewarded with candy; however, someone's handing out sweets with an aphrodisiac effect...
6	Emperor's New Garb	A beautiful group of models are walking down the street, completely naked. They claim to be showcasing a tailor's new threads... which turn invisible when seen by someone the wearer finds attractive.
7	Disappearing Act	A magician promises a sweet experience with his eye-catching assistant: when a player steps inside the magician's box with the assistant, they are teleported to a dungeon cell.
8	Trial of Endurance	There's a local endurance competition with an erotic spin: if the party is able to make it through the bracket without finishing early, they'll snag some acclaim along with the prize.
9	Look-alike	An influential figure pines for someone they can't have—and promises to pay dearly if someone or someones would fill the role in a convincing disguise.
10	Behind the Mask	A sexually-charged masquerade party is the perfect opportunity for the group to sidle up to a VIP and probe them for information. That kind of insider info would be worth a great deal.
11	Broken Vows	A Succubus loves the Paladin she's crushing on very dearly... but can't see the relationship working if those pesky vows are going to keep the Paladin chaste. Can't the party convince them otherwise?
12	Taking Stock	A repeated offender is locked in the town stocks, yet refuses to see the error of their ways. Can't the party do anything to turn their stubbornness into genuine apology?
13	Empty Playbill	A famously bawdy play has come to town—but needs some attractive actors to join and perform. The party suits the roles to a T.
14	Bard of Renown	A widely-known Bard has come to town, and has their eyes set on the party: anyone willing to join them on a flirtatious date (and maybe more) will have a song written about them.
15	Potion Brewer	A potion-making witch has made some lovely new brews... and she'll give the ones that work to the party for free, if they try them out first.
16	Unstoppable Machine	A group of dirty-minded Gnomes have created a pleasuring machine that outlasts all challengers—but a reward is promised to anyone who can resist until the "batteries" die.
17	From Below	Tentacles emerge from a sewer grate, mindlessly groping and grabbing at whoever passes.
18	Clandestine Encounter	Moans of pleasure echo loudly from a hidden alleyway. Guards walking nearby are likely to hear it and break up, or punish, the culprits.
19	Underwear Thief	A slick pickpocket dashes through the streets, pursued by guards. As they pass the party, they reach out and attempt to snatch a party member's underclothes right off!
20	Odds and Ends	A merchant is drawing a crowd as they hawk items supposed to enhance and improve the user's love life.

Need some names for city districts where the licentious can be found? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	Red Light District	5	The Featherbed	9	The Twisting Tangle
2	The Silken Road	6	The Thighs	10	Pleasure Quarter
3	Back Alleys	7	The Purging District	11	Lovers' Lanes
4	The Womb	8	Sinner's Square	12	The Bosom

ENCOUNTERS IN BROTHELS

In some regards, the allure of a brothel might be draw enough! You might find that your players don't need anything like an erotic encounter in order to enjoy themselves at a house of ill-repute. However, when your players have become accustomed to the red light district or you feel you need something to spice up the already licentious surroundings you place your players in, these twenty ideas may give you a new spin on an old classic.

