

THE ROARING PIT

A 5TH EDITION FIGHTING ARENA

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

THE ROARING PIT

Clashing blades ring out across the sand: a lucky strike flashes out and catches one combatant across the cheek. The tusked woman wipes the line of blood with her thumb and growls with a fierce joy: another scar added to the cross-hatch network across her muscled arms and bare stomach. Panting lightly, the man across from her flips his blade backward and grins past his short-cropped beard. Thin and wiry and ready to explode into action, the man's arms tense so hard the veins stand out as he paces in a dangerous circle around his opponent.

The stands are quiet for the first time in the bout: all can tell a conclusive clash is mere seconds away. Bettors whisper last-minute odds to bookers; couples clench hands and hold their breath; old mercenaries carefully eye the finer details of the combatants' stances. A moment passes, then two: then sand sprays as the two collide, blades grinding against each other so hard to shoot out sparks, sweaty grinning faces only inches apart... eyes locked in a passionate gaze.

PLACED AT THE VERY CENTER OF AN OTHERWISE straight-laced city stands an arena which promises vicious enjoyment. Forever straddling the line of controversy, this coliseum promises to delight, to shock, to excite. Each morning the sun rises on fervent combat; each evening opens to performance and drama; the midnight moon shines down on licentious acts only spoken of in whispers. The allure of the arena draws many, be they curious onlookers or fierce-hearted adventurers seeking fame and fortune both. Here a party of adventurers could pass a pleasant afternoon watching fierce combat... or perhaps they might find themselves drawn into the fights and the festivities.

THE GLORY OF COMBAT

What comes most easily to mind when one hears of an arena? Perhaps the clash of iron on steel, the sweat of battle, the roar of the crowd. These are no stranger to the *Roaring Pit*; in fact, fights can be said to be its main attraction. From each sunrise well into the afternoon, combatants battle fiercely on the coliseum's sands to win glory and gold. This is a place where those of noble birth fight on equal footing with the most penniless peasant—and where that selfsame peasant can rise to legendary status.

These aren't deadly bouts, the establishment assures the guards: blood may be drawn, but heads stay attached to necks. In fact, not all battles are fought with sword or spear...

A PERFORMER'S DREAM

As the day cools, so too does the fervor of the *Pit*'s entertainment. Calmer minds take the stage as props and backdrops are wheeled out to the center of the arena. As the blood and sweat is washed from the floor, words reach the stands: stories are told in booming voice by the eminent playwrights and actors of the day. Here is where stories can be told free from censorship, and indeed the *Pit* has many times been host to irreverent exposés of contemporary leadership or scathingly intelligent takes on social ills. Of course, not all the entertainment is highbrow: the playbill is chock-full of rip-roaring comedies and bawdy, licentious stories.

The bill is open to performers from all walks of life, and traveling troupes often perform what they can't elsewhere, here in the *Pit*. Tickets are available... for the right price.

AFTER DARK

Officially, the *Roaring Pit* closes its doors once the sun sets. Officially, when the last performance on the playbill concludes, the onlookers are ushered out and the arena is left empty for the night. However, there are those who know better. Not all performances can be held under the light of the sun, after all: not all events can be publicly advertised. Jealous whispers speak of erotic performances by firelight, of secret rituals unknown to the church, of secretive events open only to the movers and shakers of the world—true identities hidden behind masquerade mask.

Officially, of course, the *Pit* denies these events ever take place. And yet if you press your ear to the wall when the moon is overhead, it's said you can hear the wanton moans of the lucky few who've bought their entry...

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!

GLORIOUS COMBAT

The main—and certainly most famous—attraction offered by the *Pit* is also the loudest. Dozens clash every day intent on proving themselves, eager to see their name inscribed on the *Onyx Charter*, the list of exceptional combatants who've made their mark in the history of the bouts.

FIGHTING IN THE PIT

COMBAT RULES

All tactics, weapons and spells are allowed inside the *Pit*. Only three rules lead to immediate disqualification:

- Attacking before the bout begins, or after it ends
- Harming spectators or *Pit* personnel
- Knowingly inflicting a fatal wound

THE COMBATANTS

Many prospective gladiators fill the rosters. Some example fighters at different levels of skill can be found in **Appendix B: Fighters**.

RUNNING TALLY

The rules of a battle vary from what a seasoned gladiator might expect. Fighters in the *Pit* are raised high by the opinion of the crowd, not only the strength of their arms. Awing the spectators is its own kind of battle, and the very best know just how to play the crowd to their advantage.

As combat unfolds, the fighters' abilities to win over the crowd can be represented by points they each score. The following circumstances award points:

POINT AWARDING

When a combatant...	They gain...
Deals damage	points equal to the damage dealt
Succeeds at a save	points equal to the DC
Causes a status effect (e.g. Blindness)	10 points
Wins a skill contest (e.g. Grapple or Enticement)	10 points plus the amount their check exceeds the enemy's
Makes enemy Aroused	10 points
Makes enemy Orgasm	50 points
Incapacitates an enemy	50 points

The emcee in the top booth, **Mr. Mephistopheles**, calls out the running tally every round. He provides the witty repartee for each bout.

SHOWBOATING

Every time a combatant would make a roll which would gain them points if successful, they may choose to roll at Disadvantage if not already Disadvantaged. This doubles the points they gain, if any.

A ripple runs through the crowd as they perch on the edge of their seats, tense as a bowstring. The fighters in the ring remain in their clinch, neither giving a single inch—close enough to feel each other's hot puffs of breath. The hardened abs of the Orc woman flex; the veins on the man's arms bulge; both refuse to take a single step back as their blades grate in grinding sparks. No one says a word for a long, long moment... and then:

"Sweep his foot!"

The clinch ends with a crash: the tusked woman hooks her opponent's foot and bears him to ground. The silence is broken in riotous shouts, the crowd bearing the heckler on their shoulders, as the grinning woman stares down at the fighter she straddles with her powerful thighs.

THE ROARING CROWD

The Crowd is an entity that acts at Initiative step 0, losing ties. Every turn the Crowd acts, they **chant for a fighter** and **call for action**.

CHANTING FOR A FIGHTER

On their turn the Crowd chants for the fighter with the highest amount of points, demanding yet greater heights of showmanship. Grant that fighter a \diamond d10 *Bardic Inspiration* they can roll once and add the result to any Skill Check, Saving Throw or Attack Roll.

CALLING FOR ACTION

On their turn the Crowd shouts demands and suggestions to the fighters, egging them on towards a course of action. Acts made during the next round receive double points if the GM rules they match the call.

If the act doesn't have a point value, it instead gains 20 points.

EXAMPLE CALLS FOR ACTION

d8	Call	Example
1	"Hit 'em!"	Make a successful attack
2	"Grab 'em!"	Initiate a Grapple
3	"Taunt 'em!"	Go the turn without attacking or casting a spell
4	"Get some space!"	End the turn more than 15 feet away from all enemies
5	"Make some magic!"	Cast a spell
6	"Do something special!"	Use a Class or Racial ability
7	"Tease 'em!"	Make a successful Entice or Stimulate action
8	"Finish 'em!"	Incapacitate an enemy or make them Orgasm

WINNING A BOUT

After 5 rounds the points are tallied: if one combatant has more points than the other(s), they win and the bout is ended. On a tie a final round is fought, with all points awarded doubled.

THE REWARDS

When the victor of a bout is called, they win more than just the adoration of the crowd. Besides any payouts from bets which might have been placed on the fight, they are paid in GP half the amount of points they won during the bout. The loser, though they haven't won the same acclaim, is paid one quarter of the points they won.

However, to many fighters there's more at stake than the prizes. Winning bouts opens up the path to harder fights with stronger, more skillful fighters... and winning against them could lead to a place on the *Onyx Charter*, the carved list of exceptional gladiators who've performed in the *Pit*.

FURTHER FIGHTS

A combatant can keep registering for more fights, provided they continue to win and should time allow. Once a fighter loses, however, they're done for the day.

If a fighter ends a bout with their score more than 50 points above their next highest scoring opponent, they can choose to challenge one of the *Onyx Guard*, the gladiators representing the best the *Pit* currently has to offer. Any fighter who prevails against a member of the *Onyx Guard* gets their name added to the *Onyx Charter*.

THE ONYX CHARTER

This giant piece of stone is cleanly hewn of something like black marble, or perhaps obsidian: light veins of something trace through it, glimmering in the sunlight and—some say—glowing vaguely under the stars. Names are etched with finality into this pointed, four-sided obelisk, names known for heroic feats of mastery in the fighting ring. A crowd presses thickly to the spire, reaching in awe to brush the chiseled titles and come one bit closer to their heroes. They reach near the base of the stone, grazing the names of ancient fighters; they reach at head height for the contemporary fighters, the men and women clashing even now in the ring. And above that, there's space for more...

This large slab of black stone stands as a pillar in front of the *Pit*. Inscribed with the names of the best and the most famous fighters to ever perform in the *Pit*, a fighter immortalized here obtains several benefits:

REWARDS FOR MEMBERS OF THE ONYX CHARTER

- Winnings from the *Pit* are doubled.
- No lodging or food costs within the city.
- ☉ Makes Intimidation checks within the city at Advantage.

However, a fighter with their name on the *Charter* is likely to be challenged to defend their status...

BETTING ON BOUTS

Anyone in the stands—and the fighters, before the bout—can put down money on a victor. The most optimal bets are made little by little over the course of the fight. This is represented by a payout multiplier that changes based on the fight's final gap between the two highest-scoring combatants' tallies: the closer the skill displayed by the fighters, the easier the odds are to manipulate.

Gap in score	Return on your bet if your fighter wins
100+	1.5 times your bet
50-99	2 times your bet
25-49	2.5 times your bet
10-24	3.5 times your bet
1-10	5 times your bet
0	0 times your bet
less than 0	lose your bet

BETTING EXAMPLE

John bets 20GP on his friend, Eliza. She wins with 100 points while her opponent scores 86. With a difference of 14 he wins 3.5 times his bet—70GP. He gets his bet back.

PLAYING THE CROWD

Players in the crowd can participate as well.

SWAY THE CROWD

A player in the stands can, as an Action, make an ☉ Intimidation, Deception or Persuasion check at DC 15. If successful, they can choose EITHER who the crowd cheers for during the next round OR what action they call for.

