

ROLLING FOR SEDUCTION

5TH EDITION RULES FOR EROTIC ADVENTURES

18+

FOREWORD

The following book contains adult themes, contents and images. If you are not over 18—or the equivalent age of adulthood in your location—please put this book down and read something else.

The contents of this book are intended for creative use and for fantasy play. The topics within do not necessarily reflect the creator's opinions or perspectives. Everything covered within is intended for consenting individuals in a roleplay setting. The creator assumes no liability for how people apply these rules or ideas.

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- **[The Thrallmaster](#)**
A tandem class with BDSM themes
- **[The Beckoner](#)**
A summoning class focused on erotic connections to summoned creatures or outsiders
- **[The Inkblood](#)**
A tattooist class that decorates nude bodies with magical sigils
- **[The Mesmerist](#)**
A Warlock subclass with the power to hypnotize and charm
- **[The Healslut](#)**
A Cleric subclass specializing in sexual healing and gratification

LOCATIONS

- **[The Lusty Sighs](#)**
A brothel run by a supposed succubus, hiding a dark secret...
- **[The Roaring Pit](#)**
A fighting coliseum where erotic matches are held
- **[Fizzledick's Palace](#)**
A zany dungeon created by a mad, erotically-minded inventor

OTHER

- **[Slimefolk](#)**
A gelatinous playable race of curious, hungry creatures
- **[Erotic Skill Trees](#)**
A ruleset for skill variety and impactful level ups
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A set of exciting, erotic hooks to draw players into rendezvouses

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CHANGELOG

JANUARY 08, 2021

- Initial publication

JULY 12TH, 2022

- Action economy rework
- Arousal DCs lowered
- Entice no longer causes Desperation
- Feats removed
- Stimulate complete rework
- Armor damage complete rework
- Spell list changed, classes removed
- Player preferences appendix added
- All subclasses reworked
- Kink list simplified
- Many smaller changes

JANUARY 11TH, 2023

- Updated to add new products
- Arousal DC replaced by orgasm DC for resisting Desperation

Being a patron entitles you to a perpetual version of this book: if you want to keep up to date, visit the Patreon to download the newest version!

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CHAPTER 1: INTRODUCTION

SNAPSHOT

Sam (GM): "Cassandra is on you in seconds, all slender fingers and slim body as she alternates between trying to get your clothes off—and free her own skin. But before long she stands before you, eyes roving, nude. Her breasts are small but her hips are wide, and her mound is topped with a small patch of gold hair. Her eyes are fiery as she stares at you. Inscribed lines in ink stand out all along her body, highlighting her curves in an ancient scrawl you don't recognize."

Alex: "Uh oh. I don't like the sound of that."

Julie: "I told you to bring one of us with you." [laughs] "How many languages do you even know?"

Alex: "Counting Common?"

Sam (GM): "How about an Arcana roll."

Alex: "Let's see... ugh. 8."

Sam (GM): "Well, the tattoos are very pretty."

Julie: "You're doomed."

Richard: "Oh well. What's the worst that could happen?"

Sam (GM): "Funny you ask that. As she sways close to you, pushing you back on the tavern bed and licking her lips, those tattoos begin to glow..."

WHAT'S AN EROTIC ADVENTURE?

Let's imagine a situation. Your campaign visits the local brothel to gather information on a dangerous underground ring. One of the prostitutes knows more than she lets on—and one of the players slips into her quarters on her suggestion. Charmed by her visitor, she agrees to divulge the information... after a toss in the sheets. The player character agrees, and...

What then?

Think about your campaign, or a campaign you've been a part of. What would happen? Maybe the GM would handwave it with a statement like, "and the two of you have sex." Maybe a simple fade to black. Maybe this is further than your campaign would have even got.

And that's fine! Nothing's wrong with that. Every table has its own guidelines and its own comfort levels. Everyone has different things they're looking for from roleplaying.

Maybe you're looking for something sexier.

Let's think, then, what could happen if we didn't stop when sex got involved. The player's character enters the room... and finds the lady wearing only silks. Or playing with herself. She demands a good showing from the player, or has a special thing she likes, or is using her sexuality to deceive. A knock on the door afterward sends the player rushing out half-clothed, or reveals a jealous lover determined to prove his superior technique, or...

Or what? Just about anything, I suppose.

An erotic adventure, then, is one that *doesn't end where sexuality begins*. It doesn't necessarily have to be *all* about sex (and it's probably better if it isn't), but we can be comfortable engaging with it—and exploring how much of it we'd like. erotic adventures can be different from one table to the next, but we're going to be moving forward with the following definition:

A roleplaying campaign where eroticism is offered and encouraged.

Let's briefly unpack that: eroticism is *offered*, meaning the world presents eroticism to the party and the party isn't forced to engage with it if they don't want. It's *encouraged*, meaning when players engage they're rewarded, not punished. It's a simple definition, but I think you'll find it's very powerful.

SHOULD YOU PLAY AN EROTIC ADVENTURE?

That's a good question, and I don't think it's an automatic "yes" for anyone. Let's play another little game: read the following campaign features and think about them.

- *A Fey patron who rewards their Warlock with more than magic.*
- *A pantieless barmaid who bends low to pick up a fallen mug.*
- *An evil Archmage whose ambitions can be soothed with a loving touch.*
- *An Orcish band looking for captives who make good breeding stock.*
- *A Vampire noble whose "kiss" brings transcendental bliss.*
- *A healer whose sexual ministrations restore health.*

Do any of these seem fun, interesting, even exciting? If they were part of a roleplaying world, do you think you'd engage with them? Have any of them ever occurred to you before reading this book? If the answer is yes to more than a few, then I think the answer is, "yes." Yes, you should!

Don't worry, the dose of cold, hard reality comes in the next chapter.

WHAT'S IN THIS BOOK?

This book contains a set of general rules intended to make erotic adventures fun, accessible, and easy to run. Each table is encouraged to pick and choose rules to suit their group and their preferences.

Some additional content is denoted **Variants** when it's extraneous to the core experience; these are especially experimental rules that may benefit certain tables but should be used with extra caution and consideration.

WHAT'S NOT IN THIS BOOK?

This book isn't intended to be a deep dive into any specific topic; instead, in-depth explorations are left for supplementary material.

The same is true for topics that may make a large portion of the population uncomfortable. Though there's nothing wrong with a consenting table playing something that would make polite society lose their lunch, if this book is going to be accessible it needs to be as prim and proper as possible. Some irony there. That means all sexual encounters covered in this book are considered:

- Consensual
- Player-on-NPC or NPC-on-NPC
- and fairly vanilla.

More questionable elements will be left for other, supplemental material... or left as an exercise to the reader.

Additionally, the contents of this book are not necessarily combat-ready. Though the rules have been carefully thought-out, they have not been sufficiently play-tested to allow for a balanced experience. In the process of your play you may find certain effects have to be toned down or improved to allow for everyone at the table to have their moments, and for encounters to feel sufficiently meaningful. This element will improve over time, as this book receives feedback and constructive criticism.

ROLLING FOR SEDUCTION

You've got the core content in your (metaphorical) hands, but there's much more to see! If you like this book, there's a lot more for you to play with—special classes, rulesets, locations and more! Find more material on [DrivethruRPG](#) or [Gumroad](#), and follow on [Twitter](#) for news and promos! This content has been developed thanks to support on [Patreon](#), where you can find updates to content and perks such as content voting, early insights into development, and can even help by contributing your own ideas!



CHAPTER 2: PICKING A PARTY

Now that you're ready, all you need is someone to play with. Let's start small, with just one other person. Have someone in mind? Great! So they're:

- Good at roleplaying,
- Emotionally mature*,
- Interested in being sexually explicit with you,
- Excited by the same things you are,
- Open about their issues and limits,
- Good at respecting boundaries,
- Able to bring up and resolve problems,
- Motivated to engage in this content,
- Unlikely to become jealous,
- And just plain available to play with you. Right?

*This should go without saying, but anyone involved should be above the age of consent for your, and their, jurisdictions. Full stop.

If the person you had in mind doesn't fit one or two of these conditions, or doesn't fit most of them, you shouldn't feel bad. This is a challenging list for any one person to meet. Now consider gathering three or five. Do you know that many who even fit most of these conditions? Do *you* meet most of them?

I warned you: this is the chapter with the cold dose of reality. But I think it's important for you to be aware of the bad before we can get into the good.

WHAT COULD GO WRONG?

Consider the very worst horror stories you've heard about RPG groups, and then imagine adding sexuality to the mix. So, in other words, "everything." Everything could go wrong. You should be very careful before you leap headlong into an erotic adventure; there's a great deal of potential for the whole thing to just blow up in your face. Here's just a couple of the ways it could all go wrong:

- One of the players falls for another and becomes angrily jealous.
- Two players end their relationship, fragmenting the party.
- Content is covered that a player has issues with, and they lash out or lose interest.
- A player oversteps another's boundaries and pursues them in an unwanted manner.
- Too few players help create the sexual atmosphere, burning out the others.
- The group discovers they're not excited by the same sexual content.
- And of course, the most insidious of all issues... the players' schedules could just disalign and the group could fall apart!

CHOOSING A GM

I'm not done with the negativity just yet, I'm afraid. We've covered what we should expect from a *player*, but the responsibilities are even higher for a GM. If you've ever been a GM, you know the burdens placed upon you can be monumental. If you haven't, take my word for it! Adding sexual content to a game just increases this disparity. Now the GM has to, in addition to everything else,

- Eloquently describe sexual content,
- Roleplay sexual content they may not personally be excited by,
- Personify characters their players will react to sexually,
- Navigate players' individual needs and preferences around consent,
- Start, stop and tease scenes to arouse their players,
- Be prepared to stop or change their plans when boundaries require,
- Develop content exciting to all players,
- Ensure inter-player communication is appropriate and consensual,
- Provide any external sensual media or content they supplement their game with,
- And so on... and so on...

This is a heavy burden, no doubt about it. Do you know someone who'd be willing to do the job? Is it you?

And are you sure?

GROUP STORYTELLING

It's a tall order to expect your GM to produce all the sensuality in a session: it's a two (or more)-way street, and the players are just as necessary to create a sexy atmosphere. Players should be prepared to put in as much as they're getting. Don't believe me? Read the following sample, and tell me which player you'd rather play with:

SNAPSHOT

Holly (GM): "Flames lick over the Fire Giantess's nude body but seem not to harm her at all. She lets her fur armor fall to the floor, exposing her chiseled stomach and her scarred but beautiful chest. 'I thought you were the best the Kingdom had to offer,' she goads you, thrusting her body forward towards your newly grown forms. 'Better act now, before the spell wears off.'"

Richard: "I laugh. 'We're the best for a reason,' I proclaim, and strut my stuff."

Alexis: "I slowly undo my tunic, one tie at a time, opening a wider and wider window to reveal my broad chest. I pause before the final tie and reach out to firmly caress the muscles on her stomach. 'Such a short spell,' I sigh, fingers working slowly down. 'And yet you're still waiting. What's wrong? Afraid of a couple overgrown humans?'"

I GIVE UP!

Run out of potential players? Can't find a GM? Overwhelmed by all the ways this could all go wrong? I don't blame you one little bit. It's a messy business, and there's no shame in admitting you're not in the right space for it at the moment. Maybe you have to gather a better group, or maybe you want to give it some time. No harm in that: you can always read through and get more prepared! Who knows, maybe an opportunity to play all this is just around the corner.

I'M GOING TO GIVE IT A SHOT!

Really, after all that doom and gloom, you're still motivated and excited? Have you read through this last section and considered it, really considered it, then decided you're ready? Do you have a list of prospective players? Do you have a prospective GM? Are you going to put in as much (or more!) than you get?

Far be it from me to stand in your way. All I can ask is that you think things through and that you're ready to treat the material—and your fellow players—with respect. I've got some good news, too: all of these problems we've been worrying about, we can at least prepare for or mitigate them. So long as we're being realistic about what can go wrong, we can prepare for things to go right.

So let's be prepared.

WHO'S THIS BOOK ADDRESSED TO?

There's nothing wrong with a player reading this book; as a matter of fact, it's best if all the players in an erotic adventure read it through, at least the applicable sections. However, from this page forward the writing is going to be geared towards the GM with language like "as a GM, you should..." and "make sure your players..." and so on. If you're a player, some of it may still be good advice for you personally—and you should make sure your GM is following these recommendations, or has a good reason why they're not!



CHAPTER 3: BEFORE YOUR FIRST SESSION

Now that we've secured a party, it's time to begin thinking about a *Session Zero*. In a normal *Session Zero*, the GM and the players sit down to discuss the world, the campaign, characters, and expectations. The *Session Zero* for an erotic adventure is going to go exactly the same way, but with a little more delicacy.

MAKING YOUR PLAYERS COMFORTABLE

First and foremost, your consideration should be for your players—and yourself! Now is when you should set out some guidelines to shape the type of campaign you're going to run and what everyone can rely on. I can't recommend strongly enough putting together a written document, available to everyone, that's accessible and can be edited later on if things come up. At the back of this book is a **pre-written document** that may be helpful to you. Copy it and add to it in a text editor, then pin it somewhere obvious.

"X" CARD

The second thing you should set up is a way for anyone, at any time, to back out or stop the scene. The more anonymous you can make this the better. You may be familiar with this referred to as an "X card." In a game played over a chat app, for example, this could take the form of a private message to the GM. When an X card is used, the GM and the players should stop roleplaying and talk about what's going wrong in the scene, or fade to black and move on to a different scene, depending on what the group prefers. You should ensure no one is penalized or made fun of for calling a stop to a scene.

TURN-ONS AND OFFS

Third, you should consider what elements the group likes and dislikes. Compile a list of everyone's kinks and their turnoffs and shape your game to suit that. Does everyone in the group like tentacles? Then involving tentacle beasts, spells and traps is likely to please. Does everyone dislike feet? Then you should breeze through or actively avoid talking about them.

What about when there's a mix? When half the group likes one thing and the other half doesn't? Hopefully, you can find a balance. Depending on how strongly someone dislikes something, they may be open to seeing it now and then. If not, they may be open to having it happen off-camera, while they're not there, or in complete privacy. However, you may sometimes find that a kink is a dealbreaker for one person and a necessity for others. Unfortunately, this isn't an easy problem to fix—it's not your business and it may not even be possible to convince someone to drop or accept something they refuse to. In a case like this, you may simply be better off changing who's playing in your campaign to ensure everyone gets along. Now is a good time to remind: just because you're the GM doesn't mean your kinks don't matter. You should consider your own interests as important as the players'. If you never get to do what you like, where's the fun in that?

At the back of this book is a **list of common kinks** you can use to gauge your players' interests.

DIFFICULT TOPICS

Ideally, this is an issue you should cover with your players by going over their kinks and turnoffs, so this note is more of an aside. But don't assume that means this is unimportant: far from it. There are some subjects you're going to have to take extreme care with, like:

- Sexual Violence
- Abuse
- Ageplay*
- Slavery
- Death
- Gore
- Filth

**Characters below the ages of consent in your and your players' areas should never be involved in an erotic context.*

Be mindful of your players and their reaction to these topics. Ideally you should have an inkling of their opinions since you've gone over kinks and turnoffs, but it's worth taking additional care to ensure no one struggles with something they have a strong adverse reaction to. Be kind: many people have difficult histories with some of these topics. Handling trauma is a matter for mental health professionals, not a tabletop game. Don't push someone past what they agree to, and if they need to renegotiate boundaries, let them. Often times you will be safest simply leaving these topics out of your game, but if all of your players (and yourself) are both comfortable and excited by some of them, then go for it—but check in now and then to make sure everyone's feeling safe.

SETTING BOUNDARIES

You may want to set up boundaries between your players, or between yourself and your players. Is everyone comfortable being sexual with each other's characters? With each other? In private, or in the open? Sexual roleplay can bring out ugly sides of people you didn't expect, and there's no easier way to make someone feel uncomfortable in a campaign like this than to have their private messages filled with thirsty people. While we're setting up expectations for the campaign, it's a very good idea to also set up expectations for each other. As the GM, it's likely going to fall to you to be the heavy hand—and this may mean being harsh to people you like. But if you want to ensure a fun campaign, you're going to have to make sure your players are enjoying themselves. And if someone's breaking boundaries, they've got to go. It's that or lose the whole group.

While we're at it, how explicit are people comfortable being about their arousal? In a very sexually open party, it might spice the game up to share examples of things that get them off, share their own states of arousal, announce their own orgasms or even let others tune in. Other players might prefer to keep things under wraps. Set these boundaries early.

SETTING EXPECTATIONS

Since you have your players already sitting down and discussing what they like and don't like, now is a perfect time to find out what they want from your campaign. How should sex be involved? How often? If you're running with our previous definition, **a roleplaying campaign where eroticism is offered and encouraged**, how will the erotic be offered? How will it be encouraged? It's worth figuring this out before you get started.

One thing you might want to consider is whether your players expect to all be involved in every scene: when the Fighter visits the dancer she likes, does the rest of the party come with? Can one-on-one scenes happen? Are solo scenes kept short?

More mundane but still important is an investigation into what your players want out of the story itself. Like in any good session zero, you should be gathering information about what your players prefer regarding character death, amount of magic in the world, seriousness of plotlines, character arcs, material... and so on. If your players—or yourself—want something specific out of your game, you should write it down. And refer to it often.

PLAYER CONSENT VS. CHARACTER CONSENT

At times you may put your players' characters into positions they don't want to be in. This happens all the time in normal campaigns: a *player character* probably thinks being locked in a jail cell is frustrating and unpleasant, but the *player* may feel differently: say, if they know they'll be rescued soon, or if a greater plot is afoot. We often love to see our characters endure heartache or strife when we ourselves dislike it.

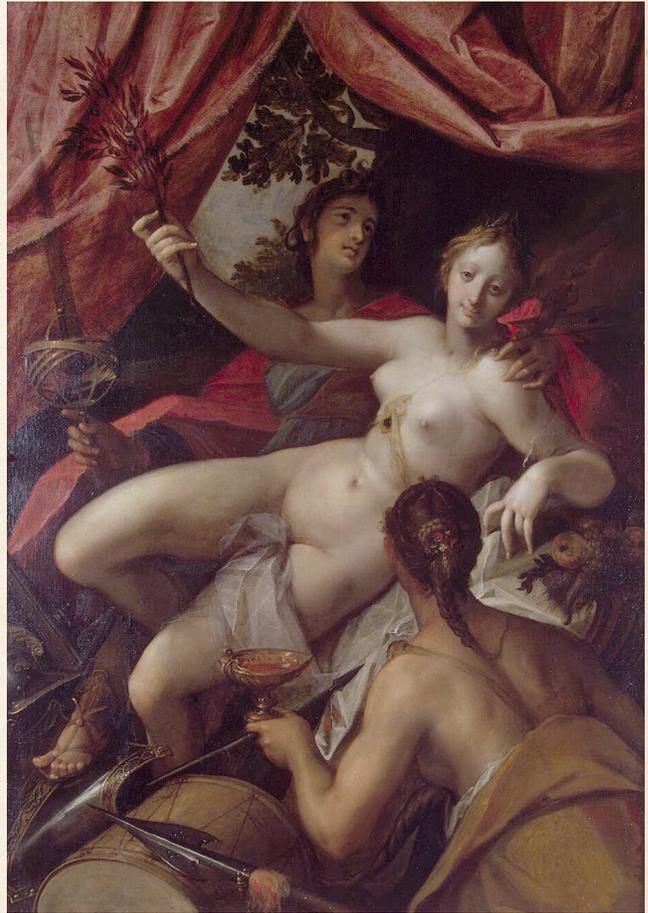
The same thing applies to an erotic adventure: the *player character* may be unhappy being bitten by the Dread Vampire Count, while the *player* may have specifically asked for it. You should at all times have the *player's* consent for what you might put their character through. Some players may specifically ask for their characters to be placed in difficult situations, or may make choices that put them there themselves, but this **never** means you should pursue anything with a player character you think will go against the *player's* desires. If you're in doubt, ask. Even if it's only a little bit of doubt.

CHECKING IN

After all this, you're ready to go! But the job doesn't stop here. Just because you've heard from your players what they want right *now* doesn't mean they'll want the same thing in a week, a month or a year. And the same can easily be true for yourself! You should be checking in fairly regularly as the game starts to see whether everyone is comfortable, whether everyone is having fun. And whether everyone is finding the campaign hot! Through no fault of your own, the story could slowly turn to something one of your players doesn't enjoy. Checking in will help you course correct.

This is why I've been so firm about you writing down and sharing the result of the document you've completed at the end of this book. The more detail you put into it, the more you'll be able to refer to it later. Be open to it being a living document: you or your players may need to add or subtract things as you go. This will be a learning experience for them as much as it will be for you.

Now go out and have some sexy adventures!



Allegory of Peace, Art, and Abundance by Hans von Aachen



CHAPTER 4: AN EROTIC WORLD

Despite what the name suggests, this chapter isn't about making a world ("worldbuilding") from the ground up; although a favorite pastime of many GMs, it's a bit beyond the scope of this book. Instead, this chapter is going to be about recontextualizing and reimagining existing worlds through a few different lenses. How does a world like this look—a place where adventurers might go running off to battle horny monsters while garbed in barely a speck of chainmail? A gritty world dark and brooding, where sex is matter of fact? It's up to you.

CASUAL VS. TABOO

In fantasy as in reality, peoples and societies have differing views on sex. Some societies consider it a sacred, holy act undertaken only by those in the covenant of marriage, and others think it's just a frivolous act available for fun and for pleasure. What would fit your campaign—and your players—best? Having a world filled with casual sex makes involving erotic content easy, but it may cheapen the experience for some players or play against their preferences in some way. Of course, there's no reason it has to be one way universally across your world: maybe one society embraces sex casually and another sees it as a grave sin, both within walking distance of each other!

This is a great topic to cover in the previous section, the "Session Zero." Your players may want more of a chase, or they may want easy fun where they can find it. Ask them what they'd like, and vary where you can to keep it fresh.

ORIENTATION

In the real world, most people have firm ideas about which kinds of people they're attracted to and which they're not. This could be on the basis of sex or something more vague, on the parts a potential lover has or the way they conduct themselves... and so on. It's natural for this to exist in your world as well, and it can even encourage creative thinking on the part of your players. If you're seducing a researcher locked in his tall tower, poring over mystical tomes, it's likely his ideas of beauty revolve around the mental: perhaps a show of intelligence could woo him. Alternately, consider an oathsworn Cleric dedicated to her cause: she may only consider other worshipers as potential romantic partners. These can be great hooks for the players to go searching for mystical knowledge, pledge themselves to deities they wouldn't otherwise, and basically land themselves in terrible messes that are tons of fun to dig out of.

NOTE TO THE GM

I strongly recommend eliminating sexual orientation in NPCs entirely, or at least reducing it to moderate preference. Imagine how disappointed your players will be if only some of them can hope to catch the beautiful princess' eye! Imagine how frustrated they'll become when they've wooed the local monster hunter for several sessions, only to find out they don't own the right parts to wet his whistle. Except where it's a necessary plot point or character feature, keep your NPCs open—and potentially available.

SEX AS A REWARD

One of the best ways to involve eroticism in a roleplaying campaign, in my opinion at least, is to make it a reward for daring deeds or good play. Especially in a world comfortable with casual sex, it's easy for the players to get overwhelmed with erotic opportunity. And if you're playing to sleep with pretty Elves and strapping Orcs, why venture out against the Necromancer lord when both are right back in town? Heck, why even leave the tavern?

One way to address this is to make the really good sex dependent on the players' heroism. Maybe in the local tavern there's a pretty enough barmaid, but she quickly grows bored of the players and they have to forge out in search of new pretty things. Maybe the Necromancer lord steals her away and bears her to his deadly tower! Or maybe there are legends of a beautiful Elf who wants so badly to see what the heroes have to offer.



In the Venusberg Tannhäuser by John Collier

Give the players an NPC, or several, that they become excited by... but don't let them have the NPC just yet. Give them an obstacle they have to overcome first, like a ravaging beast or a code of honor. That'll give them a goal.

SEX AS A TOOL

As you'll soon see in the **Skills** chapter, this book suggests many uses for sexually-themed skills. Consider a corrupt official with documents the players need. In an ordinary world, he might be prepared to look the other way for the right amount of money. In an erotic world, he's also open to sexual advances as recompense from enterprising adventurers. He might even expect it, having fielded similar offers before.

Using sex as a tool can offer more nuance to players' attempts to negotiate and use their wits to solve problems, but it can also give NPCs a reason to proposition the party. It can even create tough decisions—do you sleep with the doe-eyed beauty despite her obvious hidden motive? Is the risk worth it?

SEX AS A BATTLE

In an ordinary campaign, every fight tends to involve vicious, bloodthirsty creatures and tends to end with one side or the other dead on the floor. It doesn't need to be like this in an erotic adventure: perhaps the bandits are happy to get their swords, but they'd prefer to settle things with a toss in the hay. Perhaps a fight is just an opportunity to have some fun.

Viewed through the right lens, every combat encounter could have an erotic element—or perhaps be wholly sexual, with weapons discarded. You'll soon see how to leverage sex and sexuality during combat in the **Erotic Combat** chapter.

SEX AS A PUNISHMENT

It's tempting to look at rewarding players via sex and think punishing them might work as well. Perhaps a failed save would mean the player is swept away by the thrilling charm of the pirate king, or means a fall from the walls right into the incensed guard's arms. However, we're going for sexy, here—and being forced to sit through a sex scene when you're fuming about fumbling your rolls isn't sexy. Unless you have a clear agreement, it's better to let your players lead the way when it comes to the encounters they choose.