d20	Event	Description
1	Paid to Please	A patron is sorrowfully complaining their offer of marriage to a brothel's courtesan was denied. The patron believes it's due to their own sexual inadequacy.
2	Pay to Tease	The waiters and waitresses in this brothel are specially equipped: the party can pay a small amount to give their magical toys a small jolt, or pay a larger amount to turn them on for a longer period. Patrons cheer when mugs are dropped.
3	It Was This Big!	Patrons are loudly discussing the best sexual encounters they've ever had. The most impressive story wins the pot, which has grown large by this point.
4	Strip Teasing	The patrons begin to clap, and several attractive dancers leap atop the tables: they gyrate and slowly disrobe.
5	Hands Up!	In bursts a group of guards who begin to pat down the patrons for weapons or contraband. It quickly becomes obvious these are sex workers in costume.
6	Fill In	A popular courtesan has called in sick. A party member could earn double if they satisfy the clients who've been abandoned.
7	Justice for Just Us	A group of paladins and clerics burst into the brothel and claim the place needs to be purified for their deity.
8	Trouble in Paradise	A group of frustrated wives and husbands assail the brothel, expecting to find their spouses inside.
9	Dosing	A nervous patron approaches the party and asks them to dose a courtesan with a love potion. The target's affections can be won without it; if the patron is dissuaded, they'll hand over the potion.
10	Mixed-up Portals	The brothel offers a unique service: magical glory holes with a mystery destination. They feel like heaven... but where do they lead?
11	Training Dummy	The brothel is holding a sexual education course, but the individual who was to be demonstrated on has a scheduling conflict. A party member or several could make a pretty penny being toyed with in front of an attentive audience.
12	First Time?	A figure paces hesitantly back and forth before the brothel doors. Upon investigation it's revealed they're an angel, interested but hesitant to partake in carnal pleasures.
13	This is a Stick Up!	In bursts a group of bandits who demand everyone get on the floor and turn out their pockets. They are sex workers playing a prank.
14	Reverse Pickpocket	A player finds a thief has placed an item in their pocket: a note that says "find me," and a rod that, when twisted, stimulates the hidden thief into moaning.
15	Number One?	The brothel offers a trophy that proclaims "best at sex." The trophy is cursed: the carrier is harried by people who seem to magically know they carry the trophy and want it for themselves.
16	Popularity Contest	The brothel is holding a beauty contest. The judges are easily swayed, and a pretty prize awaits the winner.
17	Trial of Endurance	The courtesans are offering a special competition: last ten minutes, and the romp is free. Last an hour, and the personal favors of a courtesan are up for grabs...
18	Shoo, Fly	A patron of the brothel wants a certain courtesan, and won't accept their refusal. They're growing belligerent and violent.
19	Wet Tunic Contest	A set of beauties and handsome fellows stand on the stage: bladders full of water await paying customers. A good throwing arm is rewarded not just with a pleasant sight, but a cash reward as well!
20	Spilled Secrets	When a player meets with a courtesan, they find the sex worker is deeply interested in their adventures. They are an informant gathering rumors and news.

Need some names for sufficiently enticing brothels? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	The Silken Sighs	5	Pleasure Palace	9	Sweet Relief
2	The Soft Embrace	6	The Dirty Secret	10	Unlaced
3	The Pillows	7	Submission	11	The Lifted Skirt
4	Hot Kiss	8	Lovers' Lap	12	Willing Lips

ENCOUNTERS ON THE ROADS

Out on the roads you meet the most interesting types of people! Adventurers pass small villages, each with their own special stories, their own little dramas. And just as surely, other adventurers are beating the same well-trodden tracks. This marks the final stage of the adventure that remains on the beaten path: after this, it's into the unknown. Here in this liminal space your players might be looking for something to distract them from the miles ahead.

d20	Event	Description
1	Potion Seller	An apothecary's wagon has tipped: several bottles have broken, but more pressingly their labels are all mixed up. The potion maker will happily pay in gold and potions if the party will be guinea pigs. Several sexual potions might be mixed in...
2	Abducted!	Hands emerge from a passing covered carriage and yank one of the party members into the carriage. The owner is a noble on the way to a fancy ball, in desperate need of a dancing partner: the party member they've snatched is just their type.
3	Horse Race	The road ahead is blocked off for a traditional horse race: riders cling to their mounts without saddles... and without clothing. The party can take a detour, but a reward is offered to the winner...
4	Warmed Bedrolls	The party awakes from their slumber to find that in the middle of the night, partners have slid into their bedrolls to share their warmth.
5	Mating Rampage	A large creature is trashing the nearby countryside in its search for a mate. Imperiled communities would gladly pay for the resolution—or redirection—of this problem.
6	Sticks in the Mud	A brothel on wheels has become stuck in a rut. The courtesans are friendly and appreciative of help, but they're drawing onlookers who are shaming them for their chosen profession.
7	Headless	The severed head of a spectral knight calls from the roadside, asking for help from passerby: their body is being kept and toyed with by an unknown pleasurer.
8	In Distress?	A traveler flags down the party: they explain the object of their affection is soon to pass by and ask if the party would be willing to put them in a bit of pretend sexual danger in a misguided attempt to catch their would-be lover's eye.
9	Mobile Geisha	A refined courtesan is traveling via palanquin and flags down any passerby to chat aimlessly and delay the journey with. It becomes clear they don't want to reach their destination.
10	Bottled Dreams	A traveling potion-seller offers dreaming potions that transport the drinker into their most delightful dream. Just when the dream gets good, however, the potion-seller appears in their dream and bottles it!
11	A Riddle?	Three knights bar the way. A sign nearby reads: one always tells the truth, one always lies, and the third has sex with people who ask tricky questions.
12	Happy Up Here	A nearly-nude, clearly penniless individual hums as they walk along the road. They are hypnotized to gladly do whatever is asked of them.
13	A Luring Prospect	A road sign has been crossed out and replaced with the words, "hawt ladeez." A subtitle adds, "n menz!" The sign has been rotated to point towards a ramshackle brothel put together by local Goblins.
14	Pied Piper	A traveling bard offers to teach the party a song that invigorates them. Instead, listening to the whole song renders any listeners uncomfortably aroused.
15	Lover's Quarrel	Two travelers are loudly bickering. To make the other jealous they proposition certain members of the party.
16	Lost in Translation	A heavily-accented traveler approaches and propositions the party with extreme vulgarity. In fact the traveler has been misled by a translator playing a trick on them.
17	Lewd Smith	A blacksmith along the road has created powerful armor... but it puts quite a bit of its wearer on show. The armor is cheap or even free, if the party doesn't mind some embarrassment.
18	Hidden Passenger	The party discovers an adoring fan has snuck aboard and hidden in their luggage.
19	A Newt!	A local village is preparing to exile a distraught woman they're calling a witch. They claim she's put a spell on the villagers to make them desire her sexually. They're right.
20	Travel Expenses	A traveler walks along wearing a sign that proclaims they'll trade sexual favors for a decent price.