This check is made at Disadvantage if one of the fighters is a member of the *Onyx Guard*.

DISCOVERING FLAWS

Some combatants have special weaknesses, Achilles' heels a canny fighter might be able to catch wind of... and then exploit.

GAUGE WEAKNESS

In combat with a gladiator, a player can use a Bonus Action to survey their opponent. Make an ☉ Insight check opposed by the enemy's ☉ Deception check: if the player rolls higher, they gain knowledge of a weakness possessed by the fighter, such as a bad leg or a love for verbal abuse. If the GM determines an act exploits this weakness, they may grant the act Advantage.

WONDROUS PERFORMANCES

A visitor to the *Pit* might be surprised by the complete change in atmosphere displayed by the coliseum over the course of the day. On the same sand where blood was spilled and where fighters clashed, now colorful backdrops highlight emotive performances by eminent dramaturges.

PLAYS AND DRAMAS

The most common billing for the late afternoons and evenings in the *Pit* are shows put on by resident or traveling playwrights. Though tragedy and drama are well-represented, the true crowd favorite is the comedy—as humorous and bawdy as possible. Plays are a priceless opportunity for critics to push the boundaries of what's appropriate, or even legal. More than once a playwright has indignantly insisted their orgy scene is "absolutely necessary to the plot," or that a character who looks curiously similar to the king being bound up and whipped is "a clever metaphor."

ROSE OF AURIEL (TRAGEDY)

This tragedy follows the rise—and fall—of the virtuous Rose Knight. Presented with many temptations, he eventually breaks a vow in order to save the life of his lady love. For his transgression she is transformed into a blossoming rose: he wanders the lands bearing her in a glass case searching for a way to break the curse. The tale is accompanied by visually stunning fights only made possible by the skilled fighters brought from the audience to battle the titular knight.

Though most productions call for the knight to remove his helmet in the final scene, in this production his face is never seen. Whispers hint the knight might be played by a woman, or perhaps a creature of uncommon race, and a reasonable reward is offered for the exposing of said actor.

AUDIENCE PARTICIPATION

Part of the fun of the plays comes from the reactions of the audience. Playwrights strive to shock, deceive and even arouse the people in the stands—and many plays call for at least one lucky audience member to participate! The lucky few are pulled (with permission) into the wings, given a quick makeover, and given a line or two... or perhaps a more physical role in the play.

Many reasons, simplest of all being random chance, can give your players an opportunity to be chosen and involved in the play!

The man on stage puts his hands on his hips and peers curiously around the farmhouse set, prompting guffaws and muffled giggles from the audience. "What's that noise?" he wonders as the crowd watches the farmer's wife one room over, bouncing under the covers on her brother-in-law's hips. The farmer strides to his bedroom and flings wide the door—only to find his wife resting poised on what appears to be just a pile of pillows, her hair disheveled and lip bitten. He peers about, but backs out and closes the door.

"Then what was that strange noise?" he asks the audience, mystified, and the crowd dissolves into laughter as the hiding actor playing the faerie puts a finger to his lips—and a few more onlookers are gently pulled towards the stage to join the fun...

FAERIE DUST (COMEDY)

This erotic play begins with a short preamble about a bored fairy with a sack of magical dust capable of illusion and aphrodisiac effect: this sparkling dust is then used on unwitting people to hilarious result. Hated enemies are ensorcelled to look like the image of each other's lust, partners swapped and swapped again until even the audience can't tell who is whom. Finally, the illusions are dropped—and hilarity ensues as the victims decide to abandon their embraces... or continue on regardless.

This play borrows heavily from the audience, resulting in almost half the production being sourced from the stands. Several sorcerers cast illusory magic to alter appearances at specified times throughout the play, hidden from other actors—but not from the audience!

THE GREAT DEBATE (DRAMA)

The beginning of this play depicts the daily lives of an embittered barber and a guard inches away from being fired due to his unorthodox investigation style. Each is seen briefly in the background of the other's scenes until the twist: a dead body found by the guard with its throat slashed by a barber's knife. The guard investigates the barber, muddying the evidence unintentionally, intent on implicating the barber. A court scene plays, at which point the two endings of the play diverge.

During the court scene two speakers are chosen from the stands to present each main character's case: the more persuasive of the two as chosen by the audience wins the trial. The final act then follows the winner, unveiling more about them and casting doubt as to whether they were the right one to go free.

STRANGE DISPLAYS

Not all the performances put on inside the *Pit* are plays and dramas: sometimes the crowd-pulling attractions are more like what one might see at a circus or even a zoo. Though less common than their dramatic counterparts, these events often attract even larger crowds due to see the spectacle.

BATTLE WITH THE BEASTS

Though the morning gladiator shows in the Pit slake the thirst of most, some tastes tend towards the monstrous. This semi-regular display of nature's stranger creatures pits monster against monster—and at times, monster against man. Battles can have unpredictable results, which makes for good betting and even better watching.

Local monster tamers and summoners bring their beasties to bear in an attempt to show off the ferocity of their fighters and to win a tidy paycheck. As the rules simply state "until submission," there are those who train their fighters in more sensual tactics; viewers clamor for the opportunity to test their mettle against Succubi and Satyrs... though there are some who appreciate the allure of Minotaurs and Gorgons as well.

EXAMPLE MONSTERS

d8	Monster (M)	Monster (F)	Fee
1	Ogre	Ogress	1GP
2	Brain-drinker*	Brain-drinker*	1GP
3	Manticore**	Sphinx**	5GP
4	Centaur	Centaur	5GP
5	Minotaur	Medusa	10GP
6	Angel	Angel	10GP
7	Satyr	Nymph	15GP
8	Incubus	Succubus	20GP

*A curious race of tentacle-mouthed creatures who willingly fight in the *Pit*, eager for free meals.

**Not necessarily gendered.

The winner of a monster bout wins a standard rate of **50GP**, minus the fee they've paid. The more popular monsters offer less money... but some fighters claim the fight is well worth the price.

FIGHTING A MONSTER TO SUBMISSION

Monsters can be fought in three ways:

- As normal, until one party reaches 1HP.
- Over five rounds, using the rules in **Glorious Combat**.
- First to **orgasm**, or first to unconsciousness from **orgasms**.

PLAYING OUT A MONSTER VS. MONSTER

You can have two (or more!) creatures fight normally, or roll a \odot d8 for each. Each round, have each creature act out the according roll on the **Calls to Action** table. Then call a winner when you see one.

FEATHERED WIND

There are those who can split an arrow down the middle with a well-placed shot: then there are those who can do it twice, thrice, and so on. There are archers who can feather a target from mounted horseback, or even in the air. Amidst gasps and groans, a rapt audience watches these displays of skill.

Skilled archers compete in this trial, regularly held to great fanfare and an entry fee of **10GP**.

COMPETITORS

Archer	Attack
Fennyl	+4
Alphinae	+6
Varrosk	+8
Destiny	+10
Belria	+12

WINNINGS

Place	Payout
1st	100GP
2nd	50GP
3rd	30GP
4th	10GP

The competitors of the *Feathered Wind* are tested by successive Ranged Attack rolls representing difficult marksmanship challenges, eliminating the lowest-scoring each bout until only one archer remains. Bows and crossbows are freely allowed, no matter their enchantment, while more exotic weapons may require special exception.

LITHE AND LIMBER

Talented acrobats leap and spring, twining in silks and flipping from trapezes hung aloft by temporary construction. The two stars of the show, known by their monikers Lithe (a rugged-looking man of blue skin) and Limber (a red-skinned, sultry woman with long legs and small chest), are a pair of Tiedflings boasting long histories of circus performances. Swinging from lines, they collide in a tight clasp of leg hooked over thigh and tongue between lips, dazzling and exciting their audience.

Although the stars of the show are, of course, the fiery romantics Lithe and Limber, they are always looking for side talent to participate in their evocative, wordless displays. A willing performer will be dressed in tight, form-revealing clothing and spun or swung in any number of exciting and death-defying displays. An Acrobatics check of at least \odot 15 will grant the audience participant 10GP in thanks, while a score of \odot 20 or higher will earn the helper 25GP.

...AND MORE!

The *Pit* draws a multi-cultural crowd and boasts performers from all corners of the world. If you think there's a type of performance or a special show which would suit the arena, here's where it belongs!

THE PIT, AFTER DARK

Officially, the *Pit* closes its doors when the sun dips below the horizon. Officially, the coliseum is closed for cleaning, for repairs, and the preparations for the next day of entertainment. However, a remarkable sum of money passes into the city guards' hands in order to avoid the *Pit* on patrol, and there are those who swear they've heard moans, chanting, and even stranger sounds emanating faintly from the coliseum—or perhaps the tunnels beneath.

PRIVATE PARTIES

The simplest explanation for these odd noises is freely given by the staff, when asked: now and then, monumental sums of coin exchange hands in order for the very wealthy and the very powerful to use the fabled *Pit* for a bit of late-night celebration. Movers and shakers might find themselves invited to a party like this, especially if recently successful on the sands or on the stage.

The rewards for attending such an occasion might seem obvious to those with a talent for courtly politics... but there's more than scratches the surface here. If your players keep their ears open, they might hear something to their advantage.

OVERHEARD WHISPERS

d8 Rumor

- 1 Hush money has exchanged official hands.
- 2 A prodigal child has an unfortunate pregnancy.
- 3 A noble has... unconventional tastes.
- 4 One of the powerful people present likes the look of a party member and might pay handsomely for a visit.
- 5 An official's secret is being exploited.
- 6 A missing official is here, very much alive.
- 7 A dark deal is being made right here, tonight.
- 8 Tempers are flaring; a noble marriage is splitting.

SNEAKING IN

Few obstacles exist for the party who bear invitations to a midnight gathering... but an otherwise interested group of characters might reasonably assume a clerical error has left them off the roll. If the players wish to sneak into a gathering, they should be expected to all pass a Ⓢ DC 14 Stealth check.

While inside the gathering, prompt them periodically (or when you deem they act suspiciously) with Deception checks at Ⓢ DC 14. If enough failures accumulate, the group may end up being kicked out.