There is, of course, the potential for exposing your players to non-consensual scenes. It's up to your group if this is a subject you want to explore, but discussion of it is outside the purpose of this core book.



CHAPTER 5: AN EROTIC ADVENTURE

If you've gone through **Before your First Session** then you should have a good idea of what your players and you enjoy. Now it's time for you to take that and write your campaign to fit it... but how?

Let's imagine that your players—and you!—are over the moon about tentacles. All the rest is good, sure, but when it comes to tentacles you all really get excited. Already you might be thinking of some scenes tentacles could get involved: summoned monsters, spells, special weapons. Those are all great, but let's write things so the spine of our campaign runs through with tentacles. What if there was a tremendous army of aberrations, tentacles galore, that were trying to force their way into the waking world? Now you have an instant excuse for tentacle monsters whenever you feel like it. And engaging in a scene with tentacles won't just be sexually exciting for you and your players, it'll move the story along in your campaign. How great is that?

Here's that advice summed up:

Find where everyone's favorite turn-ons overlap, then make it so your campaign features those kinks so you can add scenes involving them that advance the plot.

Of course, you may have ideas already about the kind of story you want to tell. Maybe you have your own idea for a main storyline, a major hook. Tentacles don't have to be everything that's going on: if you want an evil sorcerer to be the central antagonist, not a horde of aberrations, perhaps the sorcerer's go-to goons are tentacle monsters. Maybe nature responds to his call, causing intrusive vines to burst from the ground. Heck, tentacle monsters could even be a subplot you bring up now and then to spice up the campaign. But having an excuse is often worth an Orc's weight in gold.

Now, let's zoom in a little. Instead of a campaign, let's look at a single session and make it erotic.

AN EROTIC SESSION

We're going to look at a single session of gameplay in a normal adventure, with no explicit eroticism. The hook is this: *the party has been clued in to the identity of an important informant who'll lead them to the evil overlord of a drug empire. They learn that informant will be at a drug den in the bowels of the city that night...*

If we were going to split apart the resulting session into its expected events, it might look like this:

1. The party comes to a seedy drug den to find an informant who has necessary info.
2. The entry is blocked by a group of corrupt guards who stop and demand bribes from visitors.
3. Inside, the den is a hive of activity. Illegal deals, drugs, and high-stakes gambling.
4. The informant is found, but is being harried by debt collectors.
5. The debt collectors aren't happy with the informant. She owes them, and they want their money.
6. She doesn't have the money; whenever anyone comes near, she begs them for help.
7. Things are getting uglier and uglier. Her debtors are beginning to talk about labor camps and execution.
8. As the issue comes to a head, shouts begin: order-loving Clerics and Paladins break into the drug den, intent on purifying those inside and putting the irredeemably corrupt to the sword.

Look over these events and consider them. Do any suggest some opportunity for eroticism? Can you see where you might add a sexual encounter here, or a lewd pass there? Give it a moment of thought, then read on.

If I was going to add some eroticism to the mix, I'd break it up into three chunks, building off the individual events where possible:

ADD SEXUALLY-OPEN NPCs

1. The den is in the Red Light district, and amiable NPCs are everywhere.
3. Inside the den, prostitutes and escorts can be purchased along with the drugs.
7. The informant will do *anything* to convince the players to help her.

PUT SEXUALITY ON DISPLAY

2. A hopeful has chosen to trade sexual favors for entry.
3. The patrons of the den are letting it all hang out. Addled NPCs are languid in each other's arms, gasping and rocking sensuously.

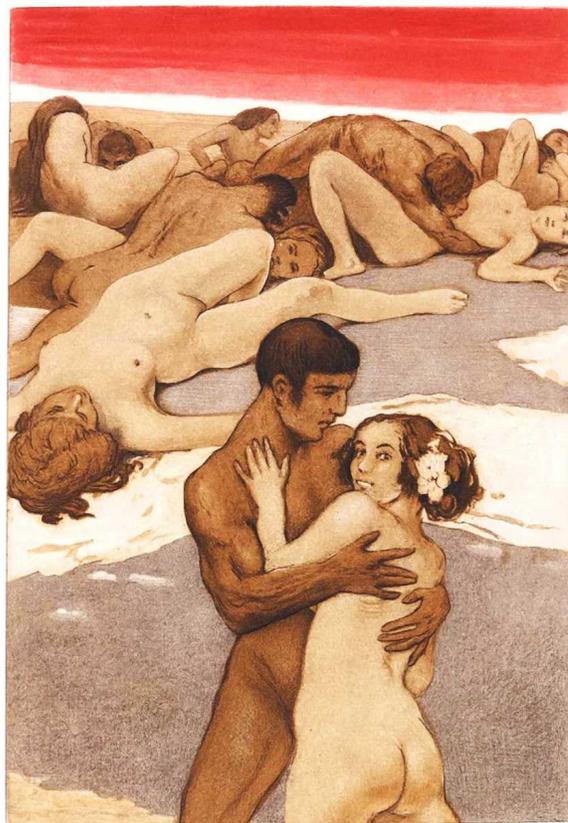


Illustration from *Les Fleurs de Mal*, Page 47 by Manuel Orazi

ADD SEXUAL AVENUES TO SUCCESS

2. The party doesn't have to cow the guards, not when they can please them instead.
5. The debtors can be convinced to part with their captive, so long as the players know how to distract them.
8. The Paladins and Clerics can be fought or escaped, of course, but they might also be tempted. Why not persuade them to relinquish their holy virginity?

These three points are good places to start, but you certainly don't need to stop there. If an element in the story suggests to you some eroticism could be added, go wild! As you develop an understanding of what you and what your players like, you'll be able to refine these wide passes with more care.

AN EROTIC SCENE

Actually describing an erotic scene is a skill on its own. Likely you have your own style and your own habits, if you have experience with it. Teaching the skill from the bottom up is outside the scope of this book, but I do have some suggestions for improvement.

USE SUPPLEMENTALS

Even for those with strong imaginations, eroticism is strongest when the senses are involved. Consider involving pictures or video when appropriate. If you have a mental image of the characters involved, the act being enjoyed or an element of the scene then it'll certainly be worth picking out something to share your it with your players. If you need don't have anything on hand, booru websites like [Sankaku Complex](#) or [Gelbooru](#) offer drawn images and animations grouped by easily-searchable tags. Even simple things like audio loops of moaning may increase the players' excitement greatly.

Of course, there's nothing that says you have to find everything yourself. Consider tasking your players with finding appropriate images and reference material, or even rewarding them for doing it.

GET PLAYERS TO PARTICIPATE

Don't force yourself to do all the work: involve your players where you can. This is their game as much as yours! Encourage participation and reward it with Inspiration, praise... and NPC favor.

SNAPSHOT

Regis (GM): "The gladiator settles down on the set of pillows, back muscles glinting in the light of the low-burning torches. You can see each shoulder work, stretching and then stilling as the gladiator gets comfortable. 'Well? You lot are the masseurs, ain't you?' comes the impatient grunt, and then the gladiator waits."

Marjane: "Uh, totally. Edgar, would you?"

Edgar: "Of course, of course. I dip my fingers in the scented massage oil and press my fingers into the gladiator's back. I lean into each press, rolling the muscles under my hands, doing my best to massage the tension away. 'I saw you out there on the sands,' I mention, and I make my voice as smooth and as sultry as possible."

Regis (GM): "The gladiator groans and relaxes, bit by bit. They say, 'You've got strong hands. Makes me wonder what else they're good at.' Take an Inspiration, Edgar, you're killing it."

Edgar: "I think I know how I'm going to use it..." [laughs]

CONSIDER YOUR AUDIENCE

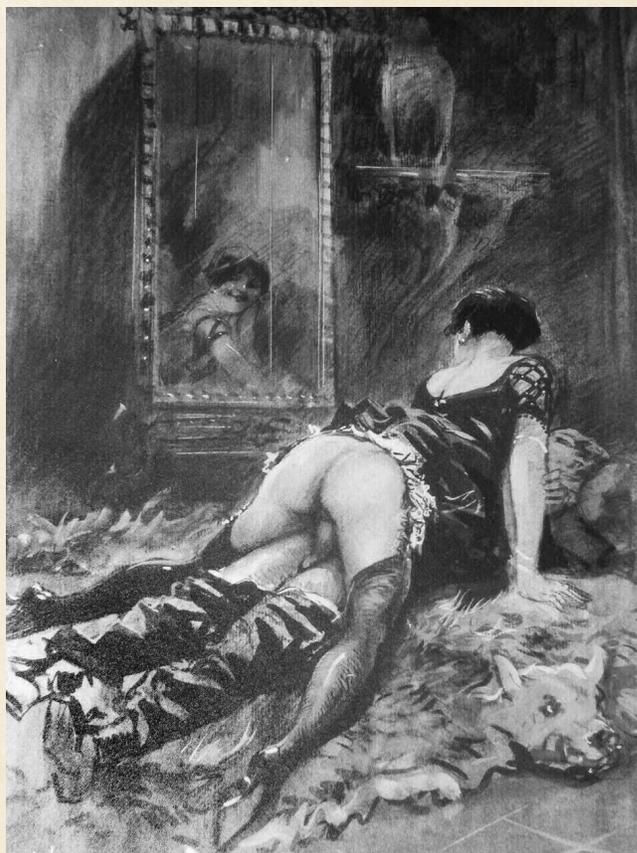
Do you know your players like hearing or reading something in particular? Do they drool over some descriptions and skip by others? Focus in on those parts, but don't abandon what you like or what you're best at for it.

DON'T TAKE IT TOO SERIOUSLY

All these rules may seem like a lot, but right now we're just contemplating how to craft the best scene ever. You don't need to make every scene blow your players off their feet, and you don't need every description to make them catch their breath. It's okay to be silly, too: you're engaging in something that's undeniably humorous and recognizing that is just fine. Adding some humor or admitting your own nervousness will help your players relax. And players who are comfortable are players who'll come back for session 2.

AND MOST IMPORTANTLY...

Have fun! If you're enjoying yourself, chances are your players will be too.



Untitled sketch by Georges Conrad



CHAPTER 6: CHARACTER CREATION

Now that you have a concept of your world, you can start imagining the people in it. Once you have a foundation created, you can begin asking yourself what additions should be made so the character can fit in—and stand out—among your world.

HOW TO USE THIS CHAPTER

You might be tempted to have your players roll on these tables like they roll for Ability scores, but I'm going to recommend you avoid that. Your players want to play characters they find attractive, naturally, and they should be allowed to. If your players *want* to generate some variety on their own, that's their prerogative, but you shouldn't force them.

Instead, this chapter is intended mainly to help you add detail to your NPCs: elements from large to small to aid your depictions. After all, even small details can build to better descriptions—which can build to sexier results!

SEX CHARACTERISTICS

The most obvious addition to character creation in an erotic setting is going to be physical. Rules-heavy systems are often poked fun at for putting down the numbers to every little thing: although some crunchiness is built into the rules covered in this book, you're welcome to use—and to discard—whatever you like. The following is an example of a system for building NPCs (and player characters!) with interesting and diverse sexual characteristics.

CHARACTERISTIC SIZE

Some people are born more gifted than others. Whether through magical means, a trick of genetics, or perhaps an insidious (or beneficial!) curse, body parts come in all shapes and sizes.

SEX CHARACTERISTIC SIZES

d20	Size
1	Size category lower
2-3	Much smaller than average
4-7	Smaller than average
8-13	Average
14-17	Larger than average
18-19	Much larger than average
20	Size category larger

Most people, of course, will be averagely-sized, and that's appropriate: "large" and "small" would cease to have meaning otherwise. Note that "size" isn't only for appendages: it can also mean depth and space of an orifice.

And now we've got that out of the way...

BODY SHAPE AND MUSCLE TONE

Everyone comes in different proportions. Take a look at the fellow in this drawing:



Nude Young Man by Sir William Orpen

If we were only looking at his hips and his shoulders, we might notice they're close to the same width. Because of this, we'd call his body shape a *Rectangle*. If his hips or his shoulders were wider, his shape would be a *Triangle*. If his waist was much smaller than his hips and shoulders, an *Hourglass*. And finally, if his waist was larger, a *Circle*.

BODY SHAPE

d10	Body shape
1-2	Rectangle
3-4	Triangle (wide-bottom)
5-6	Triangle (wide-top)
7-8	Hourglass
9-10	Circle

MUSCLE TONE

d10	Muscle tone
1	Overweight
2	Soft
3-5	Average
6	Toned
7	Wiry
8	Muscled
9	Bulky
10	Bodybuilder

Of course, the frame of a build is only half the story. What kind of muscle (or lack thereof) rests on it? Note that visible muscle does not necessarily equal *strength*. If you've ever seen a strongman competition you know most of the strongest men also carry a heavy gut—and some of the strongest women have very thick torsos.

EXTRA DETAILS

Of course, there's no need to stop there. Want some more detail? Add it! Often small, seemingly insignificant things can add a sense of realism to a world. Call attention to a minor element and use that to help your descriptions conjure a mental image in the minds of your listeners. Something small, like the angle or offset of a body part:

BODY PART ANGLE/OFFSET

d12	Facing or orientation
1-6	Centered
7-9	Slight offset
10-11	Medium offset
12	Large offset

To pick a direction, roll a d12. The resulting number is the hour on the clock and thus, the direction.

Or how about those minor details, ones that help form a mental image in your mind?

SEX CHARACTERISTIC – MINOR PHYSICAL DETAILS

d12	Detail
1	No details.
2	Sports a prominent freckle or mole.
3	Slightly off skin tone.
4	Visible veins.
5	Slightly different temperature than average.
6	Produces slightly more or less moisture than average.
7	Slightly more or less smooth than average.
8	Slightly more or less firm than average.
9	Slightly more or less hairy than average.
10	Circumcised.
11	Roll on the <u>Major details</u> table.
12	Roll on the <u>Fantastical details</u> table.

SEX CHARACTERISTIC – MAJOR PHYSICAL DETAILS

d12	Detail
1-4	Roll on the <u>Minor details</u> table and increase the significance of the result.
5	Portion or half of body part missing.
6	Bent or curved sharply.
7	A portion is uncommonly thick or thin.*
8	Particularly saggy.
9	Whole body part is missing.
10	Shape is flat, as if squished to body.
11	Owner has above-average muscle control of the part.
12	Inverted.

*To determine where the thickness/thinness is located, roll a d4:
1 = base, 2-3 = shaft, 4 = tip

EXAMPLE GENERATION

Alex is creating an NPC, rolling for random features. He only wants the broad strokes, so he rolls for the character's penis features on the Size and Orientation tables. He gets a 12 and a 10, giving him an **average-size** penis with a **medium tilt**. To get the direction of the tilt he rolls a d12 and gets 3: accordingly, his penis **tilts to the right**. A roll of 3 on the Minor table means it's slightly off his skin tone.

That's fine for the more mundane... but what if we add magic to the mix? Any sexually-experienced individual in a fantasy world is likely to have experienced any number of fantastical encounters. What if an experience left a lasting mark?

SEX CHARACTERISTIC – FANTASTICAL DETAILS

d12	Detail
1	Part is invisible, but present.
2	Glow in the dark.
3	Body part is visibly of a different Race.
4	Emits smoke, cold or hot.
5	Orgasm results in casting of a non-damaging Cantrip, once per day.
6	Tastes sweet and pleasant.
7	Smells fragrant and flowery.
8	The owner has double the ordinary number of parts.
9	Liquid produced, or part itself, catches flame or freezes harmlessly.
10	Floats as if buoyed by a levitating spell.
11	Abnormally soft or hard, as if made of a non-flesh material.
12	Orifice leads somewhere else.

Ridiculous? Of course. Strange? Definitely. But a little humor goes a long way.

VARIANT RULES: SIZE COMPATIBILITY

It's easy to imagine how two Humans could be size-compatible, but a Gnome and an Orc? A Halfling and a Giant? Somewhere along the line, pegs just won't fit in holes, whether too small or too large. However, it's unlikely to be in your best interest to be too punitive. Being a fantasy setting, there's nothing to say a decent amount of stretching can't go on—and in reverse, that orifices can't squeeze well enough. But perhaps there's a "too far" point. The below table gives a standard idea of the effects of two mismatched partners, according to the difference in size of the penetrator.

SEXUAL SIZE CATEGORY COMPATIBILITY

Penetrator size	Sexual experience
Two lower	No sensation for receiver.
One lower	As normal.
None	As normal.
One higher	Difficult.
Two higher	Impossible.

When the size of an insertion nears the "too large" point, extra care must be taken to ensure both parties enjoy themselves. However, some size differences are simply impossible.

SEXUAL PREFERENCES AND GENDER IDENTITY

Sexuality and gender at any time in history have been immensely complicated subjects, far beyond the scope of this book to explore. They can also be as fluid and ever-changing as preferences of dress or expression. The following tables are meant to give you and your players ideas and narrative tools to describe characters, but will be woefully inadequate to themselves describe actual experiences.

As previously described, it's my strong belief most of your NPCs should be Bi/Pansexual where possible. As a result, these tables are weighted in a manner wholly unlike representation found in the real world, or in a medieval society. You may wish to alter the likelihood of certain outcomes to suit the world you're populating.

SEXUAL PREFERENCES

d20	Preference
1	Strongly prefers opposite sex. (Heterosexual)
2-5	Mildly prefers opposite sex. (Bi, hetero-leaning)
6-13	Likes both sexes equally. (Bi/Pan)
14-17	Mildly prefers same sex. (Bi, homo-leaning)
18	Strongly prefers same sex. (Homosexual)
19	No interest in sex. (Asexual)
20	Uncertain of own preference.

And then there's the matter of a character's sexual expression. In the varied cultures of a fantasy world, there must be expressions alien to one group which are intuitive to others. What clothing do they wear? What styles do they cleave to? What mask do they put on—and do they ever take it off?

SEX DISPLAYED

d12	Expression
1-6	Shows as same sex.
7-8	Shows as opposite sex.
9	Shows as neither sex.
10	Shows as both interchangeably.
11	Roll twice: shows first with second's highlights.
12	Roll twice: shows first outwardly and second privately.

Finally, a character may find themselves taking—and appreciating—a certain style of sexual approach. Do they seek out their lovers, or prefer to welcome them when they arrive? Or do they enjoy both, with no reservations?

PREFERENCE FOR STYLE OF SEXUAL APPROACH

d12	Preferred approach
1-3	Prefers dominant approach.
4-9	Appreciates either.
10-12	Prefers submissive approach.

Roll twice, once for how they prefer to reach out and once for how they prefer to be approached.

TURN-ONS AND OFFS

People are as varied as shells on the beach. Sometimes we develop interests, preferences and desires over the course of our lives—and sometimes their genesis is a complete mystery.

Turn-ons and turn-offs can have powerful ramifications for a character's erotic interactions, and can enhance the depth of an NPC's character. As you'll learn in the **Erotic NPCs** chapter, discovering these kinks may offer your players a path to victory where otherwise one wouldn't exist.

Follow the instructions in the **Appendix B: Kinks** appendix to obtain three random turn-ons and three random turn-offs.

NOTE TO THE GM

Encourage your players to pick out at least three kinks they enjoy and three they don't. Not only will this help you create situations you know they'll enjoy, it'll offer some mechanical depth to their enticements.

VARIANT RULES: RACIAL DIFFERENCES

Humans have evolved from apes and our genitalia share the evolutionary hallmarks of such. But how would the sexual organs of different races look or function? These are some ideas.

SEXUAL SIZE CATEGORY COMPATIBILITY

Race	Organ differences, from Human
Dwarf	Uncommonly hairy. Strong and hardy.
Elf	Hairless. Slender and fragile.
Orc	Larger than average penises and breasts. Seed remarkably potent.
Halfling	Orifices uncommonly accommodating to both small and large.
Dragonborn	Penises ridged and scaled, protruded from scale-covered slit when erect. Orifices are ridged slightly. Fluids retain slight relation to ancestor breath.
Gnome	No difference.
Tiefling	Penises and orifices uncommonly warm. Tail bases an erogenous zone.
Kenku	Only one orifice for waste and sex: the cloaca. Penis is stored inside, extends when erect.
Tabaxi	Slightly painful barb on tip of penis. Small spines on outside of penis graze orifices lightly.

Half-blooded members of these races may follow only one parent's course, or share features of both.

Despite the variations between races, no mechanical obstacles exist to bar relations between two interested parties; the races are all sexually compatible. However, enough variation exists to make encounters memorable... and to excite those who appreciate variety.

VARIANT RULES: CULTURAL DIFFERENCES

As Humans our own sexual culture leaps most easily to mind. But the popular cultures of other races may have different sexual tendencies...

RACIAL SEXUAL PRACTICES

Race	Unique sexual practices
Dwarf	Form strong, sometimes sexual bonds among working peers. Frequent drunken orgies.
Elf	Open foreplay among interested parties or groups. Sex to completion is rare, and usually only occurs in marriage.
Orc	Sexual encounters often violent and fierce. Once aroused, rare to stop until satisfied.
Halfling	Strong sex drives. New and interesting sexual experiences and partners sought.
Dragonborn	Sexuality hidden from public. Discussion of, or open intimacy, considered taboo.
Gnome	Inventive sexually. Create a wide variety of self or group-satisfying toys.
Tiefling	Sexual encounters often brief and impulsive. Refractory periods short.
Kenku	Strongly monogamous. Experience and attentiveness makes them skillful lovers.
Tabaxi	Fiercely monogamous but mercurial. Those in pair bonds are good-naturedly pursued by those outside the relationship.

These different cultural practices might clash—mesh, depending on the individuals involved.



Satyr et Nymphe by Agostino Carracci



CHAPTER 7: BACKGROUNDS

The Courtesan smiles—or perhaps she doesn't. For after all, when the fan passes in front of her exquisitely-painted face, her eyes aren't mirthful. But when the fan snaps shut that pleasant expression is on her face again. The rippling pool of her eyes has stilled. "What I did before I came here?" she says sweetly, in a voice as alluring as the honey-smelling cloves in her perfume. "Well, let me tell you a story..."

A background is an indelible part of a character's story. No one can have a now without a then, or a present without a past. With the addition of sexual content to our game, some interesting new ideas for past experience appear.

Consider your world as you run your players through the character creation process. Are there societal roles which center around the erotic, unique to your setting? How are those who sell, buy, and trade sex treated? Are there special insights they might have, or places their skills might gain them entry?

NOTE TO THE GM

You should work with your players to come up with something which fits their story and the character they have in mind. Don't be afraid to mix and match, workshop, and even make something new from scratch! If you make something you're proud of, feel free to [share!](#)

ADAPTING BACKGROUNDS

Before any new backgrounds are introduced, it's possible an existing background might suit your needs. Consider the *Acolyte* background and apply a little sexuality. Perhaps a priest might have offered his body to fellow faithful, or to visitors. Perhaps a nun lived out the middle of her life in an erotic church where sexual skills were freely taught.

When circumstances like these arise, you might want to adapt the non-erotic background to suit a more erotic character. Consider replacing one of the skill proficiencies offered by the background with one of the Sexual Skills. You might even want to replace both.

Alternately, or in addition, you can change the feature to something similar but more appropriate for the character. For example, the *Acolyte's* feature suggests a place of free board and rest. Instead, the altered acolyte's feature might offer a place of free love, or sexual relief. Instead of calling for support near their temple, perhaps an acolyte could call upon the members of their order to relay information about a potential romantic interest or put in a good word for them.

If that doesn't leave you with an ideal result, try these four custom-made erotic backgrounds.

COURTESAN

You have earned your way learning how to tiptoe around the basest desires of others. In doing so you have elevated yourself: people flock from near and far to enjoy your less carnal skills, though you have been known to dabble from time to time.



L'Odalisque Aux Colombes by Guillaume Seignac

Choose a skill you might have employed in order to make a name for yourself, such as an instrument like the lyre or a game like Chess. Work with your GM to decide what the nature of your employment was: were you a freelancer? Were you employed under a guild or perhaps another courtesan, learning the tricks of the trade? Perhaps you were careful to guard your chastity, knowing being seen as attainable meant lowering your rates. Or maybe you were free and willing, happy to spread joy amongst those you chose. Were you employed by the highly-born? Or did you not make distinctions?

Skill Proficiencies: Insight, Persuasion

Languages: Three of your choice

Equipment: A collapsible fan, an expensive outfit worth 15GP (your formal wear when meeting clients), a tea set, the instrument or item you perform with, a set of common clothes, and 30GP from a suitor

FEATURE: AMOROUS SUITORS

As a Courtesan, you have strung along any number of potential clients who wish to take your hand—some of whom may be in this very city! When you stay in a town you may call upon one of these suitors for aid and shelter, allowing you to enjoy a modest way of living. Any minor troubles with the law will be cleared up by your semi-powerful benefactor.

SUGGESTED CHARACTERISTICS

Courtesans are intelligent, but the constant praise they receive can blind them to their own personality flaws. All the same, something about them is undeniably special. Otherwise, why would people come so far?

POTENTIAL COURTESAN PERSONALITY TRAITS

d8 Personality Trait

- 1 I often answer questions with another question.
- 2 Praise isn't enough: I want people to worship me.
- 3 I quote poetry and literature whenever possible.
- 4 I put down others to raise myself up.
- 5 I don't like hearing about others' problems.
- 6 I have difficulty keeping secrets, especially the juicy ones.
- 7 I'm intoxicated by luxury, wealth, expensive things!
- 8 I'm kind to those of lower status. I was there once.