Need some names for roads that might put your players in the mood? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	Lover's Way	5	Header Way	9	Beaver Creek Bridgeway
2	Hooker Road	6	The Bone Trail	10	Slickway
3	Folded Road	7	Spread Legs Cross	11	The Brown Stretch
4	The "S" Bend	8	Three Way Road	12	Rigid Road

ENCOUNTERS IN THE WOODS

Something about nature brings out the beast in us. Any good forest hides Druids performing strange rituals, Rangers escaping the bustle of the city, amorous creatures halfway between monster and man, and so much more. Most powerfully, any tale which unfolds under the green boughs is unlikely to ever make it back to town—*it was different, out there in the woods: something overcame me!* Whether your players would have made the opportunity regardless of nature's influence is, of course, something we could never know.

d20	Event	Description
1	Merry Men	A group of bandits hold up the party, demanding coin for passage. The leader, a beautiful and sexually evocative rogue, is charmed enough by the party to offer passage in return for sexual favors.
2	Dryad Attack	Shouts fill the forest as hapless woodcutters are caught in the outstretched arms of tree-spirits: their revenge for the desecration of the woods, they've decided, is a new generation and the seed to make it.
3	Fae Celebration	Unwittingly the party steps into a circle of mushrooms which sends them to a frolicking feast of Elves, Fairies and stranger Fae. Sensual and debauched, the party lasts forever... and the Fae don't want the party to leave.
4	Full Moon Madness	The party happens upon a group of villagers tied to trees. They beg to be freed, but if they are let under the light of the full moon they'll transform and live out their wolfish bestial lusts.
5	Endangered Seed	A conscientious ranger knows an attractive monster species is teetering on the edge of extinction. He has plans to aid in their fertility—but will need certain samples gathered by willing adventurers.
6	Breeding Exchange	A forest tribe, monstrous or humanoid, has decided they need some fresh blood in their clan. They'll pay handsomely for the pleasure of the party's company... and the pleasure of the party's pleasure.
7	In Heat	An attractive monster race is experiencing an annual "heat" and the nearby regions are preparing for the madness. The party will be well-rewarded for each monster they can satisfy.
8	Fun on the Altar	A group of hooded cultists are summoning something, and an eager supplicant is bound nude to a stone altar. Whatever arrives might not be satisfied only with them...
9	Sticky Trap	The party stumbles into a glade full of giant flowers and flora producing an aphrodisiac powder. "Living" plants, they reach out to the party for their nutrients.
10	Fairy Mischief	A beautiful, picturesque moonlit hot springs awaits the party should they be willing to strip down and enter it. If they do, Fairies are waiting, giggling in the bushes to steal away their discarded clothing.
11	Bare Purity	Distantly through the trees the party spots a white-maned Unicorn with golden horn. It flees if they get too close... unless approached by a party member (or several) stripped fully nude.
12	Refraction	A grove of crystals seems to have unique properties: the light that shines through them shrinks or grows body parts. The party will have to be careful where they walk.
13	Toad Prince	A toad croaks at the party and follows them in an unnatural manner. If spoken to with magic, it reveals a kiss will turn it into a prince. It's the truth—but another kiss will turn him back!
14	Free Clothes!	Attractive, expensive clothing is hanging in the breeze. Nearby, a riding troupe is bathing in a stream. They react aggressively if the players try on their clothing.
15	Bearly Human	A group of bears are acting oddly in a clearing. They are Druids who have changed their shape in order to sneak a peek on nearby bathers.
16	Honey Trap	Beautiful figures in a glade pose alluringly. In truth they are shaped tendrils of amorous plants.
17	Is this your Axe?	A party member drops something in a small lake. From the water a beautiful nymph emerges and offers them a gold or silver version of the item they lost. If they honestly reply it's not theirs, the nymph will offer themselves and the true item.
18	Matrimony?	A stunning golden ring has been set on a stump. A Fae has placed it there, incorrectly assuming someone who picks it up will be bound to them in marriage; they take some effort to dissuade.
19	Body Painting	A druid draws their magic from woad paintings drawn directly on their nude body. This is a power they'd be willing to share, if someone can help them fill in the spots they can't reach...
20	Pinned...?	A woman appears to be trapped by a fallen tree. In fact she is a Dryad caught in the throes of passion with a tree (or something that looks like one) and reacts in an unfriendly way to being interrupted.