If one or more players fail their Ⓢ Stealth checks to enter, consider allowing them in anyway—but confront them with Disadvantage on Deception at the beginning or even throughout.

SEXUAL COMBAT

The fighters of the *Pit* often find themselves frustrated at constant back-and-forth fights with their closest opponents. Now and then gladiators who have tested each other's skills on the battlefield wish a different kind of contest, one which doesn't just allow seduction: it's required. Almost solemn, two fighters meet in the center of the *Pit* and, egged on by the smooth words of **Mr. Mephistopheles**, join together in an erotic clash.

An erotic fight differs in several ways from the day's bouts: first, the audience is few, and hand-selected. They are a carefully-picked selection with money in the game and a vested interest in at least one of the fighters. Second, points are not awarded in sexual combat; instead, the first to yield is determined the loser.

OPEN DEBAUCHERY

The events of the morning and the afternoon can be exciting—often without satisfaction for the audience. This mounting frustration boils over at last in midnight meetings tacitly approved by the staff of the *Pit*. A reward for the individuals who routinely grant the establishment their patronage, masks are included at the door and essentials provided within.

As he is for the fights in the arena, **Mr. Mephistopheles** is the emcee to the night's festivities. He welcomes all, instructs the gathered throng to cast off their apprehensions, and then joins the mingle. He slips from pair to group to single celebrant, making them as comfortable as possible... and matchmaking where he can. By the stroke of midnight, all boundaries between one masked individual and the next have been relaxed; by the cock's first crow, they'll be nonexistent.

Those who enjoy the nocturnal joys of the midnight orgies return to their lives smiling secretly: what was done under the flickering torchlight of the midnight *Pit* remains there, but the memories—the bite-marks, the hickeys, the warmth—all these follow the lucky few. After a night of such fun, all participants are suffused with *Afterglow*.

AFTERGLOW

Effects

WIS, INT, CHA rolls made at Advantage.
STR rolls at Disadvantage.

Ends when...

...creature completes a Short Rest, ends their next combat, or becomes *Aroused*.

ORGONE VORTEX

AT A GLANCE

Orgone Vortex is a one or two-session adventure for a group of 3-5 adventurers of level 4-10.

The players will visit the *Roaring Pit* and uncover a plot to channel a powerful spell using the sexual energy of an orgiastic crowd. They will discover the powerful Sorcerer **Anastacia**'s plan to create a powerful aphrodisiac aura during the climax of a fight—and with her companion, **Lucas**, accrue incredible power.

Introduce the players to the coliseum in the morning and let them enjoy the fights if they want to participate. Either way be sure to briefly describe a couple of bouts they won't be involved in—and include **Lucas' Fight**, below.

LUCAS' FIGHT

Describe a bout between **Lucas** and another NPC of your choice. Stress in this fight Lucas' incredible skill and, if possible, stress his attractiveness. He wins with his signature *Dizzying Fists*. Describe, finally, Lucas exiting the ring to be joined by **Anastacia**, who rewards him with a brief crotch grab and a tease.

Fill in the players with information about these characters via chatter from the nearby audience. Make sure you mention **Lucas**' mostly-unrequited lust for **Anastacia**, discuss the *Onyx Guard* they're a part of, and mention offhand from the crowd the two of them will be clashing tomorrow, to a large turnout.

AFTERNOON EVENT

Present the players with a playbill for the afternoon and let them choose a play from it. Let the drama play out, involving them if possible—like grabbing a few willing members to star in the play—then at the climax of the show...

THE PULSE

Have the players roll a \odot DC 14 Wisdom save, increasing to 16 if they're on stage; if they fail, render them **Desperate** (sexually unrestrained) for a round. Note the same effect transpiring in a wave radiating out from the center of the arena: the audience grows momentarily wanton, then embarrassed as the effect fades. As the effect fades, have a nervous announcement from **Mr. Mephistopheles** end the show abruptly amid grumbles from the audience.

If any players who can cast spells were on the stage, describe how a strange energetic tingling suffuses them and will empower their next **sexual spell**; it's saved against with Disadvantage. This effect lasts until their next Short Rest.

THE AFTERMATH

The players will understand something magical has occurred. Allow them to make Arcana checks if trained: at \odot 12 or higher, describe the effect as a radiating, sexually-charged Charm-like spell—and hint at it being intentionally cut short. Let the implications of a longer cast sink in, then move on.

INVESTIGATING

MR. MEPHISTOPHELES

Let the party catch a glimpse of **Mr. Mephistopheles** arguing with someone quietly: a noblewoman Elf named *Nevia*. This should provoke sufficient suspicion if the party isn't suspicious of him already. Have your players make \odot DC 14 Perception checks: even if everyone fails, the players overhear her saying something about "tonight." Then she slips away into the crowd.

If the group approaches the announcer, they'll find him glib but clearly distracted. Depending on their Persuasion or other social checks, he'll reveal the following information:

- \odot <9 *The magical pulse was merely a stage effect!*
- \odot <14 *Sometimes magical effects from stage plays go haywire: nothing to be worried about.*
- \odot <18 *We're not sure where the pulse came from.*
- \odot 18+ *Similar things have happened for days.*

At the end of the interrogation **Mr. Mephistopheles** will hint that there's money in it for a group which can figure out the origin of the magical effect, and suggests talking with the playwright responsible for the day's event, **Luxille**. **Mephistopheles** can fill in general information the players might need to know about the *Pit*, but if the party delays have him taken away by urgent business.

LUXILLE

Luxille can be found cleaning up the play and directing her actors. She'll compliment—or deride—any players who participated in her drama, but will be no nonsense when it comes to the interruption. She will be clear about knowing nothing to do with the magical pulse: an Insight check above \odot 12 will affirm this. She'll mention that kind of music usually gets used during nightly affairs: at this point, **Anastacia** enters and insists there are no nightly affairs. She will politely but firmly ask the party to stay out of internal business.

NIGHTLY AFFAIRS

If the party investigates about the midnight events put on in the *Pit*, you can toss a few items their way:

- *Wanton moans are sometimes heard coming from the Pit overnight.*
- *Sometimes nobles buy entire Inns nearby the Pit for a single night.*
- *Whispers of secret fights with fewer rules suggest a nightly arena.*
- If the players succeed at a Ⓛ DC 16 Investigation check: *Nobles have been buying masquerade masks for tonight's upcoming event...*

Give the players an opportunity to prepare however they want. When they arrive near midnight, they find a group of VIPs filtering into the *Pit* under torchlight. Describe a wide array of animal, masquerade and stylistic masks being worn. If the players don't have masks at this point, give them options:

- *A group of masked nobles in equivalent number to the party are chatting off in the shadows.* The party can take their masks given an INTIMIDATE or appropriate social check at Ⓛ DC 15.
- *Spare masks have been left on a nearby table.* The party can silently take them given a Sleight of Hand or Stealth check at Ⓛ DC 15.

The players can enter the *Pit* freely with masks; otherwise, they'll have to come in stealthily (see **After Dark**).

THE MASQUERADE PARTY

Inside the *Pit*, the party will find a group of VIPs and more than a couple gladiators beginning to chatter amiably. To populate the crowd you can choose from the tables in **Fighters** (excluding any members of the *Onyx Guard*), characters from your own setting, and **randomly-generated erotic NPCs**. Among them **Mr. Mephistopheles** will be wandering, match-making: he'll come to the group as well and will need to be avoided (Ⓛ DC 15 Stealth) or deceived (Ⓛ DC 15 Deception). If unsuccessful, he won't kick them out; instead, he'll quietly remark he's glad they're here and request they keep a lookout for a similar magical pulse.

Give the players time to visit and fraternize if they want. Give them an opportunity for foreplay, but before things get too serious have **Mr. Mephistopheles** welcome everyone from his speaking box, thank them for coming... and halfway through his speech, another magical pulse emanates.

PULSE 2, EROTIC BOOGALOO

The pulse goes out, but this one is stronger: this time, it lasts for 2 rounds and is at Ⓛ DC 18, which all the NPCs fail. In the aftermath, **Mr. Mephistopheles** comes on the mic and shouts for everyone to stop, that the event is shutting down—but is cut off mid-speech by a groan and a thud. The crowd gradually disperses and the players should investigate the announcer's box.

Each player's next **sexual spell** is empowered indefinitely.

THE KNOCKOUT

Mr. Mephistopheles is stunned in the announcer's box, and comes to as the players revive him. He didn't get a glimpse of the person who dropped him, but some elements can be uncovered:

Check and DC	Clue
Medicine, Ⓛ 12	Two bruises of fist-marks on his head.
Perception, Ⓛ 14	A scrap of kilt-cloth is caught on a snag.
Investigation, Ⓛ 13	Faint, bare footprints can be found.

All these should point to Lucas. If the group doesn't figure that out, don't worry: they'll see it in the morning.

Mr. Mephistopheles will relate tomorrow is a special bout between two members of the *Onyx Guard*: Lucas and **Anastacia**. This bout, only recently announced, will draw a huge crowd and is an ideal time for the magical spell's true power. He humbly requests the players attend tomorrow to help him stop the spell, and remarks about the wide-reaching effects the successful pulse could cause: widespread chaos, unbridled lewdness, and so on. He promises a reward, whether or not the players are able to stop it.

THE DAY OF THE FIGHT

The party will find the *Pit* stuffed to the gills with people waiting to see the two famous fighters clash. After they seat themselves have **Mr. Mephistopheles** approach: if the players haven't already had the rules of the bouts explained to them, now is an ideal time to do so. After answering any questions they might have, he retreats to his announcer's box. Lucas and **Anastacia** take to the sands. Anastacia makes a short speech: she relates how the power she holds is tied to the number of eyes on her and hints she'll be gaining far greater power imminently. At this point, have Mephistopheles announce they'll be warming up with a fight against many: he will then rattle off the accomplishments of the party (if any) and urge them to take to the sands.

*If the players choose to fight, continue. If they don't, go to **Successful Channeling**, below.*

THE FIGHT

Lucas, **Anastacia** and the party square off. Roll Initiative and play the fight out like a normal bout, but without points. The audience still *cheers* for individuals and *calls for action*: the *calls* provide Advantage on that action for anyone who attempts it, and you can *cheer* as you find appropriate—and to balance the fight as you see fit!