POTENTIAL COURTESAN IDEALS

d6 Ideal

- 1 **Beauty.** The pursuit of beauty is all that matters. (Any)
- 2 **Chaos.** Little pressures here and there make change happen. (Chaotic)
- 3 **Comfort.** Soothing others' worries is the purest deed of all. (Good)
- 4 **Love.** Loving someone, having them love me, makes the world a little brighter. (Good)
- 5 **Wealth.** The money's best in my hands, so I take it out of theirs. (Evil)
- 6 **Order.** We should all play our parts: this is mine. (Lawful)

POTENTIAL COURTESAN BONDS

d6 Bond

- 1 I owe my life to my mentor. She made me who I am.
- 2 My home city is my heart. I can't be apart from it for long.
- 3 The work I do is all I have. I must practice it often.
- 4 A suitor I teased captured my heart. I think of them daily.
- 5 The nobility are my people now.
- 6 The courtesans under my wing need me. And I need them.

POTENTIAL COURTESAN FLAWS

d6 Flaw

- 1 I can't stand not being the one in control.
- 2 I have a poor evaluation of my own skills. I'm bad at what I think I excel at.
- 3 I consider most people beneath me.
- 4 I don't consider others' feelings when I play with and reject them.
- 5 I charge exorbitant prices for almost everything.
- 6 I never let anyone see my true face, my true feelings.

HEARTTHROB

You are a special kind of charmer, a lover with your own set of problems. Namely, how do you pick just one person to love? It doesn't seem right, since you can't help but make women sigh at a wink, men bite their lips and stare.



Jupiter and Callisto by François Boucher

Choose a Sexual Skill you became adept at using: Domination, Submission or simple Sensuality. Did you batter down resistances with blunt advances? Did you lure others close, making them think it was their idea to take advantage of you? Or were you simply so irresistible that they couldn't resist? In your mad dash from place to place, always escaping by the skin of your teeth, did you pick up any scars? Any lasting enemies? Any deeds you're not proud of? Are there children you've left behind, or a family? Or perhaps you've been alone all this time and you don't have any intent—beside the odd casual fling—to change that.

Skill Proficiencies: Deception, one Sexual Skill

Languages: Common, one of your choice

Equipment: A backpack, food, vestments, an instrument, a deck of cards, a set of common clothes, and 10GP taken during the last escape

FEATURE: AT FIRST SIGHT

As a Heartthrob, you have a unique power. The first Sexual Skill check you roll against a creature not in combat with you, you make at Advantage.

SUGGESTED CHARACTERISTICS

Heartthrobs are alluring, too alluring. Because of the strength of their charms, they are undeniably attractive—but this gives them a tremendous blind spot when it comes to others. How can someone who's never wanted for a partner understand what loneliness is? How can someone desired by everyone understand jealousy?

POTENTIAL HEARTTHROB PERSONALITY TRAITS

d8 Personality Trait

- 1 I often daydream, gazing at the sky wordlessly.
- 2 I want people to worship, not just desire me.
- 3 I know a hundred love poems: I'll recite them all to you.
- 4 I love starting fights and running away from them.
- 5 I misunderstand romantic outreach as sexual.
- 6 I am fascinated by my own appearance.
- 7 I'm forever drawn in by the next shiny thing.
- 8 I'm a drifter, always will be.

POTENTIAL HEARTTHROB IDEALS

d6 Ideal

- 1 **Beauty.** The pursuit of beauty is all. (Any)
- 2 **Chaos.** People need to be stirred up. (Chaotic)
- 3 **Excitement.** The new best thing is just around the corner. (Chaotic)
- 4 **Love.** Loving someone makes the world brighter. (Good)
- 5 **Travel.** Seeing the world is the most enriching experience out there. (Any)
- 6 **Power.** Why is everyone so possessive? To the victor go the spoils. (Evil)

POTENTIAL HEARTTHROB PERSONALITY BONDS

d6 Bond

- 1 There's a lover I had, long ago, whom I haven't forgot.
- 2 The road is my only friend.
- 3 There's a particular traveler I see now and then. I think about him.
- 4 There's a piece of literature I adore. I understand it like no one else.
- 5 My only bond is to the lovers I have at the moment.
- 6 I'm the only bondmate I'll ever know. All others are temporary.

POTENTIAL HEARTTHROB PERSONALITY FLAWS

d6 Flaw

- 1 I can't handle romance. Keep it casual, please.
- 2 The next lover is always the better. The grass is always greener.
- 3 I don't think of romantic bonds as important.
- 4 I don't consider others' feelings when I play with and reject them.
- 5 I expect other people to pay for everything.
- 6 I never let anyone see my true face, my true feelings.

PROSTITUTE

Some have the skills to make it in the world without selling themselves, or so they think.

But who are they kidding? Everyone sells themselves in one way or another. And the oldest profession is just that—a profession. And you know your way around it. You've managed to create a small, stable place for yourself, a spot that makes sense in a world otherwise insane. You use your body to seduce and to satisfy, and you're damn good at it.



Jeune fille du Caire by Jean Léon Gérôme

Choose a Sexual Skill you became adept at using: Domination, Submission or simple Sensuality. Did you entice customers by demanding they come satisfy you? By appearing so frail and piteous they had no choice but to avail themselves of your body? By playing to their needs? Did you find your clients among the upper crust, nobles who wanted a quick lay, or did you sell your body to those who could barely afford it? Were you on your own, working a street or even a corner—or did you have a place to call your home, a warm bed to which you took your clients? Was whoring your daily ritual? Or perhaps it was simply a job, a mask you took off and put on as you needed.

Skill Proficiencies: Insight, Deception, one Sexual Skill

Languages: Common

Equipment: Common clothes, food, 10GP

FEATURE: WHORE'S INSIGHT

As a Prostitute, your time in the gutters searching through the dregs has given you a special insight. The first time you meet a creature, your GM may allow you to Probe them instantly.

SUGGESTED CHARACTERISTICS

Prostitutes are strong individuals, capable of making a life using the only tool available to them. How they manage to keep a part of them sacred determines how they retain their dignity.

POTENTIAL PROSTITUTE PERSONALITY TRAITS

d8 Personality Trait

- 1 I keep a mask over my true feelings.
- 2 I make a game of teasing. Everyone.
- 3 I long for something simple, an ordinary love.
- 4 I grow increasingly fascinated by depravity.
- 5 I'm uninterested in sexual romantic relationships.
- 6 I dislike one of the sexes, male or female.
- 7 I've developed a favorite kind of customer, or a favorite race of one.
- 8 I've become hyper-focused on a single hobby.

POTENTIAL PROSTITUTE IDEALS

d6 Ideal

- 1 **Pleasure.** The joy of the flesh is paramount. (Any)
- 2 **Law.** Those below serve those above. (Lawful)
- 3 **Excitement.** The new best thing is just around the corner. (Chaotic)
- 4 **Security.** Nothing can be attained without a solid foundation. (Any)
- 5 **Control.** It's in subjugating others I feel powerful. (Evil)
- 6 **Experience.** Life is simply a river to be floated down. (Neutral)

POTENTIAL PROSTITUTE BONDS

d6 Bond

- 1 There's a lover I had, long ago, whom I haven't forgot.
- 2 The home I've painstakingly built is my refuge.
- 3 The stars are my companions: they never judge.
- 4 In my dreams, I see a haven. I wonder if it's real.
- 5 My customers are my everything.
- 6 Nothing and no one binds me. I am nothingness as well.

POTENTIAL PROSTITUTE FLAWS

d6 Flaw

- 1 I can't handle romance. Keep it casual, please.
- 2 People all begin to blend together. I have difficulty telling them apart.
- 3 Sex is a tool, not a joy. I don't enjoy it anymore.
- 4 I have moments where I am not here: I am nowhere, floating.
- 5 Only in moments of intense passion, intense emotion do I feel alive.
- 6 I begin to wonder if I change my personality to suit my surroundings. What is real?

SERVANT

Not all are born free. Some are born into servitude, indentured or formal, unable to own so much as a bed, a blanket, their own body. Others, no less unfortunate, find their way into servitude through misfortune or naivete. Once a servant, how do you gain your freedom back? For some, there is no answer. Only a life unending, no longer your own. To be one's own person under the yoke of a master is no easy thing.



Diogenes by Jean Léon Gérôme

Discuss with your GM the details of your servitude. What was your role as a servant? Were you a manual worker, breaking your back every day to move dirt or place stones? Were you a caregiver, assigned to guide the young in their growth? Were you a skilled servant, "employed" to fulfill a certain function? Were you a pleasure servant toyed with at your masters' whims? Choose three Skills you trained in your servitude, according to the type of work you were forced to do: these will be Proficient. More questions, of course, are pressing: how did you become a servant? How did you break your chains, if you ever did? What kind of master did you have? And what is your relationship with them now?

Skill Proficiencies: Three of your choice

Languages: Common

Equipment: Common clothes

FEATURE: BROKEN CHAINS

As a servant, a lifetime of following orders has inured in you a bubbling lake of anger dwelling just beneath the surface. You will not suffer to be overseen again. If another creature would attempt to roll an Intimidation check against you in order to dictate your behavior, they do so at Disadvantage.

SUGGESTED CHARACTERISTICS

Servants are downtrodden folk with a core of integrity and strength smoldering deep inside. Naturally, due to their servitude, they often resent authority and treat those in power with contempt. A servant may be rude, off-putting and aggressive, or they may be quiet, subservient and fearful. Everyone reacts to trauma in different ways.

POTENTIAL SERVANT PERSONALITY TRAITS

d8 Personality Trait

- 1 I cultivate a careful mask of obedience.
- 2 I hate those who would wield power carelessly.
- 3 I become drawn into my work. Time passes.
- 4 I am naive and unaware.
- 5 I view every conflict as an opportunity to establish myself.
- 6 No matter where I go, I pay careful attention to the exits.
- 7 I sit and do nothing, at times. Now I can.
- 8 I count the free days of my life.

POTENTIAL SERVANT PERSONALITY IDEALS

d6 Ideal

- 1 **Freedom.** Everyone deserves autonomy. (Good)
- 2 **Chaos.** Chains must be broken. (Chaotic)
- 3 **Security.** The weak must be protected. (Lawful)
- 4 **Charity.** Everyone needs a hand. (Good)
- 5 **Control.** In subjugating others I feel powerful. (Evil)
- 6 **Vengeance.** Justice never finds the rich. (Neutral)

POTENTIAL SERVANT PERSONALITY BONDS

d6 Bond

- 1 The only bond I've ever had is to my master.
- 2 Those I led from oppression are my family.
- 3 A Deity is my savior, for they let me free.
- 4 I had a family, once. I'll find them
- 5 The community I've made is precious. No one will take it from me again.
- 6 Nothing and no one binds me.

POTENTIAL SERVANT PERSONALITY FLAWS

d6 Flaw

- 1 I freeze under pressure. No, not again...
- 2 I react violently towards those who think they're my betters.
- 3 Somewhere, long ago, I lost myself. Now I wonder where I've gone.
- 4 My life doesn't feel real. I wonder, when will I feel my chains again?
- 5 I trust no one. Not after what happened to me.
- 6 I am directionless. Without instruction, where am I to go now?



CHAPTER 8: SUBCLASSES

"Have no fear, brave townfolk!" The Fighter stands tall, puffing out his chest in front of the gathered peasants. "I shall satisfy this Demon with my might and my irresistible physique!" He's quickly pushed aside by a grinning Sorcerer adjusting her lopsided hat. "My companion knows not of what he speaks! It is my arcane skill and sorcery which shall woo the Demon." A Cleric is quick to intervene: "Foolishness. The Demon shall be purified... by my holy lips." A clamor quickly rises as more of the adventuring party stakes a claim, swearing they have what it takes.

Chances are, if you've played tabletop games for a sufficient length of time then you've come up with a few ideas of your own for how one class or another could be used in an erotic fashion. Perhaps you've dreamt of a Paladin who lives by a rigid sexual code or a rogue who sleeps with nobles' unsatisfied partners.

For each of the base classes in the SRD, this book offers a subclass themed to sexual adventure. Hopefully they offer you at least some inspiration—and at most, some exciting new archetypes to play!

NOTE TO THE GM

Be open to workshopping these classes. Some elements may not be perfectly balanced when it comes to combat, or certain features may not be ideal for a player's specific interests. Be open to adapting what's here, or to adding your own flavor! If you make any changes you're proud of, feel free to [give feedback](#). You can only make this book better.

EROTIC SUBCLASSES

Class	Subclass
Barbarian	<u>Path of the Fevered Blood</u>
Bard	<u>College of Love</u>
Cleric	<u>Sexuality Domain</u>
Fighter	<u>Gladiator</u>
Monk	<u>Way of the Heartbeat</u>
Paladin	<u>Oath of Chastity</u>
Ranger	<u>Heartseeker</u>
Rogue	<u>Cutpurse</u>
Sorcerer	<u>Orgone Channeler</u>
Warlock	<u>The Hungering</u>
Wizard	<u>School of Clarity</u>

BARBARIAN

PATH OF THE PRECIPICE

The shaggy-haired woman is clad in barely more than rags, but her sharply-defined abs and her branchlike arms extinguish the idea she's unprepared. Her flaming gaze turns left, turns right... then fixates on her new prey. And in her eyes, that hunger...

The Path of the Fevered Blood is an exploration of what lies at the edges of reason. Barbarians following this path test their control at the very limits of their senses, closer to the precipice than many ever dare to go. Here there is terrible danger—but the guarantee of an unheard-of power.

FIERY BLOOD

At 3rd level when you adopt this path, the heat of your loins enhances the strength of your limbs. While Desperate, you make attacks at Advantage if they use your Strength modifier.

GLORY IN DEFEAT

At 3rd level, the excitement of the fight lingers on after the clinch. After the end of combat, you make Sexual Skill checks at Advantage if they involve creatures included in the conflict. This effect lasts until your next Short or Long Rest.

HEART OF FIRE

At 6th level, the surge of your passion is always just a second or two away. When you enter a rage, you may choose to become Desperate.

LASTING SATISFACTION

Your stamina is the stuff of legends. After reaching 10th level, when you are Stimulated while in a rage, add 1 to your orgasm DC instead of 1d4.

PULSE OF LIFE

Beginning at 14th level, the fervor of your fury overwhelms lesser considerations—even the demands of the flesh. When you are raging, you do not need to roll to act non-sexually while Desperate.

BARD

COLLEGE OF LOVE

Something about the way he strums his lute, the way he hums his song is pure, inexplicable magic. The white-haired fellow leaps atop a table, his grace belying his years, and begins to sing. He tells an epic tale of love lost, regained, sexual conquests met at midnight—and waves of heat insinuate themselves in his audience. The very room seems to cavort, to undulate, to sigh in pleasure. And the listeners are lost.

The College of Love is home to Bards dedicated to tales of romance, erotic sagas and stories detailing the coupling of the Gods. The bards of this college are a welcome addition to any party, any gathering or celebration of life—but often are blamed when things get a little out of hand.

HONEYED WORDS

When you join the College of Love at 3rd level, you perfect your romantic approach: it becomes an art form, worthy of song itself. When you roll a Sexual Skill to Entice a creature, roll as if you were proficient in the skill. If you are already proficient, double your proficiency bonus.

AROUSING PERFORMANCE

Starting at 3rd level, you can imbue your performance with erotic, invigorating energy.

If you perform for at least 1 minute, you can attempt to inspire arousal in your audience. At the end of the performance, choose a number of humanoids within 60 feet of you who watched and listened to all of it, up to a number equal to your Charisma modifier (minimum of one). Each target must succeed on a Wisdom saving throw against your spell save DC or be Aroused.

Once you use this feature, you can't use it again until you finish a Short or Long Rest.

FLEXIBLE APPROACH

When you reach 6th level, your sweet words smooth even the roughest edges. If the inclusion of a Sexual Skill or kink disliked by a creature would cause you to Entice them at Disadvantage, you roll normally instead.

TEASING ENCOURAGEMENT

By 14th level, your irresistible song does more than entice others to dance: it blows smoldering sparks into a raging fire. When you grant a creature Bardic Inspiration, you may also choose a creature who can see and hear you within 60 feet. Roll your Bardic Inspiration die and add the result to their orgasm DC.

CLERIC

SEXUALITY DOMAIN

Radiant waves of love wash from the freckled smile of the woman in holy robes of white: everywhere she turns her gaze melts with the pleasure and the comfort of the Gods. She brushes over the wounded and cures them with a glance, sliding her hands underneath their clothing to caress and to entice, whispering sweet nothings as their pain is subsumed by pleasure.

Gods of sexuality wield incredible power in the realm of the mortals: they are prayed to for fertility, success in love, partnership and so much more. Their clerics are widely revered, and frequently sought for succor.

SEXUALITY DOMAIN SPELLS

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

BONUS PROFICIENCY

When you choose this domain at level 1, you gain proficiency with Skimpy armor.

SEXUAL HEALING

Also at 1st level, your healing spells become more effective on Aroused individuals.

Whenever you use a healing spell or class effect to restore hit points to a creature who is Aroused, you may add your proficiency bonus to the number of hit points healed.

CHANNEL DIVINITY: DELIGHTFUL REPLENISHMENT

Starting at 2nd level, you can use your Channel Divinity to excite the flesh, coaxing it to knit and throb.

As an Action, you may present your holy symbol and evoke erotic energy. Friendly creatures within 60 feet of you heal for half your Cleric level, rounded up. Creatures who heal in this way are also Stimulated at your Spell Save DC.

HEALING BODY

Beginning at 6th level, your body becomes sanctified with your deity's sexual power. When you Stimulate a creature, you may also heal them for your highest Sexual Skill bonus. When a creature is Stimulated by you as a result of sexual intercourse, they heal for twice this amount.



Die Versündigung by Heinrich Lossow

EMPOWERED STRIKES

Your restorative magics fill you with a sense of determination. At 8th level, when you heal a creature, the next attack you make that turn is made at Advantage.

READY FOR USE

When you reach 17th level, your companions have become so accustomed to making use of you that the act is second nature. When a creature begins their turn within 5 feet of you, they may Stimulate you once as a free action.

DRUID

CIRCLE OF THE SEED

Whoever he is, the man with flowers woven in his beard and the warm sun on his head, he walks with supreme confidence. Where he steps in his sandals flowers and green grasses sprout up in bursts. The whole of nature seems to welcome his coming, small animals and flowers alike, and everywhere there's sweet-smelling pollen. But that pollen is insidious: they who smell it are possessed by the desire to spread life wherever possible.

Druids of the Circle of the Seed are uniquely in tune with the changing of the seasons and the balance of life. They teach that the act of creation, of fertilization is sacred: for after all, everything comes from a simple seed.

AURA OF POLLEN

When you choose this circle at 2nd level, the reverence and the passion you hold for the germination of life follows you everywhere in the form of a sweet-smelling cloud like pheromones or perfume. When an enemy enters the cloud for the first time on their turn or begins their turn within 5 feet of you, they must make a Wisdom save against your Spell Save DC. If they fail their save, they become Aroused.

When you reach level 7, the area of your pollen extends to 10 feet from its center. At level 14, it grows to 15 feet.

When you reach level 10, Aroused creatures affected by this aura become Desperate if they fail their save.

GREEN AND GROWING

At level 6 the natural energy in your body buds and blooms into effect. At the beginning of your turn, you heal HP equal to half your Druid level, rounded up.

POLLEN TOSS

Beginning at level 10, the cloud from your Aura of Pollen effect follows your every whim. As a Bonus Action, you may move the cloud up to 60 feet, no further than 60 feet away from you. If you move more than 60 feet from the cloud, it disappears and reforms around you.

GERMINATION

After reaching level 14, your magical abilities themselves spring free from you without effort. When you cast a spell of 1st level or higher, you may use your Reaction to also cast a Cantrip spell.

FIGHTER

GLADIATOR

The two combatants clash, a ring echoing out quickly answered by a cheer from the clamoring crowd. Sweat flies and ample skin shines, neither fighter wearing much at all, small cuts accumulating. They seem to be locked in an ancient dance, one which seems in some ways even more intimate than sexual union. Back and forth the battle swings, the crowd cheering, both combatants' eyes shining.

Gladiators are expert combatants, skilled both at unhanding their foes and at winning the crowds to their favor.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain Proficiency with Skimp armor.

GOADING COMBAT

Beginning at 3rd level, you learn new methods of pleasing the crowd.

As a Bonus Action, you may roll a Domination, Sensuality or Submission skill check, targeting an enemy you can see within 15 feet. They must make a Wisdom save with DC equal to your skill check. If they fail, then until the end of their next turn they are afflicted according to the skill used.

GOADING COMBAT ACTIONS

Skill	Until the end of their next turn, the target...
Domination	...becomes Frightened.
Sensuality	...saves to resist orgasm at Disadvantage.
Submission	...becomes Desperate.

AROUSING STRIKE

At 7th level, the sexual theatre of your combat is embodied even in the interchange of strikes. When you attack a creature or are attacked by one, you roll Sexual Skill checks against them at Advantage. This effect lasts until the beginning of the attacker's next turn.

RECHARGED

At 10th level, the pleasure of your climax refreshes your mind and your body. When you orgasm, you replenish any spent uses of Action Surge.

OVERPOWERING SEXUALITY

After reaching 15th level, you gain the power to affect your foes and friends with the fervor of your combat and the strength of your will. When a creature you can see within 30 feet rolls a save to resist an erotic spell or effect, you may spend one of your uses of Indomitable to make them reroll the save.

MONK

WAY OF THE HEARTBEAT

The robes hang naturally on the dark-skinned, shaven-headed woman. She moves with a casual insistence, as if all obstacles in her way are mere temporary inconveniences. In perfect control of herself and her body, she indulges only when she wants to—but when she does, she devotes herself fully.

Monks of the Heartbeat dedicate their lives to controlling the surges of pleasure pushed upon them by their mortal bodies: they learn to breathe through arousal, clear their minds, and act independently of weak flesh.

AUTONOMIC PRESSURE POINTS

When you choose this tradition at level 3, your understanding of chakras and pressure points in the body allow you to alter others' flow of energy. When you successfully strike an enemy creature or touch a friendly creature, including yourself, you may expend one Ki point to attempt to shift their sexual status by one: between unaroused and Aroused or between Aroused and Desperate. They may choose to resist this effect, making a Wisdom save against your Ki DC (8 + Proficiency + Wisdom bonus) to do so. On a successful save, this ability has no effect on them.

If the target is affected by Afterglow, instead of shifting their sexual status it removes the effects of Afterglow instead.

FLESHLESS MASTERY

Beginning at 6th level, your incredible control over the chakras in your body deepens. Arousal, Desperation and Afterglow no longer cause you to roll at Disadvantage.

LINGERING CLARITY

At 11th level, you learn how to maintain a pleasant clearness of mind through time and through trials. You only lose Afterglow when you take a Long Rest.

WAVELENGTH SENSITIVITY

Once you reach 17th level, you begin to sense the intentions of motion in others. Creatures not at your same level of arousal (unaroused, Aroused or Desperate) attack you at Disadvantage.

PALADIN

OATH OF CHASTITY

She's more than a woman, iron-clad and armor polished: she's a shining example of how we all should be. She has rejected her base desires and everything unclean, until she almost seems with her pure-hearted stare to see beyond the clouds themselves.

Those principled few who embrace an Oath of Chastity devote their bodies and souls to their deity. Their power springs from their holy virginity, pure as the driven snow, and the sacred it represents.

When a Paladin takes an Oath of Chastity, they are treated as virgins for the purposes of spells and effects, even if they've engaged in sexual activity previously.

TENETS OF CHASTITY

- **Purity.** Sanctity of both body and mind.
- **Honesty.** To live a life without deception, without misleading others.
- **Honor.** Your word is your bond, unbreakable.
- **Restraint.** To give in to strong emotion is to see through clouded eyes.



Joan of Arc by Charles-Amable Lenoir

OATH OF CHASTITY SPELLS

Paladin Level	Spells
1st	Protection from Depravity, Sanctuary
3rd	Enthrall, Zone of Truth
5th	Aura of Chasteness/Depravity, Cleansing Ritual
7th	Freedom of Movement, Guardian of Faith
9th	Chastity, Purified Mind

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Calm the Ravenous. As a Bonus Action, you may empower your strikes with the power to settle the mind. Any creatures you damage or have damaged during your turn must make a Wisdom save against your Spellcasting DC. If they fail, they become unaroused if Aroused or Aroused if Desperate.

Bolster the Pure. As a Bonus Action, you may raise your holy symbol and chant inspiring hymns that calm your allies. All friendly creatures within 30 feet may roll a Wisdom save against their orgasm DC: if they succeed, they become unaroused.

AURA OF CHASTITY

Starting at 7th level, you and friendly creatures within 10 feet of you may add your Proficiency bonus to checks made to resist sexual spells or effects.

At 18th level, this aura extends to 30 feet.

HOLY VESTMENTS

At 15th level your commitment to purity and honesty take physical form: you have nothing at all to hide, and even exposed your oath is a shield. While you are nude, your AC is calculated as 10 + your Proficiency bonus + half your Paladin level, rounded down.

BEACON OF CALM

At 20th level, your inhuman poise and control inspires others. While within sight of you, your allies make saves to resist sexual spells or effects at Advantage.

When you roll to resist a sexual spell or effect, treat rolls below 10 as if you had rolled a 10.

RANGER

HEARTSEEKER

Behind that bandana mask, a broad grin spreads across a charming face. Two expert eyes pick out a pair and note the way their glances linger, their lips purse. Hidden, this figure draws and nocks a single arrow, then a second. For heaven, it's said, helps those who help others.