Need some names for woods that hint at erotic deeds within? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	The Naked Woods	5	The Green Sprawl	9	Beaver Woods
2	Groaning Woods	6	Open Glade	10	The Loose Belt
3	The Wild Woods	7	The Nestled Green	11	Hunter's Hideaway
4	Forest of Delights	8	Stiff Pine Ridge	12	Surewood Forest

ENCOUNTERS IN THE MOUNTAINS

The peaks and the mountains of the world are far from hospitable. It's rare that something thrives here in the thin air, amid the snow and rock, but there are always exceptions. Life finds a way to flourish in caves, in crevasses and in frigid lakes. Here perhaps more than anywhere else people seek comfort: maybe your players do too. They'll have to be careful where they seek it, though... here be dragons!

d20	Event	Description
1	Frigid	For a humble village the seasons have long since been frozen—literally—in harsh winter. The source: the icy heart of a frosty ruler deep in the mountains. Could it be thawed?
2	Worn Out	The ruler of a mountain kingdom is overwhelmed by their too-large harem. They beg the party to satisfy the group of amorous lovers.
3	Carried Off	Ahead on the road, the party sees hapless travelers being carried off by what look like large birds. Harpies are snatching people to bring to their nests and mate with them.
4	Step by Step	A group of non-aggressive goblins are demonstrating their sexual aptitude—with a clear lack of understanding. This doesn't stop them from bragging.
5	Pick Me	A mountain pass is blocked by two burly ogres stuck in an argument over who is more attractive. They demand the party pick a side, and will do whatever they can to influence the outcome.
6	Amateur Hour	A giant serenades all who take the mountain pass with some crude, bawdy poetry. Constructive criticism is welcomed—so long as the poetry remains dirty-minded.
7	Make me Suave	An Orc wants to learn more socially-acceptable ways to woo wallflowers. Savings can be redistributed to the party if they help.
8	True Love's Kiss	A Dryad in a mountain tree loudly bemoans her need for a lover's kiss and how it will allow her to leave for the forest. This isn't true: she just likes kissing people.
9	Mysterious Package	A close-lipped man will pay handsomely for the safe delivery of a large, fragile box. If the party looks inside, or takes long enough to travel, they'll find the cargo is a living being, another spouse for a regional noble. They're traveling this way for their safety, and to avoid oversight.
10	Dragons Whored	A coiled-up dragon greets the party and invites them to adorn their hoard during a rival dragon's visit: they want the party dressed up in exotic, erotic finery, and in return they can pick a trinket to take from the hoard.
11	Gilded Lily	A noble is roaming the mountains looking for a place of natural beauty at which they can be painted. They'll compensate the painter well, since they seem to have forgotten to bring one.
12	Strange Toys	A young dragon is seeking humanoid creatures to explain some of the erotic objects they've picked up and added to their hoard—with demonstrations, if possible.
13	Entrapment	The party stumbles into a Kobold warren... and finds the little creatures have a wildly distorted understanding of what a good "trap" is. They seem to think the object of the matter is to embarrass, not harm the party.
14	Opposites Attract	The path forward is blocked by two belligerents from different tribes. They posture and sneer; somehow they don't notice the thick sexual tension.
15	Enlightened One	A spiritual master is meditating atop a peak. They will grant carnal knowledge to those who speak with them: for the next week, a player who is instructed by them makes Sexual Skill checks at Advantage.
16	Culture Shock	A small village nestled in the mountains has bizarre sexual rules, including the outlawing of all undergarments.
17	Echoes	Pleasured moans drift from a crevice in the cliffside. If the party ventures inside, they find a creature is producing the noises to lure its potential prey.
18	Spa Day	A mountain hot spring is enticing, and replenishes the party's HP... but the curse put on it by a Warlock means the longer the dip, the more a bather's mind turns towards the carnal. A local lord keeps close watch on the party, ready to spirit away the affected... or lead troublesome individuals into it!
19	Matchmakers	The Kobold servants of a long-suffering dragon have decided their liege needs a lover; they'll put potential beaux through a long list of nonsensical trials to determine whether they're worthy, though the favor of a dragon may be worth it.
20	Lifelike	This entire cliffside is decorated with ornate, intricate sculptures of people engaged in erotic acts. On closer inspection, a few are living gargoyles.