During the fight, **Anastacia** will attempt to cast her *Orgone Channeling* spell at the end of each of her turns. If she completes the cast by beginning her next turn without her Concentration being broken, it has a similar effect as the previous pulses: the audience becomes briefly **Desperate** and so do the PCs for a round if they fail a \diamond DC 18 Wisdom save. If she manages to do so, have her monologue about growing stronger and her plan coming to fruition. If she's allowed to spend two rounds casting this way, the party has failed. Go to **Successful Channeling**, below.

Lucas will engage with the party, fighting calmly and methodically as he alternates between dishing out punishment and chasing others away from **Anastacia**. Have him focus a target to affect them with his *Dizzying Fists*, paralyzing them. If he attacks them further, this will be an automatic critical hit and can be quite dangerous. The paralyzed character may have to be helped by their party: a friendly character trained in **MEDICINE** can treat the paralysis with a Bonus Action, while a character without that training can treat the paralysis with a full Action.

Neither **Anastacia** nor Lucas will deal lethal damage; at worst, they will simply knock the PCs unconscious.

TWEAKING THE FIGHT

You may find yourself needing to alter this fight in order to pose a sufficient threat to your players—or one they can overcome! I have some suggestions:

Party level	Tweak
1-3	Anastacia only channels her spell.
4-6	No changes.
7-10	Give both enemies one Legendary Action they can spend on an attack or spell. These are spent at the end of an enemy turn and recharge every round.
11-14	Give both two Legendary Actions.

Additionally, you can pick and choose whether Lucas chooses to attack a *Dizzing Blows*-affected character or leaves them well enough alone.

EROTIC APPROACHES

Of course, the combatants needn't necessarily fight fair. **Anastacia** can be interrupted in a sexual manner she will be receptive to: her mouth can be stopped up, her hands otherwise occupied,

and her Concentration pleasantly broken. Lucas as well can be diverted: his motivation is predicated on desire for **Anastacia**, but given how little she seems interested in him successful Persuasion checks might turn him against her—given Advantage if they also approach him sexually.

Against receptive players, you can also have both enemies attempt to fight them sexually: **Anastacia** will tease and promise worlds of pleasure if they let her finish her spell, and Lucas will follow **Anastacia**'s orders to exploit the PC's fetishes if she senses any.

SUCCESSFUL CHANNELING

*If the group fails to battle Lucas and **Anastacia**, they spar briefly before **Anastacia** channels her spell to completion. At which point...*

A magical pulse ripples out from the center of the arena to the entire city. At a Charisma save DC of \diamond DC 22, PCs and NPCs alike become **Desperate** for an entire hour. In the aftermath, the streets are full of tangled limbs and the results of a giant, frenzied orgy. The players may have had enough focus to see **Anastacia** floating in the middle of the *Pit*, crackling with energy and laughing in ecstasy. Where she's gone now is anyone's guess—though it might make sense for her to reappear later in the campaign as an enemy figure...

ENDING

If the pair is defeated...

The arena erupts in applause for the party. **Mr. Mephistopheles** cheers the group as arena guards guide Lucas and **Anastacia** away from the crowd. Ply the group with eager fans to their liking, fighters included.

If the pair is successful...

The party comes to themselves in the arms of amorous lovers. The city as a whole is embarrassed, and chooses to collectively avoid talking about the effects of the spell. Lucas, abandoned, resigns himself to imprisonment.

If the players fought...

Mr. Mephistopheles keeps to his word: he rewards the players and suggests they try their hand at joining the Onyx Guard, though they'll have to compete individually.

JUST DESSERTS

Reward the players with 100GP and 1 Common magical item, multiplied by their average level.

GM'S GUIDE TO EROTICISM

Inside this module there are many tools presented to the GM for potential erotic use. However, the way to best use these tools (or when!) might not seem immediately obvious to those just beginning to bring adult elements to their table. This page is to suit that purpose: to offer some recommendations and suggestions for how to spice up your campaign with an erotic element... and when not to.

FOREWARNING

Adding eroticism to your game might seem like a rocky path full of trip-ups, sticky situations and potential landmines. This is undeniably the case: adding these adult elements to your table should be viewed as a potentially problematic choice. If this is the first time the erotic has entered this table with this set of players...

- Have you ensured your players are actively interested in engaging with erotic material, and capable of enthusiastically consenting to it?
- Have you presented the general material to your players and received enthusiastic interest?
- Are you clear about what your players like and don't like?
- Are you clear about what you like and don't like?
- Have you prepared and discussed with your players how to communicate their pleasure or displeasure with the game?
- Have you prepared and discussed with your players how to end or step out from a scene without judgment and at their own discretion?

Erotic material shouldn't be engaged with unless you're willing to take it mostly seriously and take your players' comfort extremely seriously. Even if your players are veterans of this kind of material, it's still worth running the basic contents by your table. You never know when something you find innocent will have a big impact, and you never know when something you find mildly erotic will be a player's wet dream!

FOR MORE, TRY...

This is but a short run-through of the potential issues you may have and the types of considerations you should tackle. More detailed, rigorous and in-depth discussions on this topic, as well as resources such as custom kink lists and questionnaires, can be found in the [core rulebook](#) of the Rolling for Seduction suite.

Anyway...

EROTIC FIGHTS

Every gladiator combat is an opportunity for a little bit of fun. If between an NPC and a player, describe the NPC in a sexual manner and gauge your player's interest. If the reception is positive, begin with teasing, flirting or brief touches, and go from there. If an approach can exploit one of their kinks, use that or something like it. If the player initiates, have the NPC react positively... perhaps with a minor expression of resistance.

EROTIC EVENTS

As mentioned, involve your players wherever possible. Have them pulled from the audience and give them opportunities to show what they're good at, to an appreciative audience. Even if an erotic scene is planned in the play or in the event, encourage over-the-top debauchery by whispered teases and come-ons from the NPC actor. "We're only supposed to pretend, but no one will know..."

APPRECIATIVE FANS

The players will be going up in front of hundreds of people, ordinary and otherwise, to strut their stuff. Even if they don't do a remarkable job, the allure of someone able to face that many eyes and still do their best will be considerable. If, in the description of the stands and surroundings your players express interest in one of the NPCs you populate it with, describe their eyes meeting the player's and express their interest however you can. After the day's events—or even while the players are simply in the stands—that NPC might find the time to seek out the player... or vice versa.

PRE-GENNERED BEAUS

If you don't have a clear idea of what kind of characters your players like, or if none of the ones you mention seem to catch their fancy, there's no harm in letting them look through the appendices at the back of the book (though you may want to censor some mechanics or weaknesses). If they find someone they like the description of, fit them into the show, the crowd, or the scene!

These are just some suggestions for how to best use this book, but you know your players! I'm sure you'll find a way to tempt them.

Good luck, and happy GMing!

MR. MEPHISTOPHELES

Thin and eccentrically dressed, Mr. Mephistopheles is a larger-than-life figure synonymous with the *Pit* itself. Known as much for his smooth, velvet voice as his dark-red skin, it's unsurprising he's as much a heartthrob as any member of the Onyx Guard. A consummate flirt, Mephistopheles nonetheless holds a heavy burden on his wiry shoulders: the very day-to-day operation of the *Pit* relies on him like a house upon its foundation.

The crowd murmurs, shifting back and forth—until the booming, velvet voice echoes around the arena. Each creature here to see a fight, a show, or something in between, relaxes and finds an expectant smile crossing their face. "Ladies, Gentlemen, and everyone in between!" the voice calls, and the figure appears: striding out onto the speaking platform, emerging from the box. The long tails of his blue military coat drag lightly on the stone. On anyone else the mish-mash of his clothing would seem a garish mess, but against his red skin it seems somehow natural, seems to enhance and highlight his slender, tall frame. He sweeps out a hand, intentionally pausing at the height of the crowd's anticipation, intentionally flaring his coat so it shows just what—and how little—he wears below it. His yellow eyes sweep the crowd, and his teeth bare in a fierce grin. "Today, I have for you something exceedingly special..."

RIVETING ANNOUNCER

Mr. Mephistopheles is present nearly every match, every bout, and every event held in the *Pit*... day and night. When two gladiators take the field, he announces them (and their lengthy deeds); when a show closes he cheers the actors and the playwright; when a fight is won he calls the bout. He reels the crowd in and he keeps them on the edge of their seats. The audience is like an instrument, one Mr. Mephistopheles loves to play.

MYSTERIOUS PROPRIETOR

Officially, all business goes through Mr. Mephistopheles. He opens the *Pit* and closes it, and yet when asked explains the owner is "away on important business." The true identity of this mysterious individual is a matter of some debate, though to the inquisitive the mysterious only compound: why has no one seen the owner, if there is one? Why do the guards so conspicuously refrain from patrolling the nearby streets when night falls?

MR. MEPHISTOPHELES

Medium male Tiefling, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	12 (+1)	18 (+4)	16 (+3)	20 (+5)

Skills Insight +5, Perception +5, Persuasion +7, **Sensuality** +7, **Submission** +5

DESCRIPTION

Mr. Mephistopheles is a charming entertainer, lithe and friendly.

Appearance. Mr. Mephistopheles wears a long, military coat of blue which clashes against his red skin. Two gnarled horns protrude from his forehead above glittering yellow eyes and a toothy mouth spread in a bright smile. He's slender and tall, standing taut like a bowstring, and beneath that open coat are the barest definition of abdominal muscles tensed as he shouts.

Personality. Mephistopheles is a charming, fun-loving fellow. He likes to keep people at arms' length, keeping the persona he creates firmly between his true self and the people he courts. And court he does: Mr. Mephistopheles has enjoyed the company of many, never just one and never the same for long. And those he does choose must be prepared for his love of spectacle; indeed, the allure of a roaring crowd does more for Mr. Mephistopheles' lusts than almost any tempting form. It can be heard in his voice, just a hint, as he booms out the names and the deeds of the next fighters to take the ring.

UTILITY

Mephistopheles knows a group of promising up-and-comers when he sees them.

Glad-hand. Mr. Mephistopheles is happy to arrange meetings or even fights for those who ask... nicely.