Love is just a chemical reaction; so is arousal, some alchemists say. Whether true or false, certain enclaves of rangers have discovered that when a unique concoction of herbs is applied to their weapons, the effects are undeniably pleasant. Some Heartseekers see themselves as helpful assistants to those who need a little push; others, as a form of delightful chaos.



Day and the Dawnstar by Herbert James Draper

JUST MY TYPE

When you choose this archetype at level 3, the targets of your focus become the targets of your desire as well. When you roll Sexual Skill checks targeting a Favored creature, you roll them at Advantage.

CUPID'S BOLT

At level 3, your swipes do more than harm: they quicken the blood and set hearts hammering. When you make an attack, you may make it at Disadvantage: if you hit, you also Entice the target.

LOOSE AND LIMBER

Beginning at level 5, your excitement grows as you fill others with joy and pleasure. At the start of each turn, each Aroused or Desperate creature within 5 feet of you, including yourself, grants you an additional 5 foot of movement for that turn.

At level 9, this radius increases to 10 feet.

At level 13, this radius increases to 15 feet.

At level 17, this radius increases to 30 feet.

APHRODISIAC COATING

Upon reaching level 7, the toxins on your weapons leave a lingering thrill when they touch the skin. When you hit a creature with an attack, raise their orgasm DC by 1.

HEARTBREAKER

At level 11, you know just where to hit to make it hurt. When you attack a creature who is Aroused, your critical hit range increases by 1: for example, from 20 to 19-20.

When you attack a creature who is Desperate, your critical hit range increases by 2: for example, from 20 to 18-20.

MATCHMAKER

After reaching level 15, you can inspire feelings of desire and love in your enemies—or your friends! When you deal damage to more than one creature in the same turn, at the beginning of their next turn they must make a Constitution save against your Spell Save DC: if they fail, they must make at least one Stimulate action targeting another of the creatures you damaged.

If they can't move within reach of another of the creatures you damaged, they Stimulate themselves instead.

ROGUE

CUTPURSE

A faint humming slips through the crowd. Minutes in her wake, chaos erupts: traders clutch at their slit coin pouches and the rich double-check their empty pockets. That humming emerges into an alleyway, far from the consternation: a thin whip of a woman, sneering, rolling a coin between her knuckles.

A cutpurse lives a life inches from imprisonment or worse. Adept at finding their way through the streets, cutpurses learn everything there is to know about others' weak points.

SHEARING STRIKES

When you choose this archetype at level 3, quick flicks of your wrist produce catastrophic results to your enemies' wardrobes and their defenses. When you make a successful Disrobing Strike, you may add half your Proficiency Bonus, rounded down, to the armor damage you deal.

SLIPPERY EEL

At 3rd level, you embody the furtive criminal the guards could never catch. You roll Acrobatics at Advantage to avoid or escape a Grapple. Additionally, enemies roll to hit at Disadvantage when they make Attacks of Opportunity against you.

WEAK POINT

Starting at 9th level, your keen eyes begin to pick out the soft spots in your enemy's defenses even before their armor falls away completely. You may Sneak Attack a creature with damaged armor even if none of your allies are adjacent to them and you do not have Advantage on the attack.

MISDIRECT

Beginning at 13th level, a lifetime of nonchalance grants you the ability to escape punishment. When a creature makes a melee attack against you, you may use your Reaction to cause that attack to instead hit a different creature adjacent to you.

SLIP BY

Once you reach 17th level, your years working the crowds have made you dangerous even in passing. When you use this ability, you may make a Disrobing Strike as a Free Action against any creatures you move within 5 feet of during your turn. Once this ability is used, you can't use it again until you finish a Long Rest.

A creature can't be targeted twice in the same turn by this ability.

SORCERER

ORGONE CHANNELER

A wide group of writhing bodies, flesh all the colors of the world, soft sighs echoing. Above it all, a white-bearded man hovers, his smile bright: with a shout of exultation he raises his hands, the joyous energy rushing to him, and the sky opens—

Your innate magic comes from the core of every being. Conceived under a whirling maelstrom of energy, your spells draw from that same source inside you and from without—Orgone energy, the sexual potency and capability of mortals and the Gods.

STIMULATING MAGIC

At 1st level, the erotic energy of your magic leaves a tingle and a flush when it rushes through you. When you cast a spell of 1st level or higher, you also Stimulate yourself: increase your orgasm DC by the level of the spell slot expended and roll to resist orgasm.



Satan Summoning his Legions by Thomas Lawrence

ORGASMIC BURST

At 1st level, the power rushing through you explodes when you reach your peak. When you orgasm, you may immediately cast a spell as a Free Action.

METAMAGIC: ENTICING SPELL

Beginning at 4th level, you gain the following Metamagic option:

Enticing Spell. When you cast a spell, you can spend any number of Sorcery Points. Choose a number of creatures affected by the spell, up to the number of Sorcery Points spent: you Entice those creatures at your Spell Save DC.

ORGONE NEXUS

Upon reaching 6th level, the pool of power you can draw from grows. When you cast a spell with **Orgasmic Burst**, for each creature within 15 feet of you that is Aroused or Desperate, you may spend one free Sorcery Point on Metamagic for that spell.

This radius increases to 30 feet at level 11, and 60 feet at level 15.

METAMAGIC: STIMULATING SPELL

Beginning at 14th level, you gain the following Metamagic option:

Stimulating Spell. When you cast a spell, you can spend any number of Sorcery Points. Choose a number of creatures affected by the spell, up to half the number of Sorcery Points spent, rounded down: you Stimulate those creatures at your Spell Save DC.

FULL-BODY ORGASM

Beginning at 18th level, you master the peak of your climax: with a little magic, the pleasure is intoxicating, but no longer incapacitating. When you orgasm, you may spend 5 Sorcery Points. If you do, you are not stunned for the next round as a result.

WARLOCK

THE HUNGERING

They kneel before the crack in the edge of the world, dim red light shining up into a world as of yet untouched. Black robes billow as the figure waits, tensed—until thick, bulging black tentacles boil up and out of the crevice. Thoughtless and questing, they seize and hold the figure aloft, but that robed creature just laughs and laughs...

You have made a pact with a lower power, something unknown and unknowable. Their hunger is as great as their mystery, and so is yours: for power, wealth, attention, pleasure... like a magnet, you draw it all to you.

EXPANDED SPELL LIST

Spell Level	Spells
1st	Dissonant Whispers, Zithra's Grasp
2nd	Reshape, Armor of Zithra
3rd	Aura of Chasteness/Depravity, Zithra's Wave
4th	Greater Invisibility, Vivid Dreams
5th	Dominate Person, Zithra's Indiscriminate Pit

SEXUAL PROFICIENCY

At 1st level, your patron grants those near you a touch of the hunger that makes up their reality. When a Desperate creature fails their save to act non-sexually, they choose you as their sexual target if possible.

DESPERATION'S TARGET

At 6th level, the yawning void of your desire begins to become inescapable. When a creature Stimulates you, they must roll a Constitution save against your Spell Save DC or become Desperate.

AURA OF UNINHIBITION

When you reach 10th level, the magnetic gravity of your need becomes almost impossible to resist. When a creature adjacent to you would Stimulate a creature, you can use your Reaction to make them Stimulate you instead.

VAMPIRIC HUNGER

Beginning at 14th level, you aren't satisfied with just the meager offerings from your partners: you demand more. When a creature Stimulates you, you may deal them necrotic damage equal to 1d8 + your Warlock level. If you do, you gain that much HP.

WIZARD

SCHOOL OF CLARITY

The clear blue eyes of the wizard are striking: one can fall into them, it seems, as the wizard's hands gesture and their spellbook begins to float. In those pools, surely, are the secrets of the universe. In those pools must be the truth of it all.

The School of Clarity is a specialized Wizard school admitting only those with the sharpest minds. In the moments untouched by passion, they teach, the true nature of the magical world can be grasped... and shaped.

MENTAL BARRIERS

Beginning when you select this school at 2nd level, your mind hardens against outwards intrusion. When you would roll to save against a mind-altering effect or compulsion, you roll at Advantage.

ENHANCED ATTENTION

At 2nd level, the clear-headedness you experience after a climax is a source of inspiration and power. When you cast a spell of 1st level or higher while under the effects of Afterglow, the spell is cast at one spell level higher than the slot expended.

DISSIPATION

Beginning at 6th level, you learn how to channel your power to dispel the fog of arousal around your mind and the minds of others. When a spell you cast affects a creature, you can choose to have that creature make a Constitution save against your Spell Save DC: if they fail, they become unaroused.

A creature can choose to fail their save.

INTELLECTUAL PLEASURES

Upon reaching 10th level, the pleasure of the deepest magics itself becomes a source of elation and clarity. When you cast a spell using the highest spell slot level you've learned, you gain Afterglow if you aren't affected by it already.

RAREFIED MIND

At 14th level, the sharp clarity of your mind makes it possible to imagine magecraft impossible to all others. On your turn, you may choose to end the effect of Afterglow on yourself. If you do, the next spell you cast that turn takes a Free Action and does not count against the number of spells you can cast that turn.

This ability can be used a number of times per day equal to your Intelligence bonus (minimum once).



CHAPTER 9: SKILLS

The party retires to their customary tavern, each ordering their favorite libations. At the bar the Fighter fidgets, botches his order, stuttering in front of the buxom bartender serving the drinks. She smiles genially at him, flashes him a wink, and waits for his pickup line.

What then? If our Fighter was attempting to coerce information out of the bartender, he might roll an Investigation check. If he wanted to convince her of something, perhaps Persuasion. But a pickup line? What does that roll?

One answer is that the existing skills can be modified for use in an erotic campaign: perhaps if the Fighter wants to convince her to join his bed, he could use Persuasion. If he wants to demand her favors, Intimidation. If he intends to lie his way to a lay, Deception. But that doesn't offer much in the way of depth—and only Persuasion considers her consent! Clearly something additional is needed.

SEXUAL SKILLS

This book presents three new skills to flesh out erotic gameplay. They reflect how an individual would approach a sexual situation. Consider the following obstacle:

SNAPSHOT

The pirate captain folds her arms underneath her large breasts and sneers at you, her ocean-blue eyes roving up and down as if to take your measure. "Give me one reason," she roars, "why I shouldn't just throw a stowaway like you to the fishes." The sun shines down on you and the plank you balance on, glinting off her exposed, tanned thighs.

Imagine you had decided that the best—and most fun!—way through this little issue would be seduce the pirate captain. But how?

We can split the possible options into three, based on one question: *who's going to call the shots?*

Leader	Skill
I lead.	Domination
We both lead.	Sensuality
She leads.	Submission

Here, "leading" doesn't mean you're the one who propositions, nor does it mean you're necessarily going to dictate how your partner acts and what happens when. It simply means you're going to lead the interaction in one way or another—maybe by strength of will, maybe by clever tongue. Maybe more subtly.

Most mix these approaches, although there are those who solidly prefer one way or the other.

DOMINATION (CHA?)

Domination describes an individual's ability to lead a sexual interaction. Much like taking the lead in a dance, it involves guiding your partner as much as it requires watching your own steps. It can be difficult, but also intensely rewarding.



The Wrestlers by William Etty

SNAPSHOT

Alex: "I step up to her, looking down at the pirate captain as she stands in my shadow. I say, 'You're going to take me to your quarters, and I'm going give you 'reasons' until you beg me to stop.'"

Domination might call to mind a taskmaster lashing out at unfortunate prisoners, and indeed some people will find their pleasure playing that way. But in a consensual situation, the partner gives the control to the leader willingly. Domination can be as soft as a hug or as harsh as thorns.

In the example above, Alex is banking on the force of his personality to entice the pirate captain. Perhaps she won't be used to facing off against people who aren't so easily intimidated by her. Perhaps she'll be aroused by his nerve.

If he succeeds, a fiery battle in the bedroom likely awaits: perhaps a contest where Alex can buy his safety... or make himself indispensable.

SENSUALITY (CHA?)

Sensuality is the very essence of sexuality: it represents an individual's ability to seduce the senses, to highlight one's own sexuality, to make something beautiful and pleasurable with a partner. Sensuality strikes a balance between its participants, allowing anyone to take the lead if it suits them. Anything not explicitly Domination or Submission falls into Sensuality's wheelhouse.



Heracles and Omphale by François Boucher

SNAPSHOT

Julie: "I walk up to the pirate captain and flutter my eyelashes at her while I offer my very best smile. 'I'm a good girl with a good heart,' I tell her, and I press her hand to my breast, letting her get a squeeze. 'See?'"

In the example above, Julie is relying on her sexuality to secure her safety. She's guessing the pirate captain, being in a hedonistic profession, is interested in new and interesting sexual partners—and figures she herself qualifies.

If she succeeds, maybe she can prove herself well enough in the bedroom to secure her safety... or even gain an admirer.

SUBMISSION (CHA?)

Submission describes an individual's ability to relinquish the lead in a sexual interaction, but it isn't as simple as just going with the flow. Following the lead in a dance involves careful footwork, making up for the leader's flaws and even mean guiding from behind the scenes.



Leila and Haji Abrek by Nikolai Ge

SNAPSHOT

Ellen: "I fidget where I stand, bunching my chest between my arms. 'Oh heavens,' I whimper, 'To reach the Goddess's side so early in my journey...? What have I been keeping chaste for?' And I'll bite my lip at the captain."

Submission might call to mind a fragile thing fulfilling the every wish of a domineering leader, and indeed some people will find their pleasure playing that way. But there are many ways to express submission.

In the example above, Ellen has already chosen the nature of their encounter: she's offering her chastity (if indeed she's been chaste) to the captain in exchange for going free. And she may have done it in a way that cons the NPC into thinking the pirate captain thought that bargain up herself!

USING SEXUAL SKILLS

So when do you use these skills? *Stealth* is easy to understand, but when should you use Domination and when Submission? When should you use Sensuality?

The answer to these questions should largely be decided by the GM. Unless prompted by a spell, effect or action, Sexual Skills can be thought of as analogous to social skills like *Persuasion* and *Deception*, available for use at the same times. The player can be prompted to use one of these skills, or can choose to use one, and motivate the choice of skill with their roleplay.

WHAT DO I ROLL?

As social skills, the Sexual Skills are at their heart Charisma-based. However, quick-thinking GMs (and players!) will recognize an issue with this. If you want to build a character who's seductive, flirty, and sexually skilled, do you dump all your points into Charisma? Do we disadvantage character builds and entire classes? Very few players want to walk into an erotic roleplaying game just to play a character who's garbage sexually.

For this reason, this book recommends flexibility on the ability rolled, check-to-check. In normal situations Charisma should do just fine, but consider these events:

SAMPLE EVENTS REQUIRING SPECIFIC ABILITIES

Ability	Event
Strength	<i>A man flexes his arms, winking.</i>
Dexterity	<i>An Elf shows her grace in an erotic dance.</i>
Constitution	<i>The Orc swallows the drink in one go, roaring and pounding his chest.</i>
Intelligence	<i>The wizard reveals he's read all his paramour's work—and wants more.</i>
Wisdom	<i>The Cleric is willing to hear all woes and to ease them in her arms.</i>

What ability score is called on when should be up to your GM. But unique and exciting approaches should be encouraged.

NOTE TO THE GM

The vast majority of the backgrounds and classes within this book offer players a specialization in one of these sexual skills. However, when your players choose other paths they may find themselves unhappily restricted compared to their more amiable peers. Consider starting everyone off at the same level by allowing skill proficiencies to be swapped with sexual ones, or by giving everyone a free proficiency.

INDIVIDUAL PREFERENCES

In roleplay as well as real life, different people have different things that they like. For example, the pirate captain from the start of the chapter might prefer a submissive approach since it strokes her ego; alternately, she might prefer a dominant approach because it shows the tenacity of her partner. Finally, simple sensuality might be her favorite—pure, honest, and collaborative.

Not everyone will have a preference, but those who do will respond positively when it's indulged. On the other hand, the pirate captain might find a dominant approach laughable or an affront to her authority.

- When you use a Sexual Skill targeting a creature who prefers that skill, you roll at Advantage.
- When you use a Sexual Skill targeting a creature who dislikes that skill, you roll at Disadvantage.

DISCOVERING PREFERENCES

Sometimes it pays to do a little bit of research before attempting to charm a potential lover. A well-prepared adventurer is an adventurer who survives; a well-prepared wooer doesn't get laughed out of the inn. At least, hopefully.

SCRUTINIZE

You carefully inspect a creature, attempting to discern the types of approach they prefer... and the types they detest. Once per day, you may roll an Insight check against a creature's Passive Deception. If your result is equal or higher, you discover their preferences towards the Sexual Skills, if any.



CHAPTER 10: ATTITUDES

The Paladin and the Sorcerer lock eyes, tension crackling with an almost-tangible static electricity. One's hand is at his sword—the other's is on her staff, gripping it so tightly her knuckles turn white. "This is...?" the Paladin's acquaintance intervenes, hoping to be able to halt the conflict before it starts. "A mortal enemy," the Paladin replies through gritted teeth. "And she always will be."

What comes after "like?" What comes after "dislike?" The wide range of how NPCs react to and experience the players is part of what makes roleplaying so engaging. There's also something magical in the way deeds, words and magic can shift the way that perception is going: maybe that blacksmith who hates Kobolds' guts changes his mind after you do a good deed for him, or maybe by interrupting the princess' betrothal you've incurred her wrath. Here's a spectrum you can formulate from.

NPC ATTITUDES

Attitude	Example
Adoring	The Countess whose fall from grace you selflessly prevented.
Friendly	The woodcutter whose tools you recovered from the bear's lair.
Pleasant	A merchant who recognizes your wealth—and wants a piece.
Indifferent	A guard standing at the front gates, unaware of your status.
Unfriendly	Small-town folk who don't like adventurers given the trouble they cause.
Hostile	The goblin defending his lair, hungry for the taste of adventurers' flesh.
Hateful	The knight whose ancestral blade you shattered and whose honor you stained.

Two of these states are so emotionally powerful they carry mechanical effects: **Adoring** and at the opposite end of the chart, **Hateful**. Each describe such overwhelming emotion that they introduce compelling game effects—as well as in the realm of the sexual.

CHANGING ATTITUDES

The everyday actions of a character will naturally adjust the opinions of the creatures they interact with. Your GM determines how others view you: enough acts that please a creature may elevate you from *Indifferent* to *Pleasant*, *Pleasant* to *Friendly*. Enough callous or cruel acts, or actions a creature morally disagrees with, may produce the reverse.

IMPERMANENCE

Both Adoring and Hateful are temporary states. If the GM determines it's been too long since the fires of love or hatred were stoked, then an Adoring or Hateful creature's attitude may creep back towards Indifferent. Preserving adoration might involve pleasant and intimate interactions with the individual, while preserving hatred might look like finding new and interesting ways to stir up distaste.

Once a creature departs from either of the extreme ends, it's difficult for them to return. If a creature's attitude is shifted from these states to another one, the GM should be exacting on attempts to move them back, imposing Disadvantage or more where appropriate. It's difficult to hate someone you've forgotten how to, or to love them if the flame has been extinguished.

ADORING

Adoring describes something stronger than just "like:" it's love, platonic or romantic, the idolization of a figure until they're almost more than mortal.



Springtime by Pierre Auguste Cot

To the target of an Adoring creature's *amore*, there are several benefits to the state:

INTERACTING WITH A CREATURE WHO ADORES YOU:

Instantly succeed at Intimidation, Deception and Persuasion checks. Make Sexual Skill checks at Advantage. Your adorer attacks creatures at Advantage who damaged you since your adorer's last turn.

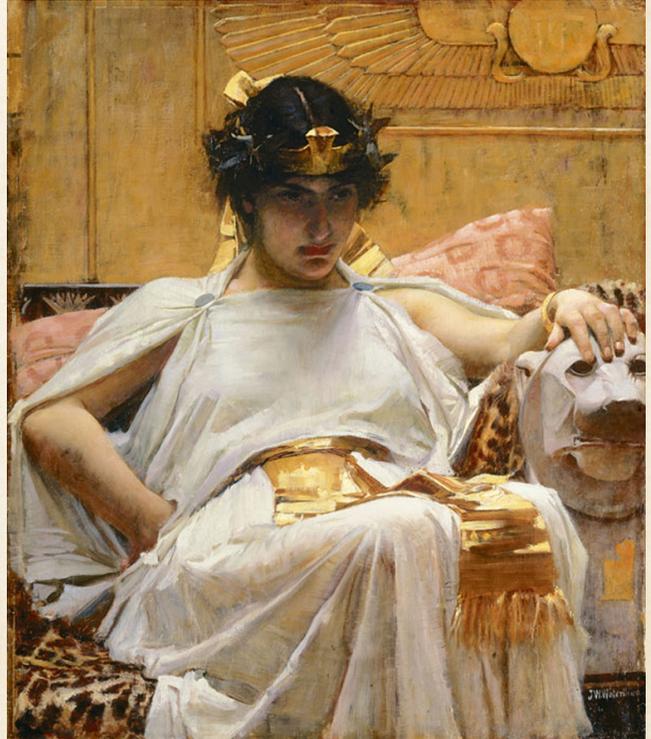
An Adoring creature is constantly driven by a desire to be loved by the target of their adoration.

BECOMING ADORING

A creature might become Adoring when an individual exhibits ideals the creature holds dear, performs a sweeping romantic gesture, or bares their heart to them. An individual they're not *Friendly* towards will have a harder time becoming Adored... but nothing is impossible.

HATEFUL

Hateful is the state of seething rage and frustration, the awareness of a desperate, fierce unfairness. It is borne by the man who saw his fields trampled by lords that weren't his, by the woman callously abandoned, by the child left living only so he could suffer. It's more *personal* than simple anger: a Hateful creature feels that a terrible wrong has been done to them by *something*, and that something will pay.



Cleopatra by John William Waterhouse

To the target of a Hateful creature's anger, there are several drawbacks to the state:

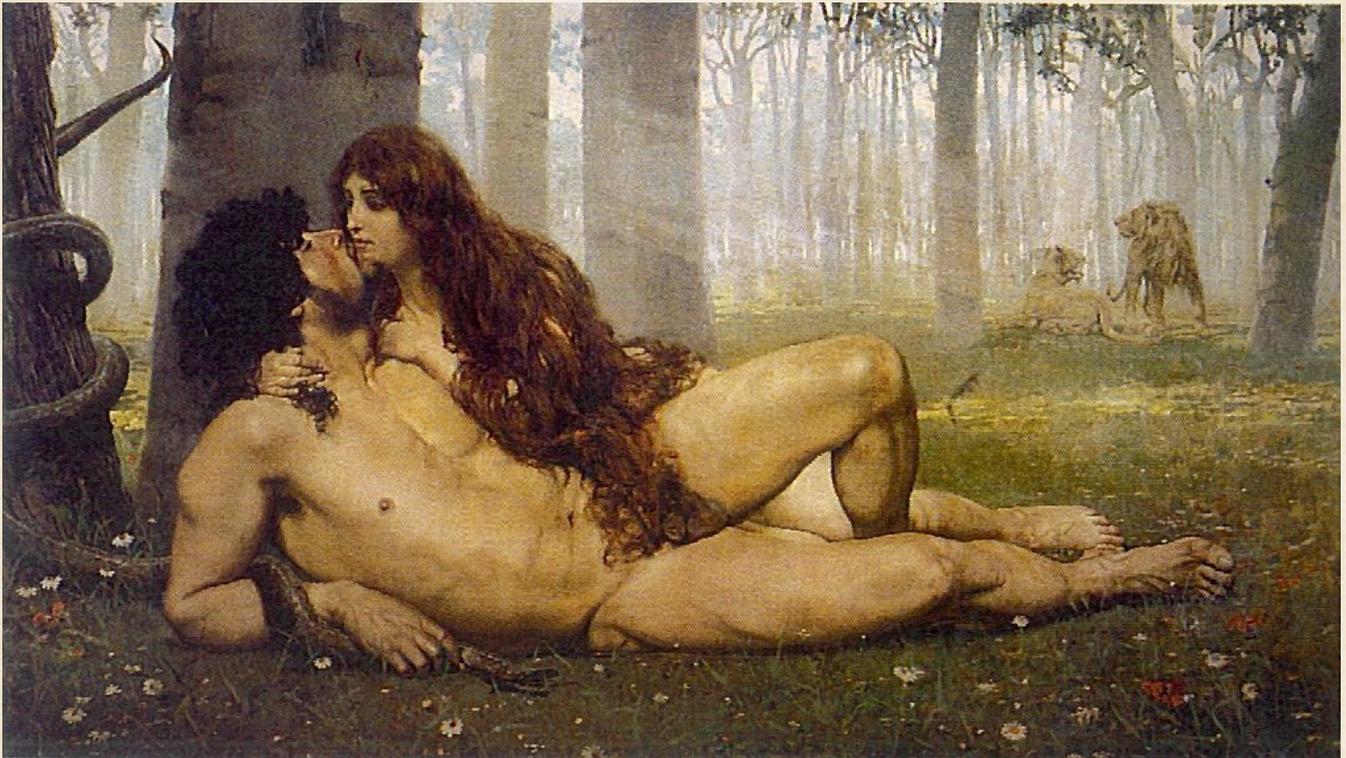
INTERACTING WITH A CREATURE HATEFUL TOWARDS YOU:

Instantly fail Persuasion and Intimidation checks. Make Submission checks at Advantage. In battle they gain Advantage on attacks against you.

A Hateful creature views anything its target of hatred says as false. They are perpetually fueled by anger towards their target. However, fury isn't diametrically opposed to attraction: uniquely, a Hateful creature performs well in sexual situations involving their target. And if their target proves properly submissive... they *might* be assuaged.