Need some names for mountain areas discovered by the erotically-minded? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	Bosom Pass	5	Capped Head Peak	9	The Naked Cliff
2	The Grand Teats	6	Tight Squeeze Pass	10	The Clasp
3	Eight Dollar Mountain	7	Ass Cleft Canyon	11	Lover's Cave
4	Three Ass Pass	8	The Crack	12	The Dripping Tunnels

ENCOUNTERS IN THE WATERS

The ocean is at once a relaxing and an invigorating force; it can be frightening and deadly, too. Out underneath the waves anything could be lurking, friend or foe, and sailors always hope for the former. These encounters assume your players are stuck aboard a ship, which is an isolating and frustrating place to be... far from the comforts of home, far from the delights of freedom. That tension has a tendency to boil up until it's too much, and it releases—in hammocks, on rocks, amid siren song.

d20	Event	Description
1	Beached Mermaid	A beautiful mermaid, her aquamarine hair splayed on the ocean rocks, breathes shallowly. If she is nursed to health, she may present her savior with a precious pearl... or more.
2	Siren's Song	Stunningly beautiful singers serenade the party's boat as they travel through dangerous waters. The affected sway eagerly into a soft embrace—and those who resist are regarded with surprised favor.
3	Selkie's Coat	A teary-eyed maiden accosts the party, accusing them of stealing her seal-skin, without which she can't possibly return to the ocean. What she doesn't say is the man who presents her with the coat is bound to be her husband.
4	Sexual Practices	A mer-person requests the party's help: their lover is unsatisfied with the fish-like way the mer-person engages in sex. They want the party to teach them how to please a landlubber.
5	Starting out Siren	A Siren perfects their technique on a rocky shoal. They politely ask if they can try out their alluring song on passing sailors to hone their skills.
6	Cabin Relief	A ship has need of one—or several—amiable folk who'll provide pleasure to the sailors in return for a free trip, good quarters, and pay.
7	Flying Dutch	A barnacle-covered ship surfaces next to the party's: this is Davy Jones' ship, and this is the night his sailors seek carnal pleasures from willing ships on the waters. Strange, waterlogged magical items are the payment.
8	Inquisitive Tentacles	Tentacles burst from the waters and coil around hapless sailors. The Kraken is curious, not murderous, and will thoroughly explore any who fall into its clutches.
9	Crow's Nest	A captain is at the end of her wits: a Harpy has taken up residence at the top of her ship's mast. The harpy is nesting; they squawk for a mate and will only move locations when they find one.
10	Doldrums	The winds cease to blow... the ship stalls in the placid water. After some time, merfolk appear, and offer to tug the boat along if they can claim a sailor as their mate.
11	Drunken Sailor	The crew sing a jaunty, dirty tune. The singer to come up with the most witty, most filthy lyric wins a reward.
12	Captain's Hours	The captain is putting on a drinking game: any who can match them drink for drink may share their bed. None so far have won.
13	Shivering Timbers	The premier tavern on the sea, the Shivering Timbers, has been reached by the expedition! It's full of all the bawdy things sailors might want—and more, besides.
14	Thick Tension	Two crewmates have been playing "will they, won't they" for too long. The rest of the crew begs the party to set them up, or get them to break it off permanently.
15	Stowaway!	The party stumble upon a person who's not supposed to be on board the ship: they'll do anything to ensure their presence remains a secret.
16	Stop it Up	A leak has been discovered below deck. If the party investigates, they find a small, neatly-carved hole: this leads into the water where a curious merfolk waits, eager to see if something fits through the hole.
17	Circe-mstances	A tropical island beckons, as do a group of enticing, easy-going inhabitants. The group can live it up on the island... but every night they spend grants them a level of Exhaustion and there are bones buried in the sand...
18	Stay Awake!	The lookout is drooping with exhaustion up on the crow's nest. Only some extreme stimulation will keep their eyes peeled for danger.
19	Not I, Sir	The captain of the ship spreads a set of erotic sketches on the deck. They depict the sailors in various degrees of intercourse. The captain says no one will eat until the perpetrator comes forward.
20	Spiked Rum	The party recognizes something different about the grog when it's poured for them: it contains an aphrodisiac, and the crew is about to gulp it down!