Crowd Whisperer. The announcer knows how to play the crowd like a well-tuned instrument. *If the players give Mr. Mephistopheles half their winnings, he'll help them direct the crowd. The players choose the crowd's cheer target and call to action every round.*

PLEASURES

Mr. Mephistopheles often has visitors up in his announcer's box. They usually leave with a smile but less clothing.

Seduction - DC 13. The announcer accepts many overtures, especially when they match his level of energy. He loves a little covert action. *If a player offers to fool around with Mr. Mephistopheles during one of his announcement spots, they roll to Seduce him at Advantage.*

Preferences. Mr. Mephistopheles has a hidden masochistic streak. *When a player Entices Mephistopheles using a Strength roll he saves against Arousal at Disadvantage.*

Kinks. Mephistopheles likes anal, dominant approaches, covert sex, and marking. He doesn't like exhibitionism, quickies, or getting dirty.

ANASTACIA

Plump and devious, this witch is a force to be reckoned with inside the arena and out. Her eyes are hidden underneath her large hat and her long, silken brown hair—but when they do peek out for the slightest moment, they dart with a striking intelligence. She seems to look down on everyone she regards... though one might find pleasure in her disdain.

"Where is my opponent?" the gladiator calls, strutting on the sands as if to already declare victory. Finally from under the raised gate comes stumbling a plump woman in black dress, looking the very image of a witch in training. Her oversized hat dips over her face and she pushes it away—her hips sway and her chest jiggles, neither well hidden by the soft robes in relief against her body. She peers nervously at the gladiator and squeezes her gnarled wooden staff. Her opponent bursts out in laughter, as do some of the audience—but the rest just chuckle. It is them who are not surprised when scarcely two minutes later the gladiator is on his back, whimpering, cheeks flushed and gaze dreamy, pants wet. With her boot on his chest he has an excellent look up her dress... and at the smirking, almost cruel expression on her face.

MAGICAL COMBATANT

Anastacia is a member of the **Onyx Guard**, the group of gladiators elevated above all others inside the *Pit*. A force to be reckoned with, Anastacia is a canny fighter with a dozen tricks up her sleeves. Specializing in flashy spells, she loves to have all eyes on her—and maybe on her sparring partners as well. One can't fight in the coliseum for as long as she has without learning how to play the audience: she's expert at keeping the crowd on the edge of their seats, teasing them along as surely as she coyly plays her opponents.

EROTIC CASTER

Anastacia's true passion, in the ring and out, is in casting spells with an erotic, sexual effect. From humble pleasure cantrips to powerful, skin-tingling rituals, these are feverishly penned down in her magical tome amid footnotes and personal insights. A few of these spells might be cast during gladiator bouts... but the more powerful ones are reserved for clandestine, after-dark meetings officially never held. Those who attend these mad, writhing orgies rarely remember more than the vague figure of a curvaceous woman in robes... then an eternity of pleasure.

ANASTACIA

Medium female Human, neutral evil

Sorcerer

Armor Class 14 (magical robes)

Hit Points 80 (9d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	15 (+2)	20 (+5)	13 (+1)	16 (+3)

Skills Arcana +9, **Domination** +8, Perception +5, **Sensuality** +5

Anastacia's abilities, spells and tactics can be found on her entry in the *Onyx Guard*.

DESCRIPTION

Anastacia makes a game of being underestimated.

Appearance. Anastacia's cheeks are dotted with light freckles on her tanned face. Large in proportion and weight, she moves with a certainty to her steps and a sway of her hips. Although she wears simple black robes and an oversized black hat—a relatively traditional witch's outfit—the curved-lip smile peeking from beneath her hat's brim and long brown hair hints at how she knows it makes her look. With her large bust and wide hips, the draping robes merely accentuate her features... and invite the viewer to imagine her beneath it.

Personality. Teasing and coy, Anastacia loves the feeling of being in control. She imagines herself holding a leash in her hands, insistently leading her partner or partners along without them even knowing it. She's an expert in appearing unassuming, even choosing clothing which seems clumsy but in truth is carefully selected. Only that coy, almost cruel smile on her soft, plump lips hints at her twisted personality. And, of course, the way she acts when she has someone in her clutches.

UTILITY

Anastacia is outwardly friendly, but more likely to be an antagonist than a friend.

Sexy Saboteur. Anastacia has become an expert at swaying a fight in a direction she prefers. *In some tournament fights, Anastacia might project a message into the mind of a player promising sexual delights if they can perform a sufficiently difficult maneuver or a last-minute comeback.*

PLEASURES

Anastacia delights in sexual indulgence—provided she's the one holding the reins.

Seduction - DC 18. The sorceress isn't immune to approaches, but rarely accepts them unless she holds all the cards. *If a player has completed a task or trial Anastacia asked them to, they **Seduce** her at Advantage.*

Preferences. Anastacia's desires are cruel. She withholds pleasure until she can tell her lover has reached the end of their endurance. *When Anastacia sees a player fail at a task or trial she's assigned them, she becomes **Aroused**.*

Kinks. Anastacia likes facesitting, stepping on her lovers, and orgasm control. She doesn't like giving oral, missionary, or romance.

LUXILLE

Tall and brusque, this picturesque playwright has no time for nonsense. Their eyes sweep the stage, taking in the talent available on the given day—then drift to the crowd to scan for fill-ins... or perhaps the *Pit*'s newest star. Luxille drives their actors hard, but says it's for the right reasons: under their guidance indeed many stars have risen to dizzying heights, but just as many have fallen to their demise. Wrapped in an apron Luxille seems everywhere backstage at once: critiquing makeup, directing spells and testing intonation. Only when the show wraps can that severe face be seen to soften, and those strong hands relax to hold a tankard.

The severe Elf strides down the steps, leading the impromptu actor backstage, their hips swaying. Luxille turns and pats the audience member down, brushing off their shoulders and giving them a critical eye. "Perfect," Luxille announces, a fierce joy in their eyes. "You're going to be a star. Now, let's get you out of those clothes..."

EMINENT PLAYWRIGHT

Though Luxille has gone by many names, their look is unmistakable—and indelibly tied to wide-reaching acclaim. Raised up on stages far grander than this one, Luxille nonetheless chooses the *Pit* as their home. Why? The answer differs day by day: sometimes, the playwright swears it's the unique interaction with the crowd the coliseum allows; sometimes, it's the ability to put anything and everything in their plays and still have them shown; sometimes, it's simply the next stage on the journey.

WELLSPRING OF INFORMATION

Luxille has sources: this truth is self-evident in every one of their plays, from the humble Faerie Dust to the heart-rending Rose of Auriel. Each play differs slightly, each performance varies in subtle ways the most well-read can gather shocking secrets from. If a player watches closely they may find more than allegory—they may end up discovering something truly shocking about some of the local movers and shakers, new targets of Luxille's biting satire.

History check	Discovery
less than 10	A faint hint about a local VIP
less than 15	A VIP's romantic inclinations
less than 20	A VIP's dark secret
more than 20	A VIP's most debilitating weakness

LUXILLE

Medium nonbinary Elf, chaotic good

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

Skills Insight +6, Perception +6, Performance +8, Persuasion +5, **Sensuality** +5

DESCRIPTION

Luxille is a no-nonsense manager, skilled at bringing out the latent talent in their actors.

Appearance. Short-cropped blonde hair tops Luxille's severe face. They wear little makeup, but no amount could hide their sharp cheekbones, their bright blue, piercing eyes. Tall but not so willowy as their tree-loving kin, Luxille has a medium build but strongly-muscled arms kept almost constantly folded as they clomp in high boots backstage. A simple apron is all they wear over simple work clothes: if it weren't for those fierce eyes Luxille might be just another stage hand.

Personality. Luxille is calm, tense, no-nonsense. They run the stage with an iron fist from backstage, firmly directing this person there, that person here. It's with a mix of terror and excitement audience members look up to find Luxille gesturing, staring, asking surprisingly politely for their presence on stage. After the show there might be a few nods, a few small words of approval... until the entourage hits the bars. Once Luxille has a drink in their hand a smile finally appears—that tall strong figure relaxes.

UTILITY

Luxille can help the party realize some of their hidden potential.

One-on-one Instruction. Luxille is an unparalleled instructor. They can make a hard worker capable of just about anything. *After spending a Short Rest learning from Luxille, a player can choose one of their non-sexual skills: they make rolls with that skill at Advantage until their next Long Rest.*

Poet's Mind. Luxille knows what lines ensnare hearts, and which bring doom. *After a player spends a Short Rest learning from Luxille, they make **Seduction** attempts at Advantage when they use the Performance skill.*