BECOMING HATEFUL

A creature might become Hateful when an individual tramples on ideals the creature holds dear, disdainfully rejects their romantic offer, or cruelly mistreats someone they love. It's easiest to become Hateful towards a creature you're *Hostile* towards... but some acts are unforgivable.



CHAPTER 11: APPROACHING SEX

The monster hunter clears his throat and looks aside: to your surprise, you notice a flush of red beneath the dirt on his cheeks. "Well," he rumbles, "I didn't much mind making the countryside a little safer. There's no need to pay me nothing." He shrugs, slightly tugging on his half-open shirt, drawing a breath into that big, broad chest. "Unless... you had something else in mind," he almost murmurs.

It's all well and good to flirt with NPCs. Likely you've been doing it even in your non-sexual games. But how do you push things further? How do you take an amorous encounter and make it a sexual one? Where does the line get crossed, and will it? Each creature is likely to have a different set of criteria in mind for their lovers: perhaps a PC can meet them using the right words, the right acts... and the right roll.

NOTE TO THE GM

This chapter discusses mechanical ways to decide whether an individual is amiable; however, there are guaranteed to be circumstances that make systems unnecessary. If a player cruelly insults a creature and then propositions them, is there any chance of success? If a player asks for an NPC to join them in bed after the two of them have been happily wed, need they roll a check? I encourage you to alter DCs, require alternate approaches and to simply remove checks where you find it appropriate. No system can perfectly describe a person's feelings, after all.

SEDUCING A PC

It should come as no surprise that players may become enamored of each others' characters; after all, your players are likely to craft the most enthralling, beautiful, handsome and sexy individuals they possibly can! However, this is a realm mechanics shouldn't enter. It's a core tenet of the game that players shouldn't be in a situation where they're rolling against each other—or if it's not a tenet, it probably should be. As annoying as it is to be told you lost against another player, imagine how infuriating it is to be told your character agrees to go to bed with someone you don't think they would—or that you yourself don't want to! It's likely the quickest way to suck all the enjoyment out of a sexual situation.

The same warning applies when NPCs come calling. Unless it's a specific (and expected) part of an encounter, the GM shouldn't dictate with whom a PC wants to have sex. If you're making your NPCs attractive, you won't need to goad a player into an encounter with them, and you certainly won't need to roll any dice. Remember, our motto is to *offer eroticism and encourage it*, so that means we can't force the issue. Or at least, we shouldn't unless our players specifically ask us to.

SEDUCING AN NPC

Here's where the real magic happens! There are silver tongues, and gold. Some Lotharios can walk up to a flower-seller and give the most flippant, careless line that nonetheless has her giggling—and moments later the two have adjourned to a nearby pile of hay. Some women don't have to say a word: some magical message is transmitted from her eyes to the suddenly weak-kneed lover she pulls into her wake. How?

SEDUCING AN NPC

You may attempt to convince an NPC to sleep with you. Roll a Sexual Skill check: Domination, Sensuality, or Submission. Your GM determines the DC. If you succeed, the NPC agrees to the proposition. If you fail, the NPC refuses to this particular overture.

Additionally, whether the check is succeeded or failed, an NPC's circumstances may make a union temporarily impossible until they are altered.

BUILDING THE DC

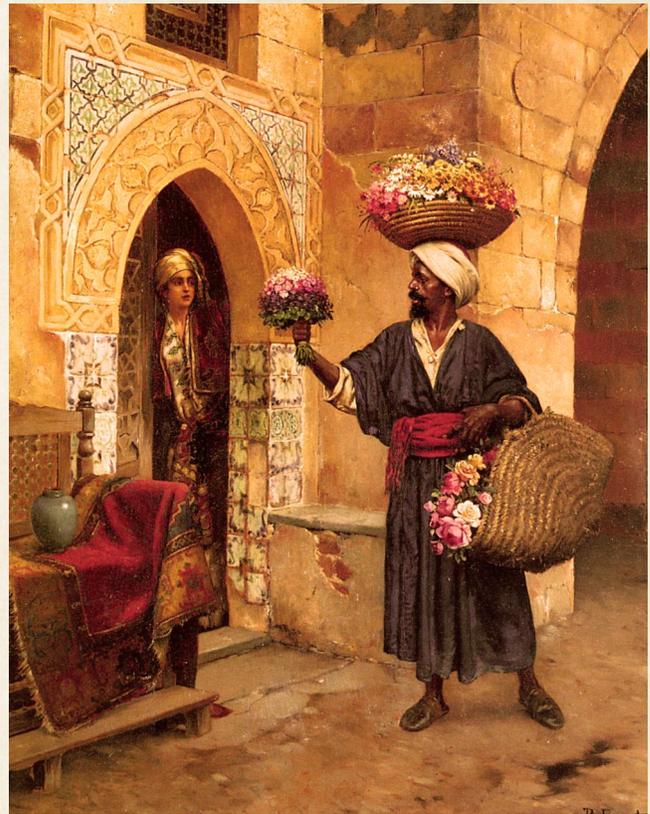
First and foremost among the things you should consider when building the DC is the NPC's **Attitude** towards the player's character. Are they longtime friends? Are they bitter enemies? Where they fit on the spectrum between love and hate will and should influence how the NPC reacts to the idea of sleeping together. Use the attitude to build the base DC, from below:

BASE SEDUCTION DC		AROUSAL MODIFIERS	
Attitude	DC	Arousal	DC
Adoring	8	Unaroused	+5
Friendly	10	Aroused	+0
Pleasant	12	Desperate	-8
Indifferent	15		
Unfriendly	18		
Hostile	22		
Hateful	26		

After a base is established, consider the target's state of arousal. This alters how well they can make their save. For more information, check the **following chapter**.

EXAMPLE

Alex is interested in seducing a fellow Ranger he meets on the road. They've only just met—she's **Indifferent** towards him, and unaroused. He knows propositioning her outright will mean a DC of 15 + 5, or 20. That's a high bar. He shares his supplies with her, which renders the Ranger **Pleasant** to him, reducing the DC to 17. The two end up sharing a tent, and the conversation gets steamy—before long she's making eyes at him, and because of her Arousal the DC has fallen to 12. He crosses his fingers, and tries his luck: luckily, though a roll of 14 means he's fumbled his approach somewhat, she likes him enough it doesn't matter.



Le Marchand De Fleurs by Ernst Rudolf

FAILING THE DC

If a player fails the DC to convince an NPC to have sex, that doesn't necessarily need to be the end. I recommend picking a foundational reason that the NPC has said "no." If there's a reason, there's a path forward: there's something the player can work towards.

SAMPLE REASONS FOR REFUSAL

d12	Reason	Solution
1	Body ailment	Healing and recuperation
2	Time/location	New time/location found
3	Inexperience	Gentle introduction to the erotic
4	Lack of interest	Interest divined and pursued
5	Lack of intimacy	Emotional moments shared
6	Kink desired	That kink accepted and explored
7	Existing lover	Lover defeated or outdone
8	High standards	Sexual proficiency demonstrated
9	Past scars	Emotional healing of said scars
10	Unresolved issue	Issue pursued and solved
11	Frigidity	Sexual exploration and pleasure
12	Chastity	Reason for chastity ended

Some of these obstacles the player might not want to overcome or might not be able to. Your players will have to make their own choices.

NOTE TO THE GM

As previously noted, no DC modifications are provided for when NPCs prefer different body types. I strongly recommend you make all your NPCs bisexual, or at least open to your players' characters, no matter who they are.

VARIANT RULES: EMPHATIC "NO"

We can assume a failed roll of 1 or 2 isn't that bad—maybe the character flubbed the delivery, or caught the NPC at a bad time, or needs to clean their act up a bit... anything from the above table, really. But what if they fail the roll by more? By 5? 10? 15?! Surely then something *really* went wrong. And maybe that should have consequences.

Under this variant ruleset, failing to meet a Seduction DC by a certain amount entails future penalties, according to the following table:

CONSEQUENCES FOR MISSING SEDUCTION DC

Below DC by:	Outcome
3 or less	No effect.
4-6	Disadvantage on next Seduction roll towards this NPC.
7-9	NPC shifts one Attitude step towards <i>Hateful</i> .
10 or more	NPC becomes <i>Hostile</i> . If already <i>Hostile</i> , they become <i>Hateful</i> .



Atalanta and Hippomenes by Guido Reni

VARIANT RULES: PERSISTENT ANNOYANCE

Nothing in these rules says an NPC can't be asked again and again, or even badgered until a "no" becomes a "yes," or worse—"fine." People don't usually react well to being pestered about their decisions, and we also don't want to create an environment where a player's pushiness is rewarded.

Under this variant ruleset, NPCs take issue with constant propositions. When a player is unsuccessful in their Seduction attempt towards an NPC, any further Seduction attempts in the next 7 days are made at Disadvantage. If a player is unsuccessful again before the end of that 7 day period, they automatically fail further Seduction attempts until the week is out.

The GM may choose to waive a penalty if they feel events reduce the NPC's feelings of annoyance.

VARIANT RULES: EXTENUATING CIRCUMSTANCES

If you want to add more depth to the DC you create, you can take a more complete view of the relationship between NPC and player. Have they been looking at each other fondly? Has the NPC seen the player in sexual situations? Do they meet the preferences the NPC might have? There are easily millions of different influences that could alter the base DC we've established, and you should use your best judgment. But here are a sample few to consider:

MODIFIERS DUE TO RECENT INTERACTION

Most recent interaction	Effect
Negative interaction	+4 DC
Positive interaction	-2 DC
Romantic interaction	-4 DC

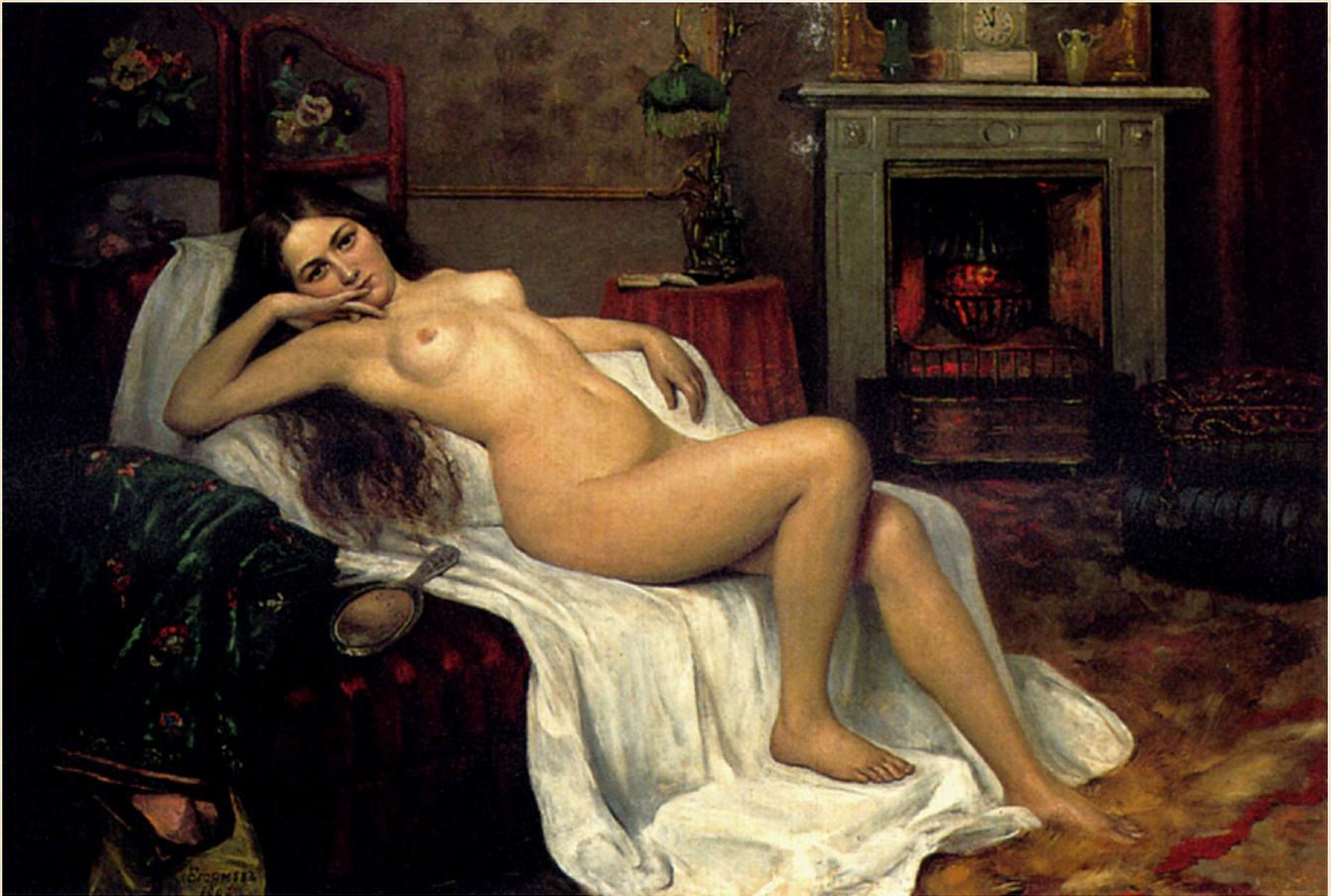
MODIFIERS DUE TO MUTUAL MOMENTS

Recent moments shared	Effect
Serious opposed combat	+6 DC
Fight or disagreement	+3 DC
NPC seen nude	-1 DC
PC seen nude	-2 DC
Project or battle shared	-1 DC
Embrace shared	-2 DC
Kiss shared	-3 DC
Minor sexual moment shared	-4 DC
Sexual touch shared	-6 DC

MODIFIERS DUE TO DIFFERENCES IN ALIGNMENT

Alignments	Effect
Alignments opposed*	+4 DC
Alignments distant	+2 DC
Alignments one step away	-2 DC
Alignments equal	-4 DC

*Opposed alignments are opposite on both sides: Lawful to Chaotic, Evil to Good. Neutral has no opposite.



CHAPTER 12: SEXUAL AROUSAL

The Paladin glances back at the Sorceress and the Rogue—"Stand fast!" he commands, bracing himself before the tempting sight before them. "The she-devil may be beautiful, and alluring," he admits, tearing his eyes from her swaying hips and soft, red skin, "but we have a sacred duty! Now, charge!"

For a moment he's heartened by the way his allies spring into action... until he hears their weapons clatter to the floor, and sees them reach out for the Succubus' welcoming arms.

It's hard to stay focused on the fervor of combat when your body is elsewhere, and your mind is following. You may be used to various buffs and debuffs describing conditions a party might experience in the field—blindness perhaps, or exhaustion—but what about the weaknesses of the body? When you only have eyes for your lover, how does that change your capabilities on the battlefield? When your senses are teased with delightful pleasure, does your sword arm drop? And when you've been driven past the point of no return, can you find it within you to fight on?

That will depend on the situation. For all else, there's Wisdom saves.

STAGES OF AROUSAL

This book defines three distinct stages of arousal all creatures pass through:

- unaroused
- Aroused
- Desperate

Unaroused doesn't require much of an explanation. It's the state of normalcy: undiverted by sexual events, an unaroused character is in the same situation any character in a non-sexual permanently occupies. In our game, however, no character is expected to stay here forever—or at least they'll be continually tempted to tiptoe outside.

If they do, however, they may find it difficult to return without seeing things through to their completion. I'm sure you know firsthand how frustrating it can be to ignore the impending call of arousal. It's not impossible, given a clear head and a calm environment... but so rarely does an adventure provide either.

AROUSED

The princess watched from the balcony as the honor guard trained in the fields: sparring and wrestling, her eyes followed a larger-than-average specimen with a broad chest, thick arms and a scar up one cheek. The green-skinned fighter wrestled a man twice her size down to the ground, sweating and grinning tuskily. "Dangerous creatures," sniffed the advisor to her side. "Especially their leader, the woman." All the princess could do was nod, biting at her lip. Her eyes burned holes into the new leader of her honor guard, and she rubbed her thighs together.

Where arousal begins, the mind starts to wander. Thoughts whisper "what if..." and the body starts to respond. Arousal can be a powerful force: the primal force of desire can be a motivator as well as a resource. Some classes, spells and abilities are empowered by it: others require it... and a great many in this book induce it. However, arousal is a double-edged sword. Just as certainly as it can be a source of strength, it can be taken advantage of.

AROUSED

Wanton desire is a powerful motivator—and just as distracting. While Aroused, you make Wisdom skill checks and saves at Disadvantage. However, you make Charisma checks and saves at Advantage.

When you go a round without being Stimulated, make a Constitution save at your orgasm DC, which starts at 10. If you succeed, you become unaroused. If you fail, you become Desperate.

Many events can induce arousal. Arousing events have *Arousal DCs*, which represent how enticing the event is. A more arousing event is more difficult to ignore—and to forget: the image sticks in the mind of the viewer, refusing to be overwritten.



Plate from *Gamiani, or A Night of Excess* by Achille Devéria

DESPERATE

The tall Orc woman stood in the doorway of her tent, arms folded as she stared down at her visitor. "What's a pretty girl like you doin' 'ere?" she asked, voice brusque and gruff. She rubbed the tip of her chipped tusk as the princess's eyes traced up over the Orc's green, bare abs, up to her tightly-wrapped chest... the petite young woman's shoulders shook like she was crying, but when she raised her face her eyes were unfocused, her mouth open and wet. "Please," was all she could beg: she stumbled forward and was caught. "Please," she repeated, and traced the stiff stomach of her new honor guard's leader. The Orc woman sighed: "A guard's work is never done..."



The Awakening of Adonis by William Adolphe Bouguereau

Reason can only prevail for so long. After enough teasing, enough promises, enough caresses... something has to give. A creature who is unable to calm themselves down from being Aroused will enter a state of sexual abandon. Once Desperate, a creature finds it difficult to do anything but act in a sexual manner. However, as an Aroused creature is empowered to chase their pleasures, desperation lends a certain intensity to a creature's actions.

DESPERATE

The pursuit of pleasure is the highest good: all else fades into the background. While Desperate, you make Wisdom and Charisma skill checks and saves at Disadvantage. However, you make Strength checks and saves at Advantage.

You save at Disadvantage against effects that would cause you to orgasm.

When you would take a non-sexual Action, you must first make a Constitution save against your current orgasm DC, which begins at 10. If you fail, you instead take a sexual action of your choosing.

You remain Desperate until you fall unconscious or you orgasm.

ORGASM DC

Your loins throb with your heartbeat. Can you hold on a little longer?

Some effects refer to your orgasm DC. Your orgasm DC is 10 until raised by effects such as Stimulation.

SOURCES OF AROUSAL

When a creature sees or experiences a sexual situation, there's a chance they may become Aroused. Some situations explicitly call for characters to save or become Aroused, while others are left to the jurisdiction of the GM and the players.

Erotic events have an *Arousal DC* that dictates the strength of its compulsion. As characters grow in power and capability, their control over themselves also grows: a situation with a low Arousal DC might drive a 1st-level character wild but go entirely unnoticed by them once they reach 15th level. Except where a situation explicitly names a certain DC—and even in some cases where it does—the GM is encouraged to create a DC appropriate for the party and the given situation.

EVENTS BELOW DC 5

Some situations have a touch of eroticism, but are simple to ignore. A barmaid might tug on her full-to-bursting bodice; a broad-backed blacksmith might strip off his shirt; a knight might fidget and bite her lip. When an erotic event has a DC lower than 5, it's usually the very beginning of something that could potentially grow. You should expect your players to very rarely roll below a DC at this level; therefore, when they do, they should be met with the appropriate amount of teasing and good humor.

EVENTS FROM DCs 5-10

It becomes more difficult to resist eroticism when it's specifically leveled your way. When an erotic event has a DC from 5 to 10, it represents intention and direction: a creature is actively attempting to make you Aroused. A Prince might press you to a wall; a prostitute might give a rude gesture and a wink; a hand might go sliding up your thigh. These are events that represent a promise, and an opportunity.

EVENTS FROM DCs 10-15

It might appear to a novice that enticement is a skill-less art: anyone can tug down a shirt, or strut their stuff, or beg teasingly. Can't they? Those who agree are in for a rude—and awkward—awakening the first time they see a truly skilled tempter or temptress ply their arts. When an erotic event poses a DC between 10 and 15, it represents years of carefully-honed skill on the part of the one trying to give you a rise. An erotic dancer might make you the target of their dance; a Bard's filthy words might slip sweetly into your ears; a skilled masseuse might make you forget the pull of gravity.

NOTE TO THE GM

It's possible you may encounter erotic situations a player doesn't feel their character would be interested in at all; for example, a character who's exclusively homosexual might not see anything attractive in a tease offered by the opposite sex. For situations such as these, I recommend you waive the Arousal check... so long as you don't feel the player is taking advantage of your flexibility.

For spells and effects, however, I recommend you keep the check all the same. The power of a magic spell transcends preference.

EVENTS FROM DCs 15-20

Here the erotic begins to enter the realm of the mystical. Power suffuses these enticements: these events are those that are dreamt of for years in the future, moments that seem crystallized in lip-biting, thigh-squeezing heat. Magic can attain these heights... and so can some magical creatures. A Succubus might drag a finger down your chest; a magical spell might enthrall you in pleasure; a bed of tentacles might slick you with aphrodisiac. Though these events are rarely found, they're powerful enough to undo all but the strongest wills.

EVENTS ABOVE DC 20

Some events can only be imagined; these are the situations drunks sing about and pantomime... but no explanation could even brush the surface of the unearthly heat they represent. When an event offers a DC higher than 20, it's a realm apart from anything previously discussed. These are moments too dangerous to visit upon a weak mind: it might imprint itself so strongly the target is forever unable to appreciate anything short of that single, perfect instant. A Goddess might draw you into her bosom; a year of pleasure might be compressed into a single spell; an aspect of lust might see, and reflect, the deepest desires of your heart.

QUICK REFERENCE

SAMPLE EVENTS WITH SUGGESTED DCs

DC	Event
1	Someone wearing revealing clothing walks in.
5	Partners grind together, kissing in the open air.
7	The barmaid makes a flirtatious innuendo to you.
8	The tailor's hands glide up and down your body.
9	A prostitute beckons, revealing her ample chest.
11	The gigolo shifts when you look, revealing a thick imprint in his pants.
14	A nun reveals the hole in her bodice, and offers you "release your sins."
16	A Nymph stands before you, unafraid, water dripping from her flawless, magic-swathed skin.
21	The Archangel touches you and smiles: for a moment you are engulfed in rapturous bliss, your whole body full of light.

ENTICEMENT

SNAPSHOT

Tristan (GM): "Leila grins at you and toys with the shoulder strap of her dress—like she could pull it aside and let it drop at any moment, in the middle of the masquerade. What do you do?"

Esmé: "Oh god. Oh god, it's happening."

Esmé: "Umm... I lean close and stare into her eyes, making sure she can see down my dress. I say, 'how about we pick up where we left off on the pirate ship...' And I'll reach out to slowly pull one of her straps over and down her shoulder."

Tristan (GM): "Pick a skill, and make a roll!"

Esmé: "Oh god. Sensuality, don't fail me now..."

Player characters can attempt to make NPCs Aroused as well, leveraging their skills to bring blushes to cheeks.



Illustration from **Quinze Ans** by Louis Malteste

ENTICE (BONUS ACTION)

You leverage your skills, promising pleasure and more. As a Bonus Action, you may make a Sensuality, Domination or Submission roll and choose an unaroused creature who can see or hear you. The target must make a Wisdom save against your roll: if they fail, the creature becomes Aroused.

Your target may choose to forego their save.

KINKS AND TURN-OFFS

Like cooking, everyone has their favorite ingredients... and things they think ruin the whole dish. These preferences vary wildly from person to person: everyone has a different palate, and a different set of experiences. Something delicious to one person can provoke another person's gag reflex. Ideally, you should have a good idea of what your party likes (and doesn't like) from the setup you did in the **Before your First Session** chapter; if a player discovers or develops a turn-off or turn-on (or thinks their character should add one), be sure they add it to their character sheet.

Turn-offs and turn-ons modify the experience a character has when they come face to face with erotic events. A circumstance that could drive a player character wild could become utterly uninteresting when presented through a lens the player finds distasteful. When it comes to managing arousal, turn-ons can be weaknesses... and turn-offs can be strengths.

KINK WEAKNESSES AND STRENGTHS

When a creature would roll a Wisdom save against an effect that would make them become Aroused, Desperate or save against orgasm, they automatically pass the save if the effect features one of their turn-offs. If the effect features one of their turn-ons, they roll the save at Disadvantage. When a creature Entices someone, they roll their skill check at Disadvantage if it features one of their own turn-offs.

DISCOVERING KINKS

Players aren't the only ones who can have kinks: NPCs often feature secret (or not-so-secret) fetishes that can offer new avenues for players' seductive efforts. It can be worth doing some preliminary research to investigate your marks.