Need some names for watery places with an erotic air? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	The Grand Swell	5	The Stiff Spit	9	The Sleepy Stretch
2	The Sucking Whorl	6	The Froth	10	The Salty Sea
3	Siren's Cove	7	Jutting Peninsula	11	Lover's Lake
4	Virgin Bay	8	The Wet Mile	12	The Deep and Narrow

ENCOUNTERS IN DUNGEONS

Stepping into a dungeon is like stepping into another person's head. Usually, a person who's just a little bit crazy, and just a little bit depraved. These two factors come together to suggest the players might just stumble upon a half-forgotten experiment or a tightly-locked room full of something unimaginable to those on the surface. A dungeon is a neatly closed-off place: anything that happened within can be sealed off and forgotten... so long as your players don't take it with them! Perhaps they'll find the fierceness of a life-or-death delve isn't so far from the passion of romance's bloom.

d20	Event	Description
1	Voracious Slime	A gelatinous mass has ingested curious potions as it roamed the maze-like halls: now it seems almost human, curious, and hungry. And the form it's taken is undeniably shapely.
2	Mirror Images	A sorcerer's magicked mirror causes the party's reflections to become briefly tangible. Similar in behavior, they seem wholly unrestrained—poised to act out the party's unconscious lusts.
3	Electric Sheep	A golem programmed to deliver pleasure roams the dungeon, bereft of purpose. It can be fought, enjoyed, or convinced to take up a new profession.
4	Competition	Another group of adventurers has taken the same contract as the party—in between admiring the party, they offer to take it off their hands... and will make it worth their while.
5	Shape me Shapely	A rough-hewn living statue patrols the corridors. Carrying a hammer and chisel, it asks the party for help to make it beautiful.
6	Dissolution	A clear cube of gelatinous jelly meanders down the dungeon corridor, almost invisible. Creatures caught within it find their clothes being melted right away.
7	True Love's Letter	A letter is discovered in a pile of plundered books: when a party member picks it up, the language changes to a heartfelt admission of love to the creature they love best. If the party member has no target of even mild adoration, it instead turns blank.
8	Second Mouse	An attractive, competing group of adventurers have attempted the dungeon—and become mired in its traps, stuck in compromising positions. The group could bypass them, help... or make a deal.
9	Magic Window	A magical item resembling a small bracelet shows an odd view: it shows the genitals of someone or something... and objects passing through the bracelet poke through to the other side!
10	Statuesque	A medusa's lair has produced statues of adventurers stuck half between wakefulness and sleep. They can still feel touch—and sexual pleasure, it's said, might revive them...
11	Summoner's Pet	Deep in the dungeon, an attractive creature from beyond this plane is trapped in a magical circle. They wish a relief from boredom... but may slyly try to escape.
12	A Luring Chase	Just around the corner, the attractive figure of <i>something</i> vanishes. It continues to flit just out of view until, if the party follows, the found themselves led into a trap by a shapeshifter!
13	Imitates Life	A curiously real painting reveals a pile of treasure, and an orgy of bodies. If the party steps into the painting, they'll find the treasure is real... but so are the people, and they want the party to join!
14	A Quick Rest	A well-kept bed with rose petals on its covers awaits the party. It's a mimic, waiting to lick and taste any foolish enough to lay on its mouth.
15	Cleaning Solutions	This dungeon room is a warm, steaming bath. However, inside the milky water is a slime developed to clean, wash, and exfoliate bathers. The party may feel a pleasant tingling, or more.
16	Possible Future	A painting shows a faithful depiction of a future room in the dungeon, and the party engaged in sexual acts with each other. The party will find the room later on, but nothing but the memory prompts them to follow the painting's advice.
17	Peeper!	A magical monocle allows the user to see through clothes and armor when they peer through it. However, when they do, their own outfit becomes see-through to everyone around them!
18	Real Characters	A magical spell has caused this cloistered library to call forth characters in its books into reality! Some characters are violent—and others are decidedly more pleasant.
19	Taste Testing	A chest-shaped Mimic announces itself and entreats the party to let it lick them. It will give the treasure in its belly to the best-tasting party member. It spits out anyone wearing clothes or armor.
20	Slots	The walls grind as they begin to close in! Several alcoves offer safety, but will require the players to put themselves in some compromising positions.