PLEASURES

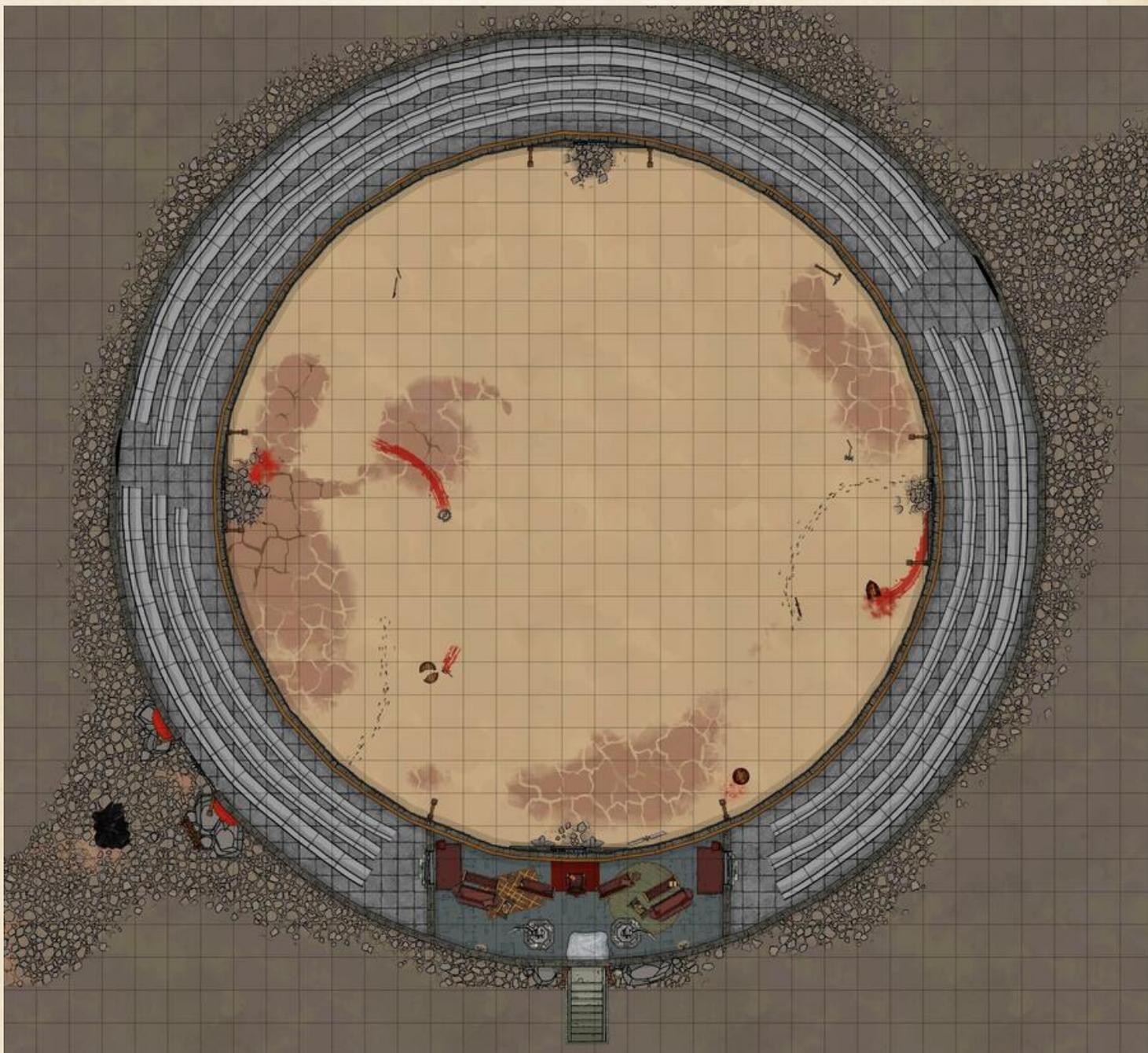
Luxille seems confident, but has little experience in the world of romance.

Seduction - DC 16. Luxille's romantic experience is all theoretical: they've read a dozen plays about licentious deeds, but have never done them. As a result, they have a strong imagination. *Before a player can successfully **Seduce** Luxille, they must pass a Persuasion check at the same DC.*

Preferences. Luxille has no experience, and would prefer a tender, romantic introduction to the sensual. *Luxille rolls to resist **Arousal** at Disadvantage if they are **Enticed** using the Performance skill.*

Kinks. Luxille likes flirting, poetry, and gentle sex. They don't like rough sex, **submissive** or **dominant** approaches, or quickies.

THE ROARING PIT, IN MORNING



Click for a [larger version of this map](#).

Click for a [version of this map without a grid](#).

A pleasant crowd is a well-fed crowd. Hawkers roam the stands, offering snacks and drinks: interested parties sometimes send refreshments to those they're charmed by.

Members of the Onyx Guard are not charged for snacks and refreshments.

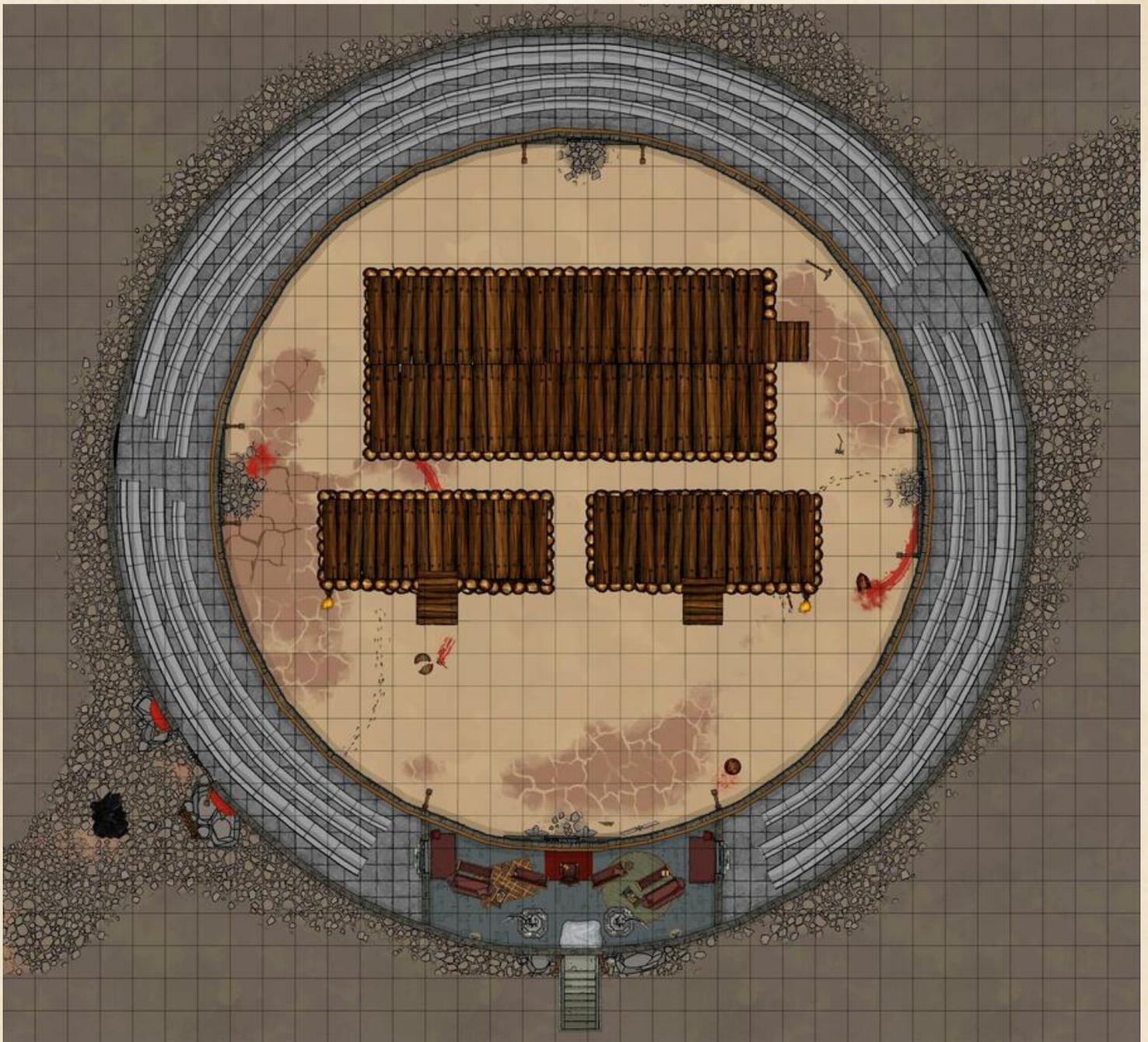
FOOD

Item	Cost
Hard-Boiled Egg	1CP
Sweetbreads	5CP
Seasonal Berries	1CP
Mince Pie	2SP
Game Hen	5SP
Charcuterie Board	1GP

REFRESHMENTS

Item	Cost
Mead	1SP
Ale	5CP
Seasonal Cider	1SP
Milk	5CP
Wine (common)	1GP
Wine (rare)	8GP

THE ROARING PIT, IN AFTERNOON



Click for a [larger version of this map](#).

Click for a [version of this map without a grid](#).

The announcer's box, situated at the south of the coliseum, is home to more than just **Mr. Mephistopheles**; he entertains various nobles, important figures, and members of the *Onyx Guard*.

A player may be accepted into the announcer's box if they pass a \odot DC 17 Persuasion check; this check is lowered to \odot 14 if the player has won a bout or performed admirably in an event earlier that day. If the player's name is on the *Onyx Charter* they are accepted automatically.

VISITORS TO THE ANNOUNCER'S BOX

d6	Name	Description
1	roll once on the <i>Onyx Guard</i> table.	As per their description.
2	roll once on the <i>Champion</i> table.	As per their description.
3	Nevia (F)	A matronly, well-proportioned Elf noble visiting from afar.
4	Mazzahar (M)	A thin, beak-nosed merchant trading in curious goods.
5	<u>Luxille</u>	If a play is ongoing, ignore this roll and roll again.
6	Sindall (Non-binary).	A foppish fellow dressed in impeccable silks.

THE ROARING PIT, AT NIGHT



Click for a [larger version of this map](#).

Click for a [version of this map without a grid](#).

Every night is an opportunity for passion, for pleasure, for secrecy. And though usually things go off without a hitch, there's always the potential for some wrench to get thrown in the mix.

WHAT COULD GO WRONG?

d8 Event

- 1 An angry noble attempts to break up the event on a hunch their spouse is present.
- 2 A wet-behind-the-ears guard captain, unaware of the arrangement with the *Pit*, tries to haul the visitors to jail.
- 3 A ruckus arises: two people realize, midway through their passions, their joining is taboo.
- 4 A fight begins between two (or more!) individuals over the affections of another guest... or a player!
- 5 A competition divides the crowd between two, or more, individuals who wish to determine who's the more lusted after.
- 6 A member of the clergy, or perhaps someone unusually staid, has snuck in to decry the lasciviousness of the evening.
- 7 An individual is using this gathering to amass some sort of power—feeding on the latent sexual energy.
- 8 One of the attendees is sleeping their way through the ranks of the gathering, unsatisfied by the skills present.

APPENDIX B: FIGHTERS

A wide array of combatants is available for aspiring fighters in the *Pit*. Gladiators come in four levels of skill representing the level of challenge they might pose to a prospective player: from the simple **Gladiators** to the ranking **Veterans**. Above that, the titled **Champions**, and at the very top stand the members of the **Onyx Guard**. Although these fighters aren't necessarily balanced for a fair encounter, suggestions for player levels can be found to the right:

USING A FIGHTER

When you choose a fighter, combine the details provided in this section with the basic information from its archetype in **Appendix C: Fighter Archetypes** as appropriate.

For example, when fighting with **Rythria**, below, combine her *Tactics* with the stat block from the **Archer** archetype, selecting values and dice size listed for *Gladiator* level.