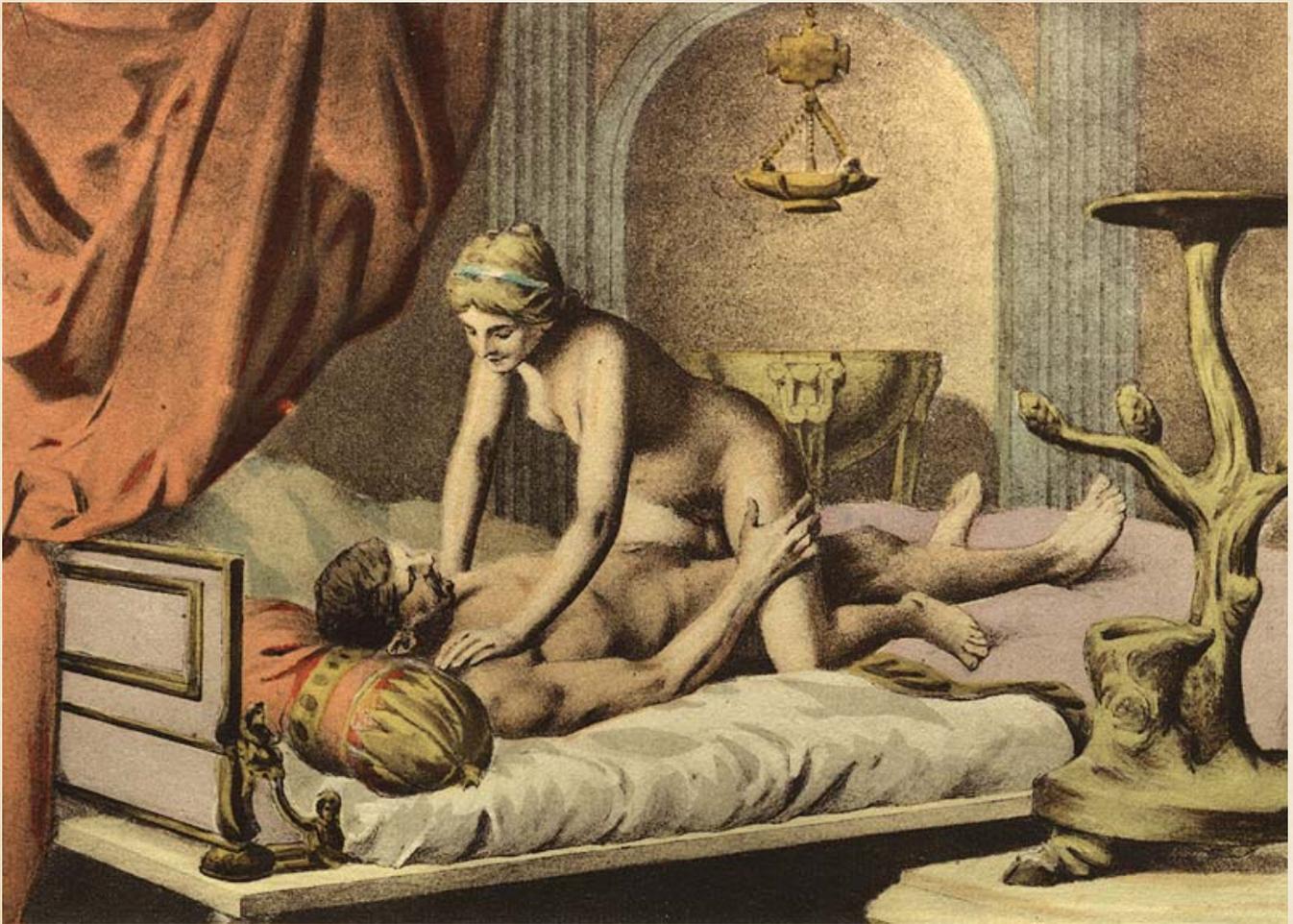
PROBE

You survey your contacts, digging deep into the dirty laundry of a potential lover. Roll an Investigation check: by spending one hour, you may attempt to find information about a creature's turn-ons and turn-offs. Compare with the creature's Passive Deception, and consult the table below for the information you find.

If you Probe the same creature a second time before taking a Long Rest, you roll Investigation at Disadvantage. If you Probe further, your Investigation check is treated as if you'd rolled a 1.

OUTCOME OF PROBE BY CHECK DIFFERENCE

Investigation check	Result
More than 10 below	No information found.
Below Deception	Discover a kink. Unknown if turn-on or turn-off.
Above Deception	Discover a turn-on.
More than 5 above	Discover a turn-on and turn-off.



CHAPTER 13: HAVING SEX

SNAPSHOT

Sam (GM): "The Tiefling woman kicks the door closed behind you and, with an impatient growl, shoves you right onto the bed. She scrabbles at your pants and frowns, her yellow eyes flashing: she says, 'Why do Humans make their gear so hard to take off?'"

Alex: "I coolly unbuckle my slacks and tug them down. Then I pick her up and plant her right on my lap."

Julie: "Oooh, guess who's getting some!"

Richard: "About time."

Sam (GM): "She huffs a little at being manhandled, but her ire lasts only as long as it takes her to grind down on you. Biting her lip, she moves her hips up—and then plops them down, taking you to the hilt, letting out a long and satisfied sigh."

It's been hours of tension. Maybe days. Will they, won't they? Too late—their emotions are running high and the wooded glen is very accommodating. They fall into the grass, embracing tightly, and the scene fades to black.

Or it might, if this was a normal campaign. But it's not. So, what then?

DESCRIBING SEX

Every game is going to differ in how it approaches the topic of sex. If you've played with a group previously, it's possible you already have an idea of when the GM (or the players) will transition out of a sexual scene and into the next. But we can see the whole thing through! Can't we?

HOW FAR DO WE GO?

Since we're playing an erotic game, there's no real need to stop once the clothes hit the floor; a table may, if they wish, go so far as the moment of orgasm or even further. But there are reasons to nip things in the bud, too: sex scenes may involve only some players, excluding others; players may be uncomfortable describing explicit acts; and frankly, things might be more exciting when they're not spelled out from beginning to end.

Every table should decide, as a group, how far they're comfortable—and interested!—in sexual scenes proceeding. And except where interest follows, the GM should ensure that guideline is followed.

THE MECHANICS OF SEX

All sexual encounters are different. No unified set of rules is going to adequately describe a fond union between two age-old lovers, and simultaneously represent a fierce but fun wrestling match between two on-again, off-again enemies. Circumstances should dictate what level of mechanical involvement is necessary in a given sexual encounter, if any.

An example of a simplified ruleset follows:

EXAMPLE SEX RULESET

- **Roll opposed Acrobatics/Athletics checks.**
The lovers grapple good-naturedly, jockeying for positions they like best—or positions which make their partners more sensitive.
 - The winner dictates the sexual position.
 - The winner also gains Advantage on the next roll:
- **Roll opposed Sexual Skill checks.**
The lovers compare skills under the sheets, each trying to outdo the competition.
 - The winner is the most skillful in that moment.
 - The winner also gains Advantage on the next roll:
- **Roll opposed Constitution Saves.**
The lovemaking can't last forever: all too soon legs quiver, backs arch, and toes curl.
 - The winner is the last to orgasm.

Naturally, the nature of some romantic entanglements may render some pieces of the above ruleset unnecessary or may require further rolls.

ORGASM

Once a character's self-control runs out and they're still being stimulated, they orgasm. Orgasming guarantees Afterglow and taxes the body, rendering a creature *Stunned* for one round. However, there's no reason it needs to end there: willing creatures can get right back in the sack... provided they have the stamina.

ORGASMING

Unable to resist the urge any longer, you give in to pleasure. You become *Stunned* until the end of your next turn. You become unaroused.

You can orgasm a number of times per Long Rest equal to your Constitution Modifier (minimum once). Orgasming more times than this gives you a level of *Exhaustion*. If you would reach 6 levels of *Exhaustion* this way, you fall unconscious instead of dying.

AFTERGLOW

When a sexual encounter ends satisfyingly, all participants become suffused by a pleasant warmth and a sense of satisfaction. The mind clears and the body relaxes. Usually, a sexual encounter is deemed "satisfying" for a creature when they were able to reach orgasm at least once during the encounter; however, the GM may decide that under certain circumstances a creature is satisfied despite having not finished themselves—or might be left unsatisfied despite orgasming!

When a sexual encounter ends, all creatures satisfied by that encounter, whether Aroused, Desperate, or unaroused, gain *Afterglow*.

AFTERGLOW

Pleasure transforms into satisfaction, urgency to relaxation. While this effect is active, you make Wisdom, Intelligence and Charisma skill checks and saves at Advantage. However, you make Strength checks and saves at Disadvantage.

Afterglow lasts until the end of your next Short or Long Rest, or until the end of your next combat, or until you become Desperate.

VARIANT RULES: ADVANTAGEOUS SEXUAL POSITIONS

It's a mad scramble for dominance as both lovers scramble on the cavern floor, shifting and squirming one way and then the other. Soon, a victor emerges: panting, sweating, chest heaving and breasts swaying... the Dark Elf grins triumphantly down between her legs at the Human beneath her. "Tough luck," she crows, and settles down until all her partner can muster is a muffled "mmp!"

Two—or more!—individuals can have sex in so many positions and angles that it's beyond this book's capability to even approach cataloguing them. Regardless, when you consider a position, it's likely it either stimulates all participants equally... or not. When you feel one or more parties might be stimulated more (or less), these variant rules offer a few slight tweaks.

ORGASM SAVES BY SEXUAL POSITION STYLE

Style	Example	Result
Equal stimulation	Missionary	No change.
Unequal stimulation	Cowgirl	Less stimulated partners save against Orgasming at Advantage.
Solo stimulation	Handjob	Unstimulated partners do not need to save against Orgasming.

Of course, all of this assumes a relatively measured, friendly roll in the hay. But perhaps love can bloom on a battlefield just as well.



CHAPTER 14: EROTIC COMBAT

The Succubus dances just out of reach, forever only inches away from increasingly desperate swipes of the Paladin's blade. She wears almost nothing: thin black leather behind which red skin and the hint of black-colored areolae peek. Between the swings that sultry Demon slips in, and her hands go to work: the Paladin lets out a shivering moan and, blushing, swipes again—but she's faltering, rubbing her thighs together, and it can't be much longer till...

It's all well and good to batter at each other with mace and axe, but it does have the unfortunate tendency to put a damper on romance... usually.

The rules for erotic combat are a little more proscribed than those outside of it: in a calmer, more sedate setting we can play a little fast and loose with how things work and we can adapt rules to suit individual situations. When it comes to combat, however, we don't want to be surprised by rules changes or new material.

NOTE TO THE GM

It should go without saying, but erotic combat should be limited to the people and the monsters your players are sexually interested in. Ask your players what they'd like, and what they wouldn't.

TOUCH IN COMBAT

Sometimes an opponent is just too attractive, just too beautiful. Depending on the recipient's level of arousal, a stimulating touch might make them more sensitive to a whispered word or insinuation... or it might build their pleasure to an irresistible climax.

STIMULATE (MELEE ATTACK)

You reach out to flirtatiously grope, caress and touch your lover. When you make a melee attack against a creature, you may choose to forego the strike to instead touch them sensually. Roll a Sexual Skill check. If your check beats the creature's AC:

- If the creature is currently concentrating on a spell or ability, they must make a Constitution save against your check or lose their concentration.
- If the creature is unaroused, it makes Wisdom saves at Disadvantage until the beginning of your next turn.
- If the creature is Aroused or Desperate, add the amount your check exceeds the creature's AC to their orgasm DC. Then they roll to resist orgasming.

If the creature is nude, or if an effect makes your Stimulation bypass armor, treat their AC as 10.

SELF-STIMULATION

Sometimes the needs of the flesh become overpowering. Sometimes relief is too distant to be waited upon, or run towards. A *Desperate* creature with no nearby outlets for their relief, for example, might stop on the spot and begin to self-gratify.

RESISTING ORGASM

Reaching a climax might be fun—but it's a detriment in combat, since it renders you *Stunned* for a round. A creature strong of will and body can resist the breaking wave of pleasure... but not forever.

Each time you resist, it's a little bit harder. Each time the urge is staved off, the next time is guaranteed to be an even fiercer struggle.

RESISTING ORGASM IN COMBAT

You steel yourself, attempting to ignore the insistent urge to climax. Roll a Constitution save against your current orgasm DC, which starts at 10.

- If you fail the save by more than 5, you orgasm.
- If you fail the save by less than 5, you become *Desperate* if you are not already *Desperate*.
- If you succeed, you do not orgasm.

When you orgasm or become unaroused, your orgasm DC becomes 10.

INTERCOURSE

Now you've got your enemy right where you want them. And you could finish them off... but why not take advantage of the heat of battle? When two creatures are within 5 feet and unobstructed by clothing or movement-impairing effects, they can take things to the next level. As long as both parties consent*, and there aren't any pesky clothes obstructing them, they can freely engage in sexual congress.

SEX IN COMBAT

You join with your lover, coupling in the thick of battle. When you would Stimulate a creature, you may first engage in sexual intercourse with them. Creatures may only engage in sexual intercourse while willing, nude, and Aroused or *Desperate*.

While engaged in sexual intercourse, if you would Stimulate a creature you're having sex with, you must save to resist orgasm as well. When your partner orgasms, you must save to resist orgasming at Disadvantage.

Sexual intercourse ends when the creatures involved move at least 5 feet apart.

*This book assumes all sexual encounters are consensual.

NOTE TO THE GM

Not every erotic touch needs to be restricted to the battlefield! You may decide some non-combat moments are right for the Stimulate Action, perhaps when two individuals are getting frisky under the tavern table or when time is of the essence.

ARMOR DEGRADATION

The heat of battle is dangerous for even a good suit of armor; after all, protective gear is meant to be destroyed so you won't be. Adventurers' garb is more hardy than most, but a lucky strike—or an intentional one—can slice through retaining straps and cinching buckles. Before long, a steel-clad knight might very well find themselves naked as a jaybird.

When a creature is dealt armor damage, reduce their AC by that amount. If a creature's AC becomes 10 or less as a result, their armor becomes unusable and no longer covers them, rendering them nude. It still provides its magical effects, if any.

If a creature is wearing clothing instead of armor, any armor damage renders them nude.

Armor damage has no effect on a creature with Natural armor or who is not wearing armor.

DISROBING STRIKE (ATTACK)

You strike carefully, aiming for the softer parts of your opponent's garb, the delicate pieces that keep the ensemble together. Make an attack at Disadvantage: if it hits, instead of dealing damage, you deal them 1d6 armor damage.

You can target yourself: if so, you automatically hit.

Armor and clothing damaged in this way can be repaired during a Short or Long Rest.

SNAPSHOT

Emory (GM): "The Flayer strikes out with its scimitar, nicking the shoulder of your leather armor. The badly-stressed leather protests, then falls to pieces, peeling off you like a shell. What are you wearing underneath?"

Beth: [laughs] "Still wearing the half-open blouse from the brothel?"

Frank: "Oh god. She totally is. I totally am."

Emory (GM): "Your soft breasts spill from the leather armor and nearly from your blouse as well. The Flayer seems to like what it sees: its mouth-tentacles wriggle and in your head you hear a deep voice intone, 'your body shall deeply please the great Brain.'"

Frank: "Well, at least I'm not naked."

Beth: "Not yet..."



CHAPTER 15: PREGNANCY

The silver-eyed man reached a curious hand to the swollen belly of the dancer. He flinched when he felt a kick, then pressed his ear to her tanned stomach and gaped in wonder. "Not like a Dragon's egg, is it?" she smiled at his rapt fascination and ran a hand through his white hair, lingering to play with the horns sprouting from his temples. "Not at all," he agreed, and smiled as he heard—felt—the baby shift. "You people are so wonderful," he breathed, and stroked her delicately, like he thought that pregnant belly might be made of glass. "I can only imagine all our child will be."

People have children all the time—your players might number in that group. Pregnancy can be a heartwarming conclusion to a deep, enduring romance; a shocking surprise; or a warning to be careful with whom, and how, your players fall into bed. And if we're considering sex, we'd better be considering its potential result as well.

NOTE TO THE GM

Pregnancy is something you should be especially careful to consider your player's feelings about. In your **Session Zero** you should ask for unambiguous answers to whether your players would like their characters to be able to become pregnant, or if they'd like that option off the table. If your players don't want anything to do with it, don't force them—or at least provide them simple tools to avoid the issue.

CONCEPTION

Depending on the partners and the parts involved, conception can be a very real consequence of sexual intercourse. Some individuals carefully avoid this possibility, others let the cards fall where they may—and still others actively welcome it.

To determine whether a sexual encounter results in a pregnancy, you need at least one sexual partner who can conceive, and one who can impregnate. If a sexual encounter could result in a conception, roll on the following table:

CONCEPTION AS A RESULT OF SEX

1d100	Result
1	An otherwise assured conception fails.
2-75	No conception.
76-99	Conception.
100	An otherwise unlikely conception succeeds.

At the extreme ends, the unlikely or close to impossible become possible: perhaps on a roll of a 1, all the preparation and magical influence applied are for naught. Perhaps on a roll of a 100, a mostly-safe sexual interaction fails or a participant thought to be naturally incapable of conception, conceives nonetheless.

The GM is encouraged to apply their judgement to decide when to call for a roll, and when to alter the chances of conception.

VARIANT RULE: MULTIPLE BIRTHS

The above rules only assume a single child, but twins and so on are possible too. If you'd like to explore the possibility of a multiple birth then you can roll on the following table:

CHANCES OF A PLURAL PREGNANCY

d20	Result
1-18	1 child.
19	2 children.
20	Roll again and add 1 to the final result.

VARIANT RULE: RACIAL FERTILITY

In general, races with short lifespans tend to be more fertile. Since Orcs' natural lifespan ranges to 40 years, each sexual union needs to carry a high chance of conception. On the other hand, Elves can live up to 750 years—so conception is much less a priority.

When rolling for potential conception, you can find the races of the parents on the chart below and apply any effects to the roll.

RACIAL CONCEPTION MODIFIERS

Race	Roll to conceive at...
Orc	Advantage, ignoring any Disadvantages*
Halfing	Advantage
Human	None
Gnome	None
Tiefling	None
Kenku	None
Tabaxi	Disadvantage
Dragonborn	Disadvantage
Dwarf	Disadvantage, ignoring any Advantages*
Elf	Disadvantage, ignoring any Advantages*

**If an Orc and a Dwarf, or an Orc and an Elf would attempt to conceive, roll as normal.*

Creatures of mixed heritage, such as Half-Orcs or Half-Elves, use the more fertile of their two parents when rolling on the above table.

When implementing the Multiple Births variant rules in combination with these, you may roll for a plural pregnancy at Advantage for Kenku and Tabaxi parents, and take the highest roll.

VARIANT RULE: RACIAL GESTATIONS

Different races don't just have different rates of fertility: they have different rates of gestation, or pregnancy, of birth. How their bodies process their young differs, too—but the same magic that makes the sapient races sexually compatible makes them able to bear each other's young without too much trouble.

RACIAL GESTATION AND BIRTH TYPES

Race	Gestation period	Birth type
Human	9 months	Live.
Dwarf	12 months	Live.
Elf	18 months	Live.
Orc*	3 months*	Live.
Halfing	10 months	Live.
Dragonborn	16 months	Egg(s).
Gnome	14 months	Live.
Tiefling	12 months	Live.
Kenku	9 months	Egg(s).
Tabaxi	9 months	Live.

**With one parent of this race, gestation period is an average between both parents'.*

Unless where otherwise noted, the race of the mother determines the length—and type—of birth.

EFFECTS OF PREGNANCY

The Barbarian woman gnashes her teeth, the swell of her taut, scarred belly poking through her furs. Nonetheless she swings her battleaxe with one hand, making rude gestures at her enemies with the other: "Come on, then!" she cries. "My baby will be born in the blood of his enemies, and all the stronger for it!"

For some adventurers, pregnancy spells the end of the road—potentially even the end of their adventuring days. For others, however, it may represent a minor annoyance... or a simple fact of life.

At first, the mechanical effects of pregnancy can be mostly ignored. But as a belly swells, it becomes a more unwieldy burden.

MECHANICAL EFFECTS OF PREGNANCY

Stage of pregnancy	Effect
First quarter	No change.
Second quarter	Unable to take the Dash Action.
Third quarter	Above effects, and Dexterity checks and saves at Disadvantage.
Last quarter	Above effects, and Speed is halved.

TERMINATING A PREGNANCY

You should never force your players to play something they don't want to and don't enjoy doing. In a world of fantasy and magic, it goes without saying spells and magical options exist to avoid this problem. That's enough said on this topic.



CHAPTER 16: EROTIC EQUIPMENT

The Ranger admired herself in the mirror, shifting from one leg to the other. "My best work so far," the leatherworker boasted, thumping his chest and doing his best not to stare at her trimmed physique. "Notice the reinforced sewing, the side-ties for easy adjustment. And of course, its defensive capabilities..." he broke off and coughed as the slender woman turned and the nude, tanned globes of her rear entered his view. "A-as for the seat..." but she interrupted him: "Don't need it." He could only gape. "Don't... need it? But my lady, if you were to be attacked from behind..." she cupped her cheeks with delicate fingers and grinned over her shoulder at him. "If an enemy has a chance to 'attack' me from behind... it'll be because I want them to."

The arsenal of a warrior is vast and complex. When it comes to adventuring gear, packs and kits, and consumables—well, there's a reason character sheets have large tables for the gear in your backpack.

Maybe you already have ideas about what everyday items—rope, for example—could be used in a pleasurable way: more on that in the **Erotic Items** chapter. However, when it comes to equipment, erotic weapons are much harder to justify. Do you feel a deep burning passion for the fellow who just cleaved you with his axe? For the woman peppering you with crossbow bolts? There are precious few weapons that by themselves are erotic. Instead, we're going to have to rely upon enchantments to bring a little spice to our arms.

WEAPON ENHANCEMENTS

Some smiths make a name for themselves by plying their trade to a more selective crowd of adventurers. Some might argue these alterations damage a weapon's combat effectiveness... but those who pay for such features state they have a very different goal in mind. You can't spell "slay" without "lay," after all.

EXCITING WEAPON

Any weapon
Renders a weapon *Rare*

This weapon sends shivers straight through the bones of the creature it strikes, causing hearts to race and emotions to flare. When you deal damage with an Exciting Weapon to a creature that is unaroused, you deal an extra 2d6 Lightning damage and that creature must make a Wisdom save at DC 10 + your Attack bonus or become Aroused.

If you critically strike a creature with an Exciting Weapon, they save against this effect at Disadvantage.

MARKING WEAPON

Any *Bludgeoning* weapon
Renders a weapon *Uncommon*

The slap of this weapon's impact, and the reddened mark it leaves, produce a powerful psychological effect. A creature damaged by this weapon rolls at Disadvantage when saving against Domination checks made by its wielder.

This effect lasts until the damaged creature takes a Short or Long Rest.

PACIFYING WEAPON

Any weapon
Renders a weapon *Rare*

This weapon sends cold ice through the veins of those it strikes, slowing pounding hearts and calming raging emotions. When you deal damage with a Pacifying Weapon to a creature that is Aroused or Desperate, you deal an extra 2d6 Cold damage and that creature must make a Constitution save at DC 10 + your Attack bonus or become unaroused.

If you critically strike a creature with a Pacifying Weapon, they save against this effect at Disadvantage.

SHEARING WEAPON

Any *Slashing* weapon
Renders a weapon *Rare*

Though this weapon may be razor sharp, it proves ineffective at slicing skin: instead it cuts like butter through straps and clothing, and leaves the flesh unharmed. Making a *Disrobing Strike* with this weapon does not impose Disadvantage on attack rolls. Additionally, add this weapon's enchantment bonus to hit (if any) to the armor damage dealt by it.

This weapon does not deal damage.

STINGING WEAPON

Any weapon
Renders a weapon *Uncommon*

The shocking sting of this weapon suggests a devastating wound—far more than the wound actually produces. It can be difficult to keep one's cool while the burning sensation slowly fades: when you damage a creature with this weapon, if the creature would make a Constitution save to maintain concentration on a spell or ability, they make that save at Disadvantage.

EROTIC ARMORS

True eroticism shows through even the thickest armor... but there are benefits to making a display of it. One might wear simple silks, sensual and eye-catching; another might keep a shirt of chain mail, but shape it beautifully to their body.

SKIMPY ARMORS

Some armors are designed with different intentions than the norm: why bother encasing yourself in a metal coffin when you can dance by and draw the eyes of everyone? Why not rely on your best features to distract, rather than defend? For the very best armor is one that keeps you from being attacked at all.

Wearing Skimpy armor is dangerous, but rewarding: Proficiency with Skimpy armor allows you to add half your highest Sexual skill to your AC, rounded up. Those who fight in armor so revealing are relying upon their sensuality to captivate and distract their opponents, leading them to miss or soften their blows.

SKIMPY ARMORS

Armor	Cost	AC	Weight
Lingerie	40GP	10 + 1/2 Sexual	1 lb.
Silks	50GP	11 + 1/2 Sexual	2 lb.
Harness/Shibari	30GP	11 + 1/2 Sexual	4 lb.
Bikini/Codpiece	60GP	12 + 1/2 Sexual (max 6)	8 lb.

Skimpy armor takes fifteen seconds to don or to doff. These are both reduced to 1 Action with another individual's assistance.

GRANTING EASY ACCESS

Some adventurers resent the terrible length of time involved doffing armor just for a momentary sexual encounter. Much better, they believe, to tactically remove important pieces—or alter them to be easily removable. That way a flare of passion needn't die in the time it takes to disrobe.

EASY ACCESS ARMOR

This armor looks normal at first glance... but careful inspection reveals just how revealing it truly is. The most important pieces of the wearer's body are left bare—and easily accessible. The wearer of this armor is considered nude for the purposes of engaging in sexual intercourse during combat. Additionally, the AC of this armor is considered to be 10 for the purposes of the Stimulate action.

Modifying armor to grant easy access costs one tenth of the armor's price, taking into account its rarity.

EROTIC ARMOR SHAPING

An individual who prefers to rely on their protective gear can still find ways to highlight their body through steel or leather.

A piece of armor can be erotically shaped in the following three ways, each designed to highlight a different Sexual Skill. Shaping armor in this way renders it of *Uncommon* rarity, and costs accordingly.