Need some names for erotic dungeons full of experimental chicanery? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	Fortress of Submission	5	The Depraved Dungeon	9	Corrupted Castle
2	The Desperate Maze	6	Immoral Sepulcher	10	The Pleasure Pits
3	Den of the Defiled	7	The Tower of Pleasure	11	The Desperate Keep
4	Carnal Caverns	8	The Maze of Temptation	12	Sinner's Dungeon

ENCOUNTERS AT THE ROYAL COURTS

The royal, noble courts are almost a battlefield themselves, for everywhere the players turn they're likely to find themselves caught in deceit, betrayal, and intrigue. However, the inhabitants of the courts are those most likely to be able to indulge their more complicated desires, and to involve the players in them! Where circumstance and sense might prevent the ordinary person from the most compelling depravities, money and power have a way of enabling the sensual... and perhaps, ensnaring the party.

d20	Event	Description
1	Two Left Feet	A noble spouse wants so badly to dance a sensual sway—but their partner can't keep a rhythm. There are court secrets waiting for someone who can fill in.
2	In the Act	The party stumbles upon an indiscretion: a married noble in a rendezvous with a servant.
3	Unsatisfactory	It's an open secret a noble in the court can't satisfy their partner. They'll pay handsomely for a little lesson—or their partner can be given what they want directly.
4	Sheltered	The crown heir is well aware of just how little experience they have; if they're to become ruler, they'll need some first-hand instruction.
5	Honey Trap	A lovely partner has been sent by a neighboring kingdom to entice and ensnare the royalty. The party could interfere... or help to drown the royal in pleasure.
6	Caught in Honor	An honorable knight must be in two beds at once—can the party help fill in for one or both?
7	Prize Fight	A tournament has the virginity of the royal heir on the line, and they don't want it signed away to just anyone.
8	Prima Noctis	A noble is using the right of the first night to spirit away newlyweds to the castle. The newlyweds' other halves aren't pleased.
9	Peeping Paintings	A secret passageway leads to covert voyeur spots and sensual secrets.
10	Promised Firstborn	The previous royal generation swore they'd hand their heir to a race of erotic entities, but they'll do anything to see the debt erased.
11	Fox Hunt	Movers and shakers don costumes to chase their quarry through the woods: the first to catch the target may have their way with the willing prey.
12	Pre-marriage Jitters	An influential noble is soon to wed, and begs the party for proper training in the erotic arts so as not to disappoint his fiancée. Little does he know, she's asking the same for herself..
13	Like French Girls	A noble will pay well if one or several of the party is willing to nude model for their recent painting obsession.
14	Royal Embarrassment	A noble has a beef with a peer: they'll equip the party with invisibility and other trinkets if they use them to toy with their enemy during a stately dinner.
15	Plus One	There's an event soon to debut in high society. An up-and-comer needs a companion (or several) to play up his prowess and lovemaking skills to any who'll listen.
16	Finding an Excuse	The jilted spouse of a noble needs evidence they'll cheat. They want the party to tempt their spouse so the trap can be sprung.
17	Purity Ring	A noble's relationship with their partner is perfect... except its lack of intimacy. The partner has strong opinions about chastity: the noble begs the party to help convince some exceptions can be made.
18	Attentive Attendant	A noble propositions one or several party members to fill in temporarily for a missing assistant: the duties border on the erotic.
19	Love is Blind	The party walks in on a demon out of their disguise: they're soon to be wed to a prominent noble, who doesn't know... and may soon have their soul sucked right out if the party don't intervene.
20	Faux Date	A noble wants to evade their family's demands by bringing a fake paramour to a ball. The more convincing the act, the better.