Rank	Gladiator	Vet	Champ	Onyx
Relative level range	1-4	5-9	10-14	14+

GLADIATORS

d6	Fighter	Archetype	Description	Tactics	Weaknesses
1	Rythria (F)	Archer	Lithe and willowy, this Elf seems out of place on the sands of the <i>Pit</i> —until you see the wicked scar on her cheek and the cunning aim of her bow. Her body is slim and her eyes are sharp.	Rythria keeps a safe distance, moving apart when possible. Nearby enemies do not cause her to attack at Disadvantage.	Grappling, fingering
2	Victor (M)	Warrior	One-armed but no less dangerous for it, this well-built man wears a shaggy beard and a grimace. Scars litter his bare, chiseled chest—but his back is clean.	Victor has a surprising agility while he wields his longsword: he can attack after a Dash action.	Grappling, cuddling
3	Ur'rek (M)	Warrior	This Orc from the frigid northlands has a scar on his cheek he refuses to explain. His axe is sharp and his tusked smirk is casual. Hair adorns his bulging green arms and trails down his chest.	Ur'rek's upbringing was harsh as the wastes themselves. He saves against magical compulsions with Advantage.	Fire, Submission
4	Liesel (Non-binary: F)	Warrior	Ambiguous of gender, this fighter wields a heavy two-handed sword and moves with surprising speed despite their clanking armor. Only a severe, light-skinned face pokes forth from their heavy gear.	Liesel strikes honorably. If they would gain points for dealing damage, they gain 1d10 additional points.	Sneak Attacks, challenges, kissing
5	Meridia (F)	Tank	This boisterous dwarf drinks a tankard before every fight. Ruddy-cheeked and grinning, she enters each fight with a clash of her axes. Large-breasted and long-bearded, she's a hearthrob to many both short and tall.	Meridia is hardy even for a dwarf. When using her in battle, use the <i>Champion</i> values for her Constitution and Strength.	Magical compulsions, alcohol, sloppy blowjobs
6	Sherman (N/A)	Tank	This moving hunk of rock in human form is the progeny of a devious mage. Even if reduced to rubble, the Construct will re-animate the next morning.	Sherman is hard to hurt. He's Resistant to all but bludgeoning damage—but his movement speed is only 15 feet.	Movement-restricting effects

NOTE TO THE GM: EROTIC COMBAT

If you describe these fighters right, your players may want to compete a little more sensually! Coax your player(s) out with some flirting between the combatants, offer the thrill of the challenge, and take things from there. You may find the **Rolling for Seduction core rulebook** helpful in this endeavor. To flavor the combat, consider how best the enemy could defeat the player, then add some eroticism: could spells be shut up at the source with a fiery kiss? Could a flurry of arrows be forestalled by a grapple and a pin? Could an attack be disadvantaged by a sudden flash? The stage is yours.

Do note, however, not every fight has to be sensual—and the most important consideration is whether your players (all of them, not just the one or ones fighting) are comfortable with the scenario. Be open to "no," and be prepared to cut the flirting. The fighters of the *Pit* are a consent-conscious bunch... unless you've fully discussed the alternative with your players.

VETERANS

d6	Fighter	Archetype	Description	Tactics	Weaknesses
1	Devlan (M)	Warrior	This quiet Human with hair obscuring his eyes makes onlookers gape when he hefts his large battleaxe—"taken from a giant," he claims.	Devlan wields a mighty axe, showing the strength lurking in his wiry arms. He attacks with Advantage, but is attacked at Advantage as well.	Ranged attacks, shows of strength
2	Sylaril (???)	Mage	This androgynous Elven mage has a sharp face and a sharper glare—both of which soften when they spend time in the warm embrace of nature. Curiously, they carry a potted fern into battle which they cradle like a child.	Sylaril calls a lashing vine from their homelands twice per battle which attempts to make a ☉ DC 16 Grapple; it lasts one round or until struggled out of, at which point it withers.	Nature and nature magic, poetry
3	Silent (???)	Archer	Only a pair of eyes is visible from the tight wrap of desert travelers' garb this archer wears. It's said they hail from distant, arid lands—but none claim having heard of such a person before.	Silent lives up to their name—saying nothing as they fit bolts into their custom-made crossbow and fire twice a round.	Mind-affecting spells, touching over clothes
4	Mazzer (M)	Tank	Short but stout, this Dwarf sports a thick beard woven through with rings and bracelets taken from the many foes he's defeated. He whistles when he walks, when he fights, and when he sees a pretty opponent.	Mazzer calls boastfully and claps his bare chest, goading his enemy on. If his enemy fails a ☉ DC 14 Charisma save they must make a melee attack next round against him, dealing half damage if it hits.	Shows of courage, critical hits, jewelry
5	Honesty (Non-binary: M)	Warrior	Teasing and careless, this devil-may-care Tiefling has a different outfit—and different makeup—each time they enter the ring. They like to spar verbally as well as physically: opponents should expect flirting, compliments, and a rapier.	Honesty likes a fight, but they like a drink better. If their opponent makes a ☉ DC 18 Deception or Persuasion check promising to get drinks after, they'll gladly begin to pull punches.	Flirting, clever wordplay, foreplay
6	Skall (F)	Tank	Tall and imposing, this scurvy sea woman wields two hand axes and a smile underneath her skull-and-crossbones eye patch... which switches sides.	Skall rushes in close, making use of her 40-ft movement speed. She makes Grapple checks at Advantage.	Submission, flashing, dirty talk

CHAMPIONS

d4	Fighter	Archetype	Description	Tactics	Weaknesses
1	Esthazar (Non-binary)	Tank	Incredibly sensuous, this Demonic spawn speaks in tones which provoke a shiver. Changing day-to-day between male and female in appearance, they proved their worth as a fighter in the Battle of the Beasts long ago and found their freedom.	Esthazar tempts their opponent, begging for touch. Every turn their enemies must pass a ☉ DC 16 Charisma save or be unable to take a violent action against them.	Goading, exhibitionism, touch starving
2	Noramin (M)	Mage	Charming and gentlemanly, this smooth-voiced Halfling strokes his mustache and smiles as he conjures fanciful illusions to depict how he plans the battle will go—sensual end included. Brother to Nevamin, they enjoy a friendly sibling rivalry.	Noramin conjures illusory doubles of himself using <i>Mirror Image</i> . Points which would be gained from interacting with these images are halved. Spells known: <i>Confusion</i>	Inventive magic use, toys, romantic banter
3	Nevamin (F)	Archer	Charming and ladylike, this clever-witted Halfling always has a snide comment to make or a double entendre to tease her opponent with. She likes it when she's able to bring her opponents down "below her size," and loudly chides every time her opponents stumble.	Nevamin's arrows pack a powerful poison. A creature damaged by an arrow must make a ☉ DC 16 Constitution save or become Poisoned.	Witty banter, feet, incest
4	Rose (???)	Knight Warrior	Nicknamed after the part they play in the <i>Rose of Auriel</i> , this enigmatic performer is skilled off the stage as well... but remains clad in their all-encompassing suit of armor. The crowd calls for a glimpse under the helm.	Rose's longsword waits in gauntleted fist: if an enemy's attack would miss Rose, they may make an attack as a Reaction against that enemy.	Skillful swordplay, silent combat, reassurance

ONYX GUARD

At the very top of the hierarchy in the *Pit* are the Onyx Guard, a group of fighters known far and wide for their valor, their strength, and their cunning. Their names are inscribed on the Onyx Charter, the black obelisk before the coliseum itself, and many more besides: a lengthy list marks the heroes who've swept the crowds... names your players might one day find theirs alongside.

USING A MEMBER OF THE ONYX GUARD

The Onyx Guard are intentionally designed for a difficult, grueling combat. Your players should be encouraged to think tactically about how best to right them, as well as how to exploit their weaknesses! Since the Guard are popular among the crowd, it's likely *someone* knows a secret kink or a tactic they're not skilled against: reward your players for doing their research. Just remember—if your players don't win, be sure to encourage them and phrase it as a "next time!" In fact, the fight might be so good the Guard becomes impressed, and...

d4	Fighter	Archetype	Description	Tactics	Weaknesses
1	Lucas (M)	Warrior	Lucas is a barefoot warrior, clad in a kilt and nothing else. Short-cropped blond hair tops his head and a firm expression holds on his face. A popular heartthrob, he longs for Anastacia to give him a moment of her time—a rarely-granted wish. His rippling abs and his stoic expression mask all but a glimmer of loneliness.	Lucas fights bare-fisted, dealing a 1d8 instead of a 1d10, but his Dizzying Fists lay his opponents low nonetheless: if his attacks connect twice with an enemy in one turn, they must make a ☉ DC 16 Constitution save or be Stunned for one round. This effect can trigger multiple times.	Lucas craves affection, passion, and touch. He likes slow handjobs and oral.
2	Anastacia (F)	Mage	Anastacia's description can be found on her character page .	When given a moment of respite, Anastacia casts Orgone Channeling as a Free Action at the end of her turn. This Concentration spell radiates outward at the beginning of her turns, inciting Arousal and teasing her opponents to a finish.	Anastacia's weak to those who submit to her... and to forceful kisses.
3	Brom (M)	Archer	Bushy-mustached and craggy-bearded, this Half-Orc mountain man wields a mighty bow in his gnarled-oak hands. He has a strong glower, and a stronger grip.	Brom's mighty bow shoots heavy arrows. When he makes a Staggering shot, his enemy is knocked prone as well as slowed.	Warm baths, good food, hugs, hair pulling
4	Alpheral (M)	Mage	Quiet and withdrawn, this young man has deep circles under his eyes, the effects of long nights studying. His pointed hat is just a little too big, but his quiet intensity is nonetheless arresting.	Alpheral does not have a limit on the number of times he can Misty Retreat.	Intelligent discussions, somnophilia, pegging
5	Szeeress (Non-binary, F)	Tank	An oddity on the surface, this white-haired Elf has dark gray-purple skin and arresting yellow eyes. Though they stride into the ring in what looks like lingerie, in fact the delicate webs of their armor are powerfully ensorcelled to give nearly peerless defense.	Though it's difficult to lay so much as a scratch on Szeeress, that armor keeps them moving quick and reacting quicker. When an attack misses Szeeress, as a Reaction they can counter-attack once if the attacker is in melee range.	The Underdark has left Szeeress loving pain play, BDSM and gagging.