SHAPE: IMPOSING

There are some who wish to have their dominance engraved on every part of their defenses. To sport spikes, overemphasize their assets, and to suggest the fate of those who oppose them. Imposing armor is deadly and brutish, but it carries a kind of beauty in its raw power.

IMPOSING ARMOR

This armor has been shaped to emphasize the wearer's muscles and strength, sporting dangerous spikes and sharp lines. The wearer rolls Domination checks at Advantage, but rolls Submission checks at Disadvantage.



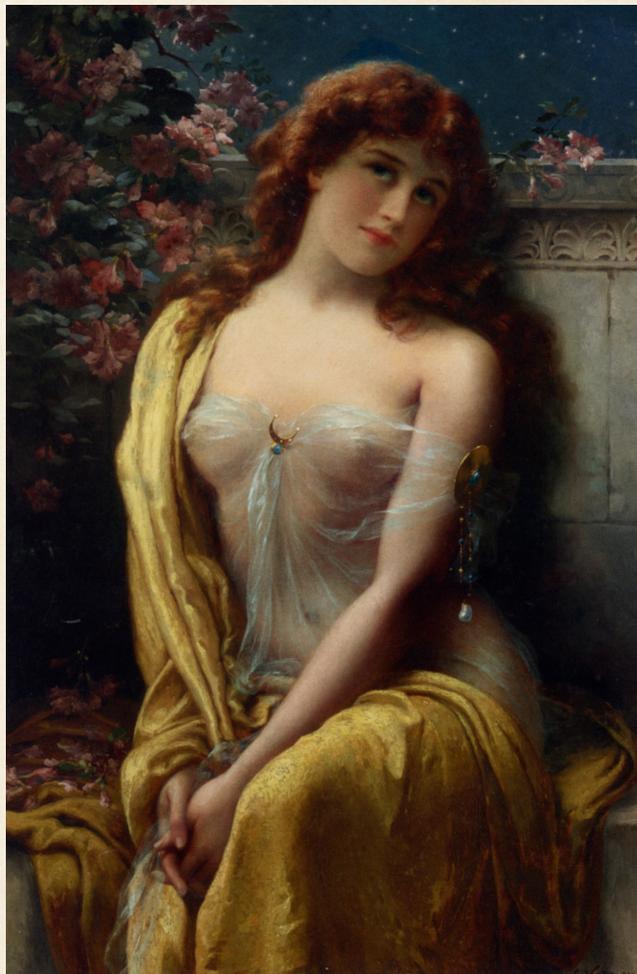
Seated Gladiator by Jean Germain Drouais

SHAPE: SENSUAL

There are those who endure the clinging cloth of a doublet, the press of leather or cold metal only so long as their true form can show through. Like clothing which highlights and exaggerates the natural shape of a body, this armor defines the wearer as a sexual and potent being.

SENSUAL ARMOR

This armor has been shaped to accentuate the curves and the lines of the wearer's body. Pieces are tactically omitted from the design to offer peeks of skin beneath. The wearer rolls Sensuality checks at Advantage, but rolls Domination and Submission checks at Disadvantage.



Starlight by Émile Vernon

SHAPE: FRAGILE

There will always be novice adventurers: those who are just setting out to make their name and fortune, noted by improperly-buckled gear and ill-fitting armor. Some take advantage of this appearance to gain the upper hand on their foes.

FRAGILE ARMOR

This armor has been shaped to give a sense of delicacy and fragility. The wearer rolls Submission checks at Advantage, but rolls Domination checks at Disadvantage.



CHAPTER 17: EROTIC ALCHEMY

With promises of sex and love, so too come tinctures, toxins and potions to aid in that effort. In an erotic world, every potion-seller worth their salt has a full shelf of pink, bubbling potions.

Magical tinctures come in three types: *potions*, which offer boons when quaffed; *salves*, which are applied to body parts selectively; and *toxins*, which are designed for use on the unaware or unwilling. Enterprising potion makers may see fit to discount their wares if ingredients can be provided, and a sufficiently skilled adventurer might make a tincture on the road!

EROTIC POTIONS

Potion	Effect	Starting Rarity	Ingredient
<u>Arousal</u>	Induce Arousal.	Common	Sexual fluids
<u>Attraction</u>	Arouse nearby creatures.	Common	Magical plant pollen
<u>Clear-headedness</u>	Refrain from Arousal, Desperation.	Uncommon	Golem core
<u>Contraception</u>	Resistance to impregnation.	Common	Magical herbs
<u>Fertility</u>	Increase chance of conception.	Common	Magical plant honey
<u>Flavorful Fluids</u>	Make fluids taste pleasant.	Uncommon	Monster extract, plants
<u>Increased Ejaculation</u>	Produce more fluids.	Uncommon	Slime extract
<u>Mindless Lust</u>	Forsake mindfulness for sexuality.	Uncommon	Satyr hooves
<u>Monster Luring</u>	Lure monsters to your location.	Common	Monster arousal fluid
<u>Sex Swap</u>	Become male or female.	Uncommon	Monster extract, aberration

AROUSAL

Common rarity

Potions of Arousal are perhaps the most common kind of potion, brewed since time immemorial. Often drunk just before a clandestine encounter, or added to fine spirits on a romantic evening, this potion helps create a pleasant heat in the loins.

Drinking a potion of Arousal causes you to become Aroused. For the next six hours, you cannot become unaroused.

ATTRACTION

This potion adds heady pheromones to the drinker's natural odor. Any who pass within 15 feet of the user must make a Wisdom save at the potion's DC or become Aroused. Potions of Attraction last until the wearer's next Long Rest.

Rarity	DC	Pollen source
Common	12	A flowering plant
Uncommon	15	Alraune
Rare	18	Treant

CLEAR-HEADEDNESS

Resisting the effects of arousal is a necessity for some. While the effects of the potion are active, you make checks to resist Arousal and Desperation at Advantage.

Rarity	Duration	Golem type
Common	1 hour	Wood
Uncommon	24 hours	Flesh
Rare	1 week	Stone

CONTRACEPTION

Pregnancy can be a detriment to any adventurer's career, especially when unplanned. This potion gives increased resistance to impregnation, although its effects aren't assured. Ground-up roots act as a natural contraceptive: the more magical the root, the more effective the result. After drinking the potion, its effects last 1 day.

Rarity	Roll to conceive...	Root source
Common	...at Disadvantage.	A rooted plant
Uncommon	...at Disadvantage, ignoring any Advantages.	Alraune
Rare	...only a roll of 20 results in conception.	Treant

FERTILITY

An old home remedy recommends a woman wanting children drink the nectar of a flowering, magical plant before she parts her legs: careful testing has distilled this advice (and the nectar) into a powerful potion. After drinking the potion, its effects last 1 day.

Rarity	Roll to conceive...	Nectar source
Common	...at Advantage.	A flowering plant
Uncommon	...at Advantage, ignoring any Disadvantages.	Alraune
Rare	...only a roll of 1 does not result in conception.	Treant

FLAVORFUL FLUIDS

Common rarity

The sap and the nectar of plant creatures can be a heady brew. Although most other creatures' emissions aren't nearly so pleasant to taste, imbibing a potion created from that same sap or nectar can grant a more pleasing flavor. The effects of this potion last 1 day.

d8	Flavor	d8	Flavor (cont'd.)
1	Vanilla	5	Roses
2	Strawberries	6	Banana
3	Butterscotch	7	Coffee
4	Chocolate	8	Honey

INCREASED EJACULATION

Uncommon rarity

The most bawdy plays or bard's shows often feature orgasm in moments of lewd levity—but it can be difficult to see it happen from the nosebleed section. These potions create white fountains, wet floors... and please those with a love for excess.

When you orgasm, you produce markedly more ejaculate or fluids than normal. The exact amount varies by potion. This effect lasts one day.

MINDLESS LUST

Rare rarity

In the great northern wastes, Barbarians reduce their cognitive functions to the bare minimum in order to display sexual feats of incredible strength and magnitude. Ground-up Satyr hooves are a vital ingredient in these rituals.

Drinking this potion makes you Desperate. For the next hour, orgasming resets your orgasm DC but does not stop you from being Desperate.

MONSTER LURE

Hunters value luring potions highly: what better way to attract a male buck than by the scent of a doe in heat? The same principle applies to monsters, especially the bestial. When you throw or apply this potion to an object, it lures creatures of the same type for the next 24 hours.

The main ingredient in any luring potion is arousal fluid from a creature of the type attempting to be lured.

Rarity	CR range	Example monster
Uncommon	0-5	Saber-toothed Tiger
Rare	6-10	Young Black Dragon
Very Rare	11-15	Beholder
Legendary	16-20	Marilith

SEX SWAP

There are those who wish to experience life on the other side, experiment with parts that are not their own, or see if the grass really is greener—for a night. And then there are those who want a more permanent solution. These potions change the drinker's sex, endowing them with the other sex's parts and removing their own.

Rarity	Duration	Abberation essence source
Uncommon	1 day	Slaad Tadpole
Rare	Permanent	Red Slaad

EROTIC SALVES

Salves are topical creams, ointments and applications designed to enhance sexual performance or improve the experience. They too are made from ingredients which may be difficult to come by, and thus are in great demand. Salves last until the next Short Rest or until the end of the next sexual encounter.

Salve	Effect	Starting Rarity	Ingredient
<u>Endurance</u>	Improved stamina.	Common	Monster sweat
<u>Elasticity</u>	Increase orifice capacity.	Uncommon	Monster extract, ooze
<u>Elemental resilience</u>	Resistance to elements.	Common	Monster extract, ice
<u>Hardness</u>	Increased rigidity.	Uncommon	Monster extract, construct
<u>Lubrication</u>	Improves ease of intercourse.	Mundane	Slime extract
<u>Sensitivity</u>	Orgasm easily.	Uncommon	Monster arousal fluid
<u>Size</u>	Enlarge genitals.	Uncommon	Monster pubic hair

ENDURANCE

The fighter who enters the lair of a demon, especially a Succubus, should not do so unprepared. Without the aid of special salves, an adventurer can rarely expect to last to the demon's satisfaction. These ointments dull the nerves of the part applied to, resulting in longer performance.

Rarity	When you roll to resist orgasm...	Sweat
Common	...Roll with Advantage.	Ogre
Uncommon	...Reroll rolls under 5.	Troll
Rare	...Reroll rolls under 10.	Giant

ELASTICITY

While sexual incompatibilities aren't necessarily common between the sapient races, when they do occur they're often due to size. These salves let orifices stretch past normal extension, allowing for larger insertions.

This salve is designed for use with the Size Compatibility variant ruleset.

Rarity	Increased size/capacity	Ooze jelly
Uncommon	+1 Size category	Gelatinous Cube
Rare	+2 Size categories	Black Pudding
Very Rare	+3 Size categories	Slime Queen

ELEMENTAL RESILIENCE

Uncommon rarity

Intrepid—and erotically-minded—adventurers sometimes find their sensual fun impeded by extreme temperatures. These specially-made salves address specific elemental issues, from electricity to burning heat. When you apply this salve, your genitals and hands are protected for a short time from a given elemental type, such as Fire or Acid.

HARDNESS

Uncommon rarity

Not every orifice is designed to tenderly accept what enters it. This salve is carefully concocted to protect the applicator against tight squeezes, acidic or base secretions, and other dangers.

LUBRICATION

Common rarity

Perhaps the first sexual salve ever developed, a salve of Lubrication is designed to make all parties involved in a sexual encounter move more easily and comfortably. While wearing this salve, you and your partners roll Sexual Skill checks at Advantage while having intercourse.

SENSITIVITY

Uncommon rarity

This particular salve is a popular one among the hedonistic and the pleasure-seeking. In direct opposition to many of the ointments above, this salve makes the part it's applied to much more sensitive. While wearing this salve, you make saves to resist orgasm at Disadvantage.

SIZE

These salves are designed to grow the user's primary or secondary sexual characteristics to extreme size, either for pleasure or for vanity. A little growth can go a long way—or attributes can be increased to absurdity.

This salve is designed for use with the Size Compatibility variant ruleset.

Rarity	Increased size	Giant's pubic hair
Uncommon	+1 Size category	Ogre
Rare	+2 Size categories	Cyclops
Very Rare	+3 Size categories	Fire Giant

EROTIC TOXINS

Where there are potions bound for consensual and intentional use, there are bound to be those who use them for their own nefarious purposes. These detrimental poisons, toxins and venoms are designed to make the victim do something they wouldn't under normal circumstances... but might want to.

Toxins can be applied in a number of ways: they can be transmitted through inhalation, skin contact, consumption, or by being damaged with a weapon coated by the toxin. A toxin coating a weapon stops being effective after 24 hours, or after the end of a combat in which the weapon is used.

Victims resist a sexual toxin by making a Constitution save against the toxin's DC. If a save is successful the toxin has no effect, except where specified otherwise. A victim may also choose to intentionally fail the save, and the toxin user may choose to use it on themselves if the situation calls for it.

NOTE TO THE GM

Before NPCs apply these toxins to your players' characters, you should be sure your players consent to them being used. Some of these toxins may put players in positions they don't want to be in, or they may put their characters in positions they're eager to experience. If you're not certain about their preferences, ask.

Toxin	Effect	Constitution DC	Base rarity	Ingredient
Cupid's Arrow	Fall for first person seen.	14	Uncommon	Fairy tears
Craving	Severe effects of Desperation.	16	Uncommon	Faun fur
Estrus	Go into heat.	15	Common	Faun's sexual juices
Genital Alteration	Swap genitals.	16	Very Rare	Slime core
Mad Satyr	Forsake mindfulness for sexuality.	13	Rare	Satyr hooves
Masochism	Pain becomes pleasure, pleasure becomes pain.	16	Rare	Succubus sweat
Minimization	Reduced appendage size.	14	Uncommon	Pixie sweat
Nervefire	Increased sensitivity.	16	Common	Succubus' sweat
Overwhelming Heat	Compelled to strip.	13	Common	Ifrit sweat
Role Confusion	Sexual skills randomize.	15	Rare	Flayer saliva
Quivering Thirst	Become desperate for internal ejaculation.	16	Rare	Alraune pollen
Slime Sweat	Produce fluids uncontrollably.	15	Uncommon	Slime's goo
Succubus' Kiss	Induce Arousal or Desperation.	14	Common	Succubus' saliva
Upended Heart	Swap love for hate, hate for love.	14	Rare	Fairy saliva
White Death	Sexual exhaustion can kill.	16	Rare	Banshee's veil

CUPID'S ARROW

Uncommon rarity

Plays and dramas featuring fairies famously include the careless application of this toxin: under its influence, even the most steadfast partner might discover a new lover as soon as they lock eyes. If a target fails their save, they become Adoring of the first person they see—including their own reflection!

This effect lasts for 24 hours.

CRAVING

Uncommon rarity

The right kind of touch can turn the hardest man into a begging mess, the most noble woman into a shivering, drooling pile. This concoction contains a secret behind that phenomenon, eroding the will of the victim. If a target fails their save, while Desperate they fail rolls to act non-sexually.

This effect lasts for 1 hour.

ESTRUS

Rare rarity

All creatures communicate, consciously or unconsciously, using scent and pheromones. Subtle chemical differences might reveal fear, anger, happiness—and sexual availability. This toxin whips the victim's pheromones into overdrive, transmitting a sexual signal difficult for those close by to ignore.

If the target fails their save, creatures who move into or end their turn within 15 feet of the target must roll a Wisdom save against the toxin's DC. If a creature fails their save...

- ...and is unaroused, they become automatically Aroused.
- ...and is Aroused, they must act sexually towards the target or become Desperate.
- ...and is Desperate, they must act sexually towards the target.

This effect lasts for 24 hours.

GENITAL ALTERATION

Very Rare rarity

Though sex-altering magic was created for positive purposes, there are those who've found the same effect a good choice for embarrassing enemies—or debilitating them. If the target fails their save, over the course of one round their male genitals (if any) transform to female, and vice versa. Unused to the sensation produced by these new parts, the target also makes saves at Disadvantage to resist orgasm.

This effect lasts for 24 hours.

MAD SATYR

Rare rarity

The reputation of the Satyr precedes it: fertility creature, erotic animal, wily fellow. But smelling a faun's heat can turn him into a beast indeed. Something of that is present in the ground-up hooves that make the basis of this particular toxin. If the target fails their save, they become Desperate. Orgasming resets their orgasm DC but does not stop them from being Desperate.

This effect lasts for 3 hours.



Nymphs and Satyr by William Adolphe Bouguereau

MASOCHISM

Rare rarity

The pathways to the brain governing pain and pleasure aren't so different, aren't so distant. Some magic can criss-cross these lines, causing creatures to confuse one for the other. If the target fails their save, they experience pain as pleasure and pleasure as pain.

Pain as Pleasure:

- When the target is dealt damage, they also suffer the effects of being Stimulated.
- In addition, when the target is dealt a critical hit, they must save against orgasm at Disadvantage.

Pleasure as Pain:

- When the target is Stimulated, the creature who Stimulated them deals damage to the target as if they had hit with an unarmed attack.
- If the target orgasms, they suffer damage equal to half their HP, rounded down.

These effects do not cause each other.

This effect lasts for 24 hours.

MINIMIZATION

Uncommon rarity

Often used by jealous nobles eager to emasculate their foes, or as a novelty prank in brothels, this toxin has a reductive effect. If the target fails their save, their genitals shrink to half their size.

If using the Size Compatibility variant ruleset, treat this effect as shrinking by 2 Size categories.

This effect lasts for 24 hours.

NERVEFIRE

Rare rarity

Those who lay with Succubi and return to tell the tale speak of senses heightened, pleasure intensified, control nearly lost. If the target fails their save, they make saves to resist orgasm at Disadvantage. Additionally, all touch they experience, even non-sexual, is treated as a Stimulate action.

This effect lasts for 24 hours.

OVERWHELMING HEAT

Common rarity

Poisoners and rogues have discovered that a common remedy for cold climates has a use outside of them as well. If the target fails their save, they begin to overheat and sweat. While the target is not nude, they make Ability checks and saves at Disadvantage.

This effect lasts for 1 hour.

QUIVERING THIRST

Rare rarity

The body needs what the body needs. This toxin sends signals to a creature's deepest core, instilling—or reigniting—a desperate desire for seed. The brain demands impregnation... even if the body is incapable.

If the target fails their save:

- The target becomes Aroused if unaroused.
- When the target sees ejaculate or witnesses an orgasm, they become Desperate.
- The target can only become unaroused when a creature orgasms inside them, at which point the effect ends.

This effect lasts for 24 hours or until the target is orgasmed inside.

ROLE CONFUSION

Rare rarity

Our outward behavior is a symptom of our chemistry—so some poisoners claim. Affected creatures find their preferences shifting unpredictably... and their role with it. The tongue becomes twisted, and so does the mind. If the target fails their save:

- When they make a Sexual skill check roll a 1d6: treat the check as if it was made with the resulting skill. An entreaty is spoken with the wrong emphasis, an unintended angle.
- When a creature makes a Sexual skill check against the target, roll a 1d6: if the result matches the creature's skill, the target is unexpectedly receptive. They save against the check at Disadvantage.

d6	Skill
1-2	Domination
3-4	Sensuality
5-6	Submission

This effect lasts for 24 hours.

SLIME SWEAT

Uncommon rarity

A favorite tool of nobles, this toxin is primarily used to embarrass or humiliate—although there are those who find it alluring. If the target fails their save, they begin to secrete arousal fluid from their genitals profusely enough to stain and show through all but the most obscuring bottoms.

This effect lasts for 1 hour. While active, the target is also treated as being under the effects of a Salve of Lubrication.

SUCCUBUS' KISS

Uncommon rarity

Perhaps the most popular toxin in any rogue's collection is also the simplest. Just as a kiss from a Succubus is said to be irresistible, this toxin is designed to increase the heartbeat and stoke the fires of lust. If the target fails their save, they become Aroused if unaroused, or Desperate if Aroused.



First Sketch for the Vintage Morn by Herbert James Draper

UPENDED HEART

Rare rarity

The unconscious is responsible for our immediate, automatic emotional response when we see a friendly or unfriendly face; specially-made toxins can change these, turning an enemy to a friend, and back again. If the target fails their save, they become temporarily Adoring towards creatures they are Hateful towards, and vice versa.

This effect lasts for 24 hours.

WHITE DEATH

Rare rarity

This toxin is one people fear to mention by name. Its original moniker has been lost over time and only the euphemism remains: the so-called "White Death." If the target fails their save, gaining a 6th level of Exhaustion by orgasming kills them instead of rendering them unconscious.

This effect lasts for 1 hour.



CHAPTER 18: EROTIC ITEMS

Items vary in power: from arcane curiosities and baubles to items of legendary ability, in many ways echoing the spell casters, crafters and artificers who create them. And tinkerers, even the best of them, are a naughty bunch.

MUNDANE EROTIC ITEMS

Not all items must be magical to be useful. The earliest civilizations carved wood into pleasing shapes or devised ways for ropes and cloth to enhance and improve sexual relations.

MUNDANE EROTIC ITEMS

Type	Example(s)
Penetrative	Dildo, Plug, Sounding rod
Piercing	Nipple rings, Earrings, Needles
Vibrator	Massager, Egg vibrate
Erectile band	Cock ring
Attachment	Strap-on
Machine	Sybian
Restraints	Gag, Ropes, Handcuffs
Furniture	Sex swing, St. Andrew's Cross
Electric	Mild taser, E-stim
Sleeves	Fleshlight, Docking sleeve
Striking	Whip, Cane, Paddle
Heat	Wax, Flames
Cutting	Knives
Chastity	Cage, Chastity belt

Uniquely, any sexual tool you're likely to find in your own everyday life you can also reasonably expect in a fantasy world. Even those tools which are electric or computerized can be made from clockwork or with magic. If there's a tool you're fond of that isn't on the following list, or doesn't fit into one of the provided categories, consider asking your GM whether you might find it in-game.

Eagle-eyed players may notice that more than one of these items is available to the average adventurer: what well-prepared expedition doesn't bring along some rope? Many of the items in your adventuring pack may be usable for erotic means, in a pinch, and half the fun comes from improvisation.

WONDROUS EROTIC ITEMS

When magic enters the mix, even an everyday object can become a source of sexual pleasure or inspiration. Tinkerers and artificers working in isolation can come up with the most depraved items—not to mention the ones who work in groups! The field of Erotic Item creation is vast and wide, and this following list is anything but exhaustive.

WONDROUS EROTIC ITEMS

Item	Rarity	Type	Description
<u>Transforming Outfit</u>	Rare	Clothing	Outfit transforms to aid disguise.
<u>Sensitive Attachment</u>	Uncommon	Attachment	Feel through an attachment as if it was your flesh.
<u>Belt of Separation</u>	Rare	Wondrous	Detach a body part harmlessly.
<u>Breathless Choker</u>	Uncommon	Wondrous	Breathe despite mouth or nose obstruction.
<u>Circlets of Passage</u>	Uncommon	Wondrous	Enter one circlet and appear from the other.
<u>Ring of Potency</u>	Varies	Cock Ring	Improve sexual potency and performance.
<u>Contingent Toy</u>	Rare	Vibrator or Machine	Toy activates when chosen contingency is met.
<u>Deck of Erotic Things</u>	Legendary	Wondrous	Draw to receive random sexual effects.
<u>Erotic Dice</u>	Very Rare	Wondrous	Dice compel sexual actions from roller.
<u>Resizing Insertion</u>	Uncommon	Penetrative	Object grows and shrinks at command.
<u>Glasses of Transparency</u>	Uncommon	Wondrous	See through non-magical clothing.
<u>Gloves of Groping</u>	Varies	Wondrous	Improved groping.
<u>Helm of See Desires</u>	Rare	Armor (any helm)	See desires of nearby creatures.
<u>Indomitable Chastity</u>	Rare	Chastity	Avoid sexual compulsion.
<u>Living Armor</u>	Varies	Armor	Armor is alive, responds to stimulation.
<u>Mask of the Ideal</u>	Varies	Mask	Change shape to a creature's idealized body.
<u>Ring of Transparency</u>	Rare	Ring	Foreign objects, liquids, show through skin.
<u>Rings of Mind Melding</u>	Rare	Ring	Duo shares thoughts and emotions.
<u>Rings of Pleasure Sharing</u>	Rare	Ring	Duo shares pleasure and pain.
<u>Rod of the Dominator</u>	Rare	Wondrous	Enslave creatures.
<u>Rod of Lordly Girth</u>	Very Rare	Wondrous	Sexual potency increased.
<u>Rope of Binding</u>	Common	Wondrous	Harder to escape ties.
<u>Shapechanging Bodysuit</u>	Rare	Armor	Reshape wearer's body once a day.
<u>Stimulating Restraints</u>	Uncommon	Restraints	Restraints aroused the restrained.
<u>Sworn Chastity</u>	Rare	Chastity	Chastity except for some.
<u>Sympathetic Sex Toys</u>	Rare	Penetrative, Sleeve, Vibrator	Paired toys transmit actions across miles.
<u>Time Stop Clock</u>	Very Rare	Wondrous	Freeze a creature.
<u>Vibrating Broom of Flying</u>	Rare	Wondrous	Broom flies and vibrates.

BELT OF SEPARATION

Wondrous Item, rare

This adjustable leather belt can cinch down to fit almost any appendage or body part. When you fasten it around a body part and speak the command word, the body part harmlessly detaches from the rest of your body. A shimmering portal can be seen at both ends of the separation. The body part may be taken away from its owner, but if the belt is undone or the part is taken further than 10 miles, the separation ends and the separated part reappears attached to the wearer's body.