Need some names for noble families with ignoble histories? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	The Cummingses	5	The Bottoms	9	The Hymans
2	The Dickmans	6	The Everhards	10	The Kuntzes
3	The Cockburns	7	The Fannys	11	The Bushes
4	The Dickinsons	8	The Hookers	12	The Loves

ENCOUNTERS IN TEMPLES

Religion has a complex relationship with sexuality: in some traditions, the erotic is encouraged and embraced; in others, it's unmentioned; in still others, it's a shocking anathema. These prompts offer a mix of all these options. Perhaps your players will investigate the mien of a temple before they pass through its doors... or perhaps they'll find themselves surprised at the chastity displayed within hallowed halls. Maybe they'll be shocked by the lack of it.

d20	Event	Description
1	Sufficiently Sinful	This temple's confessional has a special reward: those who confess something depraved are given sexual comforts.
2	Sensual Screed	The preacher narrates a passionate story of sexual misdeeds... it becomes increasingly clear he's trying to whip the crowd up against someone in the pews!
3	Impure Temple	This shrine devoted to mortal sexuality offers a reward for those willing to experience orgasm within its walls: Inspiration.
4	Extreme Training	A cloister of monks and nuns ask visitors to attempt to stimulate them: they're striving to overcome the temptations of the flesh, with mixed results.
5	Rift Apart	This temple has opened a small portal through which a plane of pleasure can be seen. Beings on the other side beg to pleasure the party. If a player lets themselves be satisfied, the beings try to pull them through the suddenly-widened portal.
6	Not Dead Yet	A beautiful ghost, or several, haunt the steeples of this church. Refusing to depart, they refuse to believe they're dead... not until they've known the pleasures of the flesh.
7	Belted Down	This pious-minded clergy attempt to place a chastity belt on anyone who appears a little too lewd—and they're eyeing the party.
8	Holy Sacrament	Priests and priestesses ask nothing in return for the shelter they offer—except some of the holy essence of their visitors, which will be used in important rituals.
9	Like a Log	Nuns and monks in this temple crave sexual experiences they can't be blamed for: this is why they sleep naked with doors unlocked.
10	Like a Ritual	The party finds this temple embroiled in a passionate orgy. If they let the orgy complete, a demonic creature will be summoned.
11	Busted!	The party walks in on a pair of devotees mid-intercourse. But sex is banned by their faith... they won't tell, will they?
12	Summer Heat	A curse has been placed on this temple: its attendants rub their thighs and squirm. They won't hold to their purity for long, unless someone breaks the curse...
13	Invocation	Someone has swapped the preacher's book with a tome of erotic magic. As it's read, the effects on the people in the pews are significant.
14	Chosen One	A recent prophecy has foretold a child conceived in this temple will have great power. Adherents to the faith would pay handsomely to be impregnated, or find a surrogate.
15	Reinterpretation	Careful reading of cloistered texts has revealed the faith's chastity is unnecessary. Less strict members of the faith beg the party to convince their leaders to change.
16	Instructions Needed	Hallowed items have recently been added to the canon, but the clergy isn't quite sure how to use them. In truth they're sex toys.
17	Orgone Conduit	This temple offers the services of a clairvoyant who sees the future in the moment of orgasm.
18	Intense Scrutiny	A pious individual in this church is soon to be canonized... if they're found to be properly free of temptation. The church wants the party to try and tempt them.
19	Black Market	Less-chaste members of a temple will pay handsomely if erotic materials can be smuggled in past the clergy.
20	Hands On	Attendants at this temple offer sensuous massage. If a party member can withstand their touch to the end, they feel invigorated and gain temporary HP until their next Long Rest.

Need some names for religious orders with "special" rites? Roll on the following table:

d12	Name	d12	Name	d12	Name
1	Aphrodite's Cloister	5	...of the Seven Sins	9	Order of the Petals
2	...of Immaculate Conception	6	...of Sweet Relief	10	...the Fertile
3	...of the Sacred Virgin	7	...of the Passion	11	The Sacred Shaft
4	The Bosom	8	The Perfect Union	12	...of Deep Release

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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And once again, thank you!

CREDITS

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