MAKING YOUR OWN GLADIATORS

These are just a small selection of the fighters who come to try their luck in the *Roaring Pit*! If you find you need more gladiators to fill the ring, or more NPCs to charm your players, please feel free to use these as inspiration or re-work them so they fit! I'm sure these tables give you many ideas for fun mechanics (or attractive characters) I've missed—I know I could go for another couple pages at least, but this is just a taste.

Not sure where to get started? If it's a fighter you're making, look at the archetypes in the [next section](#) and see if there's some special ability you can give them that plays into their archetype's theme. Is there a strength you can give them with a weakness in it, too? Is there a secret kink you can give them that matches your players' preferences? See where these questions take you.

APPENDIX C: FIGHTER ARCHETYPES

ARCHER

A ranged combatant mindful to keep enemies at a distance

Armor Class 14 (15 vet, 16 champ, 17 Onyx)
Hit Points 20 (30 vet, 45 champ, 75 Onyx)
Speed 30 ft. (40 Onyx)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

Increase DEX and WIS by +1 for vet, +3 for champ, +5 for Onyx

Saving Throws DEX, WIS trained (add Proficiency)

Skills Acrobatics, Perception, **Sensuality** trained (add Proficiency)
Proficiency is +3 raised to +4 for vet, +5 for champ, +6 for Onyx

SPECIAL ACTIONS

Backflip. An unrestrained Archer may use half their movement speed to attempt to leap away, gaining space from nearby opponents. Adjacent opponents may use their Reaction to stop them, opposing the Archer's Acrobatics with their Athletics. If the Archer succeeds, they move 10 feet in a direction of their choosing without provoking Attacks of Opportunity. If the enemy's check is higher, they may freely initiate a Grapple with the Archer.

Staggering Shot. An Archer may make a ranged attack at Disadvantage and with halved damage; if they damage an enemy with this attack the enemy's speed is halved until the beginning of the Archer's next turn. An enemy's speed can't be reduced below half in this way.

ATTACKS

Ranged Weapon (Bow?). *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dagger. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Increase to-hit by +2 for vets, +4 for champs, +6 for Onyx Guard
Add a damage die for vets, two for champs, three for Onyx

TACTICS

Archers are most conscious of the distance between them and their opponents; they should expect to do well when far away and poorly when in close quarters. When they act, consider whether the enemy can reach them; if so, can the Archer move far enough away to be safe? If not, will a *Staggering Shot* be enough? If they're in a close press, is a *Backflip* a safe gamble to take?

NOTES TO THE GM

The playstyle of the Archer lends itself to long fights about chipping away at the opponent's health. If this gets boring, give the Archer a chance to slip up. Have the crowd demand something up-close, or the archer sacrifice safety for damage.

The most exciting moment of the fight will likely be when the balance of power shifts away from the Archer's control: play this up as much as you can, perhaps by using the crowd or emphasizing how certain of victory the Archer is.

WARRIOR

A fierce fighter throwing caution to the wind

Armor Class 14 (15 vet, 16 champ, 17 Onyx)
Hit Points 30 (50 vet, 75 champ, 110 Onyx)
Speed 30 ft. (35 vet, 40 champ, 50 Onyx)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	9 (-1)

Increase STR and DEX by +1 for vet, +3 for champ, +5 for Onyx

Saving Throws STR, DEX trained (add Proficiency)

Skills Athletics, Insight, **Sensuality** trained (add Proficiency)
Proficiency is +3 raised to +4 for vet, +5 for champ, +6 for Onyx

SPECIAL ACTIONS

Multi-attack. Warriors attack twice each turn once they reach Veteran level. Members of the **Onyx Guard** attack thrice.

Battle Fervor. If a Warrior Critically hits, they may immediately make an additional attack as a Bonus Action.

No Guts, no Glory. At the beginning of their turn, a Warrior may choose to attack at Disadvantage for the rest of their turn; if they do, their attacks' critical range doubles—critically striking on a roll of 19-20 from 20, or 17-20 from 19-20.

Warriors of Champion level and above have their default critical range increased to 19-20.

ATTACKS

Melee Weapon (Battle Axe?). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Increase to-hit by +2 for vets, +4 for champs, +6 for Onyx Guard
Add a damage die for champs, two for Onyx

TACTICS

Warriors are simple fighters—they want to pile in and attack as many times as they're able. As a result, they're likely to struggle if kept at a distance or if they generally can't make their attacks connect. As a result, they should make judicious use of the Dash action, moving twice their movement as an Action. That way, if the enemy gets some distance at least the Warrior will get to make an Opportunity Attack—and the opponent will be on the back foot. A more effective measure, too, might be to engage in a Grapple...

NOTES TO THE GM

The playstyle of the Warrior, by design, entails large swings one way and then the other as attacks critically strike or miss entirely. Because of this, you may have to be careful those sudden swings don't end up being too frustrating. Take the audience into consideration, and the Warrior: perhaps they grow cocky as they succeed, or perhaps the crowd calls for an action you expect will equalize the footing.

The most exciting moment of the fight will likely be the very first time a critical strike lands: increase anticipation of this with the crowd and dialogue—or action—from the Warrior themselves.

TANK

A defensive fighter with ironclad resistance

Armor Class 16 (17 vet, 18 champ, 20 Onyx)
Hit Points 50 (70 vet, 100 champ, 150 Onyx)
Speed 20 ft. (25 champ, 30 Onyx)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	10 (+0)	11 (+0)	12 (+1)

Increase STR and CON by +1 for vet, +3 for champ, +5 for Onyx

Saving Throws STR, CON trained (add Proficiency)
Skills Athletics, Perception, **Sensuality** trained (add Proficiency)
Proficiency is +3 raised to +4 for vet, +5 for champ, +6 for Onyx

SPECIAL ACTIONS

Reckless Charge. During their turn a Tank may choose to move at double speed; if so, attacks made against them are made at Advantage until the beginning of their next turn.

Sentinel's Strike. When a Tank would make an Attack of Opportunity, they may choose to roll at Disadvantage; if they hit, the enemy they've struck has their Movement speed reduced to 0 until the beginning of their next turn.

Rattling Blow. When a Tank successfully attacks an enemy, they may choose to forego dealing damage; instead, the enemy gains 1 level of Exhaustion. A creature falls unconscious instead of dying if brought to 7 levels of Exhaustion this way.

ATTACKS

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

Increase to-hit by +1 for vets, +2 for champs, +5 for Onyx Guard
Add a damage die for champs, two for Onyx

TACTICS

Tanks are high-HP, high-defense fighters who, like Warriors, want to get in close. Unlike Warriors, however, they often struggle to do so—and the methods they have to close the distance put them at a disadvantage. Making good use of this disadvantage is likely to be your player's best shot—so the Tank wants to get in, stay in, and try to keep their enemy in as well. If they're out of melee range at the start of their turn, ask if they can make it to the enemy using their natural movement. If not, have them use their Reckless Charge ability—and if that still won't work, combine that with the Dash Action.

NOTES TO THE GM

A battle with a Tank is likely to play a little differently than most: though the Tank puts out damage, and may end up taking some, they're unlikely to deal "fatal" damage in the space of a fight, and unlikely to take it. This means that a fight is more likely to be won on points, and may force your players—and you!—to adapt your fighting style as a result. Instead, their attacks are insidious: they'll create an escalating problem which will build tension as increasing detriments take a toll on the Tank's enemies.

MAGE

A flimsy caster with powerful spells

Armor Class 13 (14 vet, 15 champ, 16 Onyx)
Hit Points 18 (24 vet, 32 champ, 50 Onyx)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	16 (+3)	15 (+2)	14 (+2)

Increase INT and WIS by +1 for vet, +3 for champ, +5 for Onyx

Saving Throws INT, WIS trained (add Proficiency)
Skills Arcana, Perception, **Sensuality** trained (add Proficiency)
Proficiency is +3 raised to +4 for vet, +5 for champ, +6 for Onyx

SPECIAL ACTIONS

Misty Retreat. Once per battle, a Mage may teleport up to 30 feet away as a Reaction after being attacked and dealt damage. This does not provoke an Opportunity Attack.

Spellcasting. The Mage's spellcasting DC is 14, raised to 15 for vet, 17 for champ, 19 for Onyx.

Slow Fireball. A Mage may, as an Action, place a Slow Fireball on a point within 60 feet: this spell has a 10ft. radius and deals 5d6 damage when it explodes, doing so at the beginning of the Mage's next turn or when an enemy enters the range or ends their turn in it. A successful Dexterity save halves this damage. A Mage can harm themselves with this spell.

Increase fireball duration by 1 turn and add a damage die for vets, 2 for champs, 3 for Onyx

TACTICS

Mages are unique creatures. Their fighting style is the most complex of all gladiators, varying heavily from individual to individual based on their special abilities or spells. By default, though, Mages are about *area control*. This means they choose areas of the battlefield to make inaccessible—or at least painful to traverse. Enemies' best option is to get in close, where Slow Fireballs will hurt the Mage too, but they may have to wade through fireballs in order to do so.

At the beginning of a Mage's turn, consider if they're far enough from enemies to be safe; if not, they should move away and place a Slow Fireball in enemies' paths or on them directly. These obstacles only last a short while... but longer and longer the stronger the Mage. When the Mage uses Misty Retreat, consider: is there a place they can go where Slow Fireballs continue to block the enemy?

NOTES TO THE GM

A Mage is limited in HP and defensive abilities, but the situation is likely to get trickier and trickier the more time they're given to set up the battlefield to their liking. The swing of the battle is going to come when the player gets in melee range, at least after the option of the Misty Retreat is exhausted; build up to that moment.

Your players may be frustrated when the Misty Step occurs: be sure to narrate that option is a limited one now exhausted, perhaps by an artifact shattering or through the Mage's frustration about having to use their one escape.

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

These are living documents. When changes are made to them, you can update your edition by visiting the [Patreon](#).

- 1.0 - 10/19/21
 - Initial release
- 1.1 - 1/1/23
 - Update to match core rulebook re-release
 - Some minor rules changes

CREDITS

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