While the body part is distant, it acts as normal. Blood and fluids pass from and to it as if it was still attached, and the part can be manipulated from afar by the wearer (for example, a distant hand can point, make a fist, and wiggle its fingers).

BREATHLESS CHOKER

Necklace, uncommon

Originally deemed a failure by artificers attempting to engineer a solution for surviving without air, the magic in this black leather choker has nonetheless found popularity among other circles. While you wear this item, you do not need to breathe through your nose or mouth. Instead, you aspirate through the pores in your skin.

This effect does not allow you to breathe in places without air, such as underwater.

CIRCLETS OF PASSAGE

Wondrous Item, uncommon

This pair of adjustable metal hoops, one silver and one gold, are intrinsically linked despite the distance they may be brought apart. Any body part that passes through one hoop appears from the other, as if no distance exists between them. The circlets can accommodate items as large as a Medium creature's forearm.

CONTINGENT TOY

Erotic Item (any Vibrator, Machine or Chastity), rarity varies (requires attunement)

This toy seems like an ordinary device used for pleasure... until certain events bring it to life.

When you attune to this item, choose one condition that activates it, and one condition that deactivates it. Conditions can be simple, like "1 round passes," or they can be complex, like "when you deal 20 damage in one round." A condition must be something that can be measured objectively by the GM. When the GM determines one of the conditions have occurred, the device becomes active or inactive accordingly.

While active the item buzzes strongly. Every turn the item is active, it Stimulates the wearer, bypassing their armor with Sensuality +3.

When you take a Long Rest while attuned, you can change the conditions on the item.

Multiple people can be attuned to this item at once.

SOUND LEVELS AND RARITY

Sound level	Effect	Rarity
Noisy	While the toy is active, the wearer makes Stealth checks at Disadvantage.	Rare
Silent	-	Very Rare



Illustration from *An Account of the Remains of the Worship of Priapus (1786)* written by Richard Payne Knight

DECK OF EROTIC THINGS

Wondrous Item, legendary

This item appears identical to the **Deck of Many Things**. An observant individual can make an Arcana check at DC 18 to distinguish the two.

When you draw from the deck, pick a random card and enact that card's effect.

DECK OF EROTIC THINGS

Card	Effect
Balance	Change at least one of your sexual body parts.
Comet	Sleep with the next monster you meet to gain one level.
Donjon	You are put in Chastity, as the spell, for 1 month.
Euryale	Disadvantage on saving throws vs. Sexual Skill checks or effects henceforth. <i>Wish</i> spell removes.
The Fates	Avoid one otherwise certain sexual encounter.
Flames	An Outsider grows Hateful towards you and pursues you for sex.
Fool	Gain a random kink. Lose a random kink. Draw again.
Gem	Upon orgasm, painlessly ejaculate 20d6 GP worth of gems and gold.
Idiot	Swap your Constitution and Intelligence scores.
Jester	Swap scores and proficiency of Dominance and Submission skills.
Key	Once per day, orgasming casts a random spell at your highest available spell slot.
Knight	Gain the service of a 4th-level knight who protects your purity, against you if necessary.
Moon	Gain 1d4 <i>Wishes</i> . They must be used for sexual effect.
Rogue	Party members become Desperate until each has slept with you.
Ruin	Fail all saving throws against Sexual Skill checks and effects henceforth. <i>Wish</i> spell removes.
Skull	An Outsider appears and competes with you sexually. If you orgasm first, you must obey the Outsider for 1 year.
Star	Choose one Sexual Skill to roll at Advantage henceforth.
Sun	Automatically succeed at your next Seduction attempt.
Talons	All clothing and armor you own disappear permanently. You cannot wear any henceforth. <i>Wish</i> spell removes.
Throne	The ruler of the local region becomes Adoring towards you.
Vizier	Henceforth, spending 1 minute examining a creature reveals to you their deepest erotic fantasy.
The Void	Swap bodies with an Outsider.

EROTIC DICE

Wondrous Item, **very rare**

These dice, modeled after a couple's game, sport words on their faces instead of numbers or pips. One indicates body parts and one indicates actions. As an Action, you may target a creature within 30 feet and roll the dice. That creature must make a DC 16 Wisdom save. If they fail, during their next turn they are compelled to use their turn to Stimulate the nearest creature to them in the manner dictated by the Erotic Dice.

To roll the dice, roll 2D6. The first roll is for the body part die, and the second for the actions die.

D6	Body Part Die	Actions Die
1	Breasts	Lick
2	Penis	Suck
3	Nipples	Kiss
4	Ass	Fondle
5	Vagina	Finger
6	Clit	Fuck

If the nearest creature doesn't have the parts necessary for the action, the target chooses the next closest creature to them (including you), and so on. If no creatures in 30 feet match, the target may act as normal.

RESIZING INSERTION

Erotic Item (any Penetrative), **uncommon**

Some Erotic Items are custom-made, but artificers can't always count on special orders. For the enterprising merchant who doesn't know what size their next buyer will be, some flexibility is required.

When you insert this item into an orifice, it expands up to twice its size or contracts up to half its size in order to become a comfortable fit.

If using the *Size Compatibility* variant ruleset, this item can grow or shrink by up to 2 Size categories.

GLASSES OF TRANSPARENCY

Wondrous Item, **uncommon**

These ordinary-looking bifocals are rimmed with gold filigree: the lenses are ever so slightly shaded. While wearing these glasses, you see through nonmagical clothing as the spell *Skin Sight*. The glasses see through 3 layers.

GLOVES OF GROPING

Wondrous Item, rarity varies

These finely-worked silk gloves fit naturally over the hand and allow for dexterous movement with one's fingers. The material is soft and fine, smooth and alluring on skin. Gloves of Groping improve the wearer's skills at all manner of sensual touch, and come in several varieties with varying effects.

GLOVE TYPES

Type	Effect	Rarity
Improved	Entice as a Free Action when you Stimulate.	Rare
Unseen	Advantage on Stealth or Sleight of Hand checks when Stimulating.	Uncommon
Intangible	Add +2 to a creature's orgasm DC when you Stimulate them.	Rare

HELM OF SEE DESIRES

Armor (any helmet), **rare**

This helm sports a large eye engraved upon the forehead. While the helm is worn, the wearer may see others' turn-ons and turn-offs as by a *Sense Desires* spell. The DC for this effect is 16.

INDOMITABLE CHASTITY

Erotic Item (any Chastity), **rare**

Not everyone is interested in casual encounters. Although a chastity device itself impedes sexual activity, some wish to refrain from even thinking about coupling, or find normal devices insufficient. While wearing this device, you make saves against Sexual Skill checks or effects at Advantage.

LIVING ARMOR

Armor, **very rare**

The armor you wear is in fact a living creature normally dormant. It clutches you with tendrils and soft suckers: now and then, these feelers come alive in a decidedly distracting way.

When you are dealt damage, or when you become Aroused, the armor squirms to life. At the beginning of your turn, it Stimulates you at Sensuality +4. At the end of every turn you were not dealt damage and were not Stimulated except by the armor, roll a 1d6. On a roll of 5 or 6, the armor becomes dormant again.

While the armor is active, its shifting skin deflects ordinary blows. You gain Resistance against damage from nonmagical Bludgeoning, Slashing and Piercing attacks.

MASK OF THE IDEAL

Mask, **rare** (requires attunement)

This plain mask, lovingly crafted but almost featureless but for eye holes, holds the power to reshape flesh and alter form. Once per day, you may meditate on a creature who is known to you. After spending ten minutes meditating, your form alters to the ideal body shape and type desired by that creature. While transformed in this manner, you make Sexual Skill checks at Advantage targeting that creature.

A creature recognizes this deception if they make a Perception check at or above DC 18.

RING OF POTENCY

Erotic Item (any Cock ring), rarity varies

Rings of Potency supply a steady supply of magic directly to the source—and feel slightly cool to the touch. Usually performance-enhancing, these rings are in high demand among those who wish to have reason to brag.

Potent...	Effect	Rarity
Arousal	Remain permanently Aroused. Does not cause Desperation.	Uncommon
Endurance	Roll to save against orgasm at Advantage.	Common
Seed	Roll at Advantage to impregnate.	Common
Size	Once per day, grow appendage twice as large.* Lasts 1 hour.	Uncommon

*If using the Size Compatibility variant ruleset, appendage grows 1 size category.

RING OF TRANSPARENCY

Ring, **rare**

This transparent glass band fits around the wearer's middle finger. When you put this ring on, it has a unique effect: outside items or fluids that enter your body, such as a drink or a finger, can be seen as if the flesh is only partially opaque. As fluids are absorbed into the body they gradually disappear.

When you would Entice a creature who can see erotic fluids, items or appendages inside you, they roll to save at Disadvantage.

RINGS OF MIND MELDING

Ring, **rare** (requires attunement)

Each in this identical set of rings is made in silver filigree, a single diamond set on the forehead of a stylized face engraved upon them. Creatures wearing and attuned to a ring are telepathically linked to all others wearing and attuned to others in the set.

Creatures linked in this way share thoughts and emotions. They are aware of the others' desires, likes and dislikes, and hear their thoughts.

When one of the creatures wearing a Ring of Mind Melding becomes Aroused, all other linked creatures, if unaroused, must save against the same Arousal DC or become Aroused.

RINGS OF PLEASURE SHARING

Ring, **rare** (requires attunement)

Each in this identical set of rings is made in gold filigree, a single ruby set at the groin of a stylized pair of hips engraved upon them. Creatures wearing and attuned to a ring are telepathically linked to all others wearing and attuned to others in the set.

Creatures linked in this way share pain and pleasure as if by a Share Sensations spell.

ROD OF THE DOMINATOR

Wondrous item, **very rare** (requires attunement)

This rod is shaped like a scepter, made of burnished gold and topped with a crown. Engraved into the sides are images of nude creatures bound and kneeling. Once per day, you can raise the rod and command obedience from a creature who can see you within 30 feet: they must make a DC 18 Charisma saving throw or become Charmed by you for the next 8 hours. This Charm ends if they are attacked by the wielder or the wielder's allies.

While attuned to this rod, you make Domination checks at Advantage.

ROD OF LORDLY GIRTH

Wondrous item, **rare** (requires attunement)

This rod is vaguely phallic in shape, almost too thick for a hand to curl around. While attuned, you make Sexual Skill checks at Advantage.

Up to three times per day, you may cast Passion, as the spell, with DC 16.

ROPE OF BINDING

*Wondrous Item, **uncommon***

A seeming memory of bondage lies dormant within this rope. As an Action, you may target a creature within 15 feet and speak a command word. When you do, this red, smooth rope uncoils and begins to wrap around the target. The target must make a DC 16 Dexterity save: if they fail, they become Restrained. They can free themselves as an Action with an Acrobatics or Athletics check of 16 or higher.

SECRETIVE UNDERCLOTHES

*Clothing, **common***

There are some who wish to be discreet about their excitement. This carefully-crafted underwear hides the reality of a creature's state of arousal, eliminating wetness and restraining stiffness. While you wear this garb, others make checks at Disadvantage to determine your level of arousal.

SENSITIVE ATTACHMENT

*Erotic Item (any Attachment), **uncommon***

This item feels almost warm to the touch: when attached, sensation floods into the wearer as if they had grown the appendage themselves. When you wear this attachment, you experience sensation through it as if it was your flesh and blood. When the appendage would be Stimulated, you are Stimulated. The sensation fades when the attachment separates from your skin.

You can wear more than one attachment at a time.



Illustration from *De Figuris Venerix* by Édouard Henri Avril

SHAPECHANGING BODYSUIT

*Leather Armor, **rare** (requires attunement)*

This sleek black bodysuit conforms to the shape of the wearer when attuned, pressing tight to the skin without discomfort. It provides the same bonuses and benefits as ordinary **Leather Armor**. Once per day, the wearer may cast *Reshape* on themselves, as the spell. When they do the bodysuit pulls and pinches, forms and reforms, molding the wearer's body until it matches their desires. This provides them new appendages or orifices as necessary.

SPELL THROATER

*Erotic Item (any Penetrative), **uncommon***

This long, thick rubber phallus is attached to the back of a half mask on its base. When inserted deep into the throat, the wearer appears to be wearing nothing more than a mask covering their face from chin to below their nose... except for a single golden ring right over the mouth.

While you wear this gag, you cannot speak. When you would cast a spell with a verbal component, you can cast it without the component. When you cast a spell wearing this gag, you become Aroused if you are unaroused.

STIMULATING RESTRAINTS

*Erotic Item (any Restraints), **uncommon***

Some bonds one can almost forget they're being worn: these are very different. Where a rope would sit comfortably on the skin, it rubs. Where a weight would acclimate, it tugs. Where a gag would soften, it does not. A restraint with this effect continually stimulates the wearer. While wearing this item, you are Stimulated at the beginning of each of your turns at Domination +4.

SWORN CHASTITY

*Erotic Item (any Chastity), **rare** (requires attunement)*

A chastity device by nature restricts any and all from sexual contact—especially including the wearer. However, there are those who wish to waive the restrictions for special individuals. While wearing this device, you roll saving throws against Sexual Skill checks or effects at Advantage.

When rolling to resist Sexual Skill checks or effects from a creature attuned to this device, you save at Disadvantage instead.

Multiple creatures can be attuned to this item at once.

SYMPATHETIC SEX TOYS

Erotic Item (any Penetrative, Sleeve or Vibrator), rare (requires attunement)

Some sexual toys are sold in pairs or groups—and intended for use as such. Magically linked, when one is activated or begins to be used the others mirror the usage. Flexible, these toys expand, contract, move and suckle as they react to actions being performed on them. This can become quickly overwhelming when more than two are linked, but the toys remain popular—especially among distant lovers.

When a creature attuned and wearing this item is Stimulated, all creatures attuned and wearing items linked to it are also Stimulated.

Usually these sex toys are sold in pairs, but additional toys can be paired at no cost.

TRANSFORMING OUTFIT

Clothing, rare

As an Action, you may alter this outfit. You can change its shape, its size, its color and material, as well as how much of your body it covers. As it transforms, it Stimulates you at Sensuality +3. Changing your outfit in this way gives you Advantage on Deception checks you make to disguise yourself.

TIME STOP CLOCK

Wondrous item, very rare

This small timepiece sports a clockwork button on the side and the hands are ornate, worked gold, pointing to 12 o'clock. The item begins with 12 charges, depicted by the hour hand. As an Action, you may target a creature within 30 feet, expend a number of charges, and click the button. The creature you target must make a DC 18 Wisdom save. If they fail, they are affected by Temporal Lock, as the spell, for a number of turns equal to the number of charges you expended.

Once the item reaches 0 charges, it becomes a non-magical timepiece.

VIBRATING BROOM OF FLYING

Wondrous Item, rare

This witch's broom is made of soft wood and weighs 3 pounds. A command word causes it to begin floating in the air: a creature riding the broom can fly with it at a speed of 60 feet per round.

The broom vibrates strongly when you ride it. At the beginning of each of your turns riding the broom, you are Stimulated at Sensuality +4.

EROTIC SENTIENT ITEMS

Items carried by individuals with a strong enough personality can sometimes come to inherit powerful feelings, motivations, or personalities themselves. Though their original owners may be lost to history, the items remain... and their individuality grows ever stronger.

Sexual drives are among the strongest sources of passion and motivation, so it should come as no surprise that magical items can be sexually driven themselves... even if they lack the capacity! A sword with a sex drive could be a charming companion on a lonely road, or a burden borne by an owner attracted to its sharp sheen.

When you create a magical item that's sentient, you can roll on the following table to decide its motive:

EROTIC SENTIENT ITEMS

d10	Motive	Behavior
1	Vindictive	Seeks to sexually emasculate or humiliate foes it comes across.
2	Touch-starved	Grows increasingly sexually frustrated when not being wielded.
3	Promiscuous	Only wants to be involved in combat if that combat involves sex.
4	Paramour	Only wants to be held or possessed by a creature of a certain sex.
5	Horny	Will only let itself be used by a creature who's Aroused or Desperate.
6	Insinuating	Whispers sexual messages to its wielder.
7	Voyeur	Refuses to be wielded by a non-nude creature.
8	Fueled	Insists it can only be used or recharged by orgasm.
9	Chaste	Refuses to be wielded or used by a creature who has sex.
10	Savior	Demands intervention should it see sexual conduct that's anything but purely consensual.

CONFLICT

A sentient item can become displeased by its wielder's conduct. If displeased, it may do any of the following:

- Deny attunement
- Suppress one or more of its abilities
- Attempt to take control of the wielder

If an item attempts to take control of its wielder, the wielder must succeed at a Charisma saving throw at DC 12 + the item's Charisma bonus or be Charmed by the item for 1d12 hours. This save may be repeated when the wielder takes damage or orgasms. The item may only attempt to take control once per day.



CHAPTER 19: EROTIC TRAPS

SNAPSHOT

Alex: "No one... move... a muscle."

Edgar (GM): "The clicking and whirring continues. You now know what happened to the party that came before: the three adventurers are all in this room, incapacitated. Each has sprung one of the mad researcher's infamous traps and has been immobilized."

Julie: "Nice of them to clear them out before we got here."

Richard: "Assuming there aren't more."

Edgar (GM): "The red-haired Halfling woman you saw earlier is pressed flat against the wall, slender mechanical tendrils questing inside her tunic as she squirms. On the other side of the room the Tiefling priestess is recognizable only by the color of her thighs and her thrashing tail: from waist up she's enveloped by a trapped treasure chest that's closed tight on her. The final member, the Orc Barbarian, is standing still as he peers up towards the ceiling at a mesmerizing pattern of lights. And speaking of which..."

Julie: "Oh no."

Edgar (GM): "...Let's get some Wisdom saves against that pattern."

Every good dungeon needs a trap—at least one!—the most famous of which are usually big, noisy and scary. Rolling balls, crushing walls and pit traps come to mind, but these aren't necessarily "sexy." In fact, few commonly-used traps are, but that's because normally the trapmaker's intention is to wound or to kill. These are usually non-erotic pursuits, depending on your players, but many traps can become erotically-charged if their intents are reconsidered.

TRAP INTENTS

You don't need to kill an intruder to keep them from getting at your hoard; in fact, it's wasteful. Wouldn't it be best to take advantage of the situation, so to speak?

A trap-maker can do this in three ways—by simply *immobilizing* an intruder, *draining* them, or *mesmerizing* them.

IMMOBILIZING TRAPS

Immobilizing traps are built to do exactly what it says on the tin: no more, no less. Their aim is to grab hold of a character and keep them there, unable to act, until freed. Although for some the simple act of being held motionless and helpless will be erotic enough, for most the eroticism of the situation will come from what happens *after* being immobilized. Perhaps without their help, the party is forced to retreat and regroup—only to return and find their trapped companion has been found by others first. Perhaps they come out from the trap changed in some way. Perhaps the only exit is through doing something degrading, difficult or embarrassing.

NOTE TO THE GM

An immobilizing trap can be fun when it's the spice to something else—but it can also be boring when nothing's going on. If a player character is trapped and getting bored, don't be afraid to push them out a little early.

DRAINING TRAPS

Where Immobilizing traps hold the victim motionless for outside forces to act on them, Draining traps take an active role. But because the aim of the game is (usually) not to kill the victim, the goal is instead to *erode away at* whoever falls into its clutches. This can manifest in a number of ways, both explicitly lewd and not.

Some examples follow:

DRAINING TRAP OUTCOMES

d12 While the victim remains trapped...

- 1 ...their clothing slowly melts.
- 2 ...their weapons degrade.
- 3 ...they feel increasingly aroused.
- 4 ...they are assaulted by groping appendages.
- 5 ...they are forced to orgasm.
- 6 ...they are pumped full of pheromones.
- 7 ...they are gradually transformed.
- 8 ...their energy is absorbed to power something.
- 9 ...they take continual damage.
- 10 ...they suffer increasing stat penalties.
- 11 ...their class resources diminish.
- 12 ...they age, or reverse in age.

The unifying theme in these examples is that their effects are *not immediate*. The drama of a Draining trap, and the eroticism, comes from the concept of being slowly eroded away at—whether life force, ability to fight, clear-headedness, or raw stats. Because of this, recurring ability checks to get free are recommended to ramp up the tension of the situation; in some cases, perhaps even escalating checks that increase in difficulty with subsequent failures.



Dessins amoureux: Le jardin d'Aphrodite by Franz von Bayros

MESMERIZING TRAPS

The final category we'll examine is one where the traps attempt to control the victim who trips them. Whether by a spell like a *Hypnotic Pattern*, a *Charm*-like ability or some other source, the goal for this kind of trap is to take away the victim's free will. Usually this is best used in tandem with some kind of command, like a *Geas* spell: this could have an immediate effect, like "strip down completely," or a lingering one such as "flash any member of the opposite sex you come into contact with." This sort of trap can also be a vehicle for encouraging player-on-player eroticism, where you give a player motivation to interact flirtatiously with another member if that seems like a good idea.

Some sample compulsions follow:

MESMERIZING TRAP OUTCOMES

d10 The hypnotic trap demands the victim...

- 1 ...strip down.
- 2 ...attack their party.
- 3 ...see their party as incredibly attractive.
- 4 ...begin pleasuring themselves.
- 5 ...disregard danger.
- 6 ...beg for sexual gratification.
- 7 ...proposition the next creature they meet.
- 8 ...stay motionless.
- 9 ...flagellate themselves.
- 10 ...divulge deep secrets.

Once the hypnosis has taken effect, another spectrum is available for the GM to choose from. How shall the character react to being compelled? Do they even realize it's happening? Do they want to fight it, or to give in? Are they still possessed of their full capabilities, or are they reduced?

MESMERIZING TRAP MENTALITY

d6 The victim's reaction to the command is...

- 1 ...to mindlessly obey.
- 2 ...to watch in horror as their body obeys.
- 3 ...to consider the command exciting.
- 4 ...to consider obeying, and the command, perfectly normal.
- 5 ...to deny the command without realizing they're obeying.
- 6 ...to internalize the command as their new way of life.

NOTE TO THE GM

Special consideration should be taken when a mesmerizing trap would make a character act in a way their player isn't interested in. Where possible, these traps should make a character act in a way their player secretly (or not so secretly) enjoys. Ensure you have a player's consent before you subject their character to a mind-altering effect.

SAMPLE TRAPS

Type	Name	Effect	Difficulty
Immobilizing	<u>Squeeze Space</u>	The victim becomes stuck when reaching deep in a hole.	Easy
Immobilizing	<u>Mimic Chest</u>	A Mimic half-swallows the looter who reaches inside.	Medium
Immobilizing	<u>Static Field</u>	A stasis field immobilizes whoever steps inside.	Hard
Draining	<u>Acidic Cube</u>	A living cube of acid eats away at the victim's clothing.	Easy
Draining	<u>Insinuating Tendrils</u>	Tentacles grab, restrain and assault.	Medium
Draining	<u>Warped Mirror</u>	A magical mirror makes erotic duplicates of those it reflects.	Hard
Mesmerizing	<u>Exposing Pattern</u>	A rune, when read, makes its victims strip.	Easy
Mesmerizing	??	Toxic darts inflame desire.	Medium
Mesmerizing	<u>Soul Transfer</u>	The souls of two victims are swapped.	Hard

ACIDIC CUBE

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

A slightly yellow-hued gelatinous mass hangs from the ceiling. Suspended in its gel is a knight, furiously thrashing in increasing embarrassment as the acidic cube's internal juices strip away the paint from his shield, then the metal of his breastplate, then begin to work on his loincloth. Soon, you can tell, there'll be nothing left but blushing pink flesh.

Trigger

- A creature who walks under the Cube or into it triggers its effect.

Effect

- If hanging, the Cube drops: anything within 5 feet of its impact location must make a DC 14 Dexterity save or be sucked into the Cube.
- A creature in the Cube is Restrained.
- A creature within the Cube feels their armor and clothing slowly dissolve. At the start of a creature's turn, if inside the Cube, they are dealt 4 armor damage.

Countermeasures

- A creature trapped inside the Cube can attempt to escape as an Action. They roll an Athletics check: on a 14 or higher, they escape.
- The Cube may be attacked to free the victim: the Cube has an AC of 10 and 20 HP. Once it is reduced to 0 hit points, it melts and dies.
- A creature rendered nude by the Cube may escape freely.
- The Cube can be spotted with a DC 13 Perception check.
- A creature who knows the Cube is there can pass within 5 feet without triggering its effect by passing a DC 13 Stealth check.

EXPOSING PATTERN

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

Dancing patterns of light surround a strange, arcane sigil carved into the living stone.

Trigger

- A creature who looks at the sigil triggers it. Once triggered, the sigil cannot be triggered again.

Effect

- Once triggered, the sigil forces all creatures looking at it to make a DC 14 Charisma save.
- Creatures who fail the save feel an overwhelming sense of discomfort and heat that can only be eased by stripping down. They view this behavior as normal and disregard opinions to the contrary.
- Creatures affected by the sigil must spend their Action making Disrobing Strikes against themselves.

Countermeasures

- When a creature affected by the sigil takes damage, they may immediately make another save.
- At the end of a creature's turn, if they are nude, they may make another save.
- A creature not affected by the sigil may make a Persuasion, Intimidation or Deception check at DC 16 to snap someone out of their daze.
- The magic of the sigil can be deciphered with a DC 16 Arcana check. A creature who decipheres the sigil in this way makes their rolls at Advantage when attempting to snap others out of their daze.
- Creatures resistant to *Charm* or mind-compelling effects roll saves against the sigil at Advantage. Creatures immune to either are also immune to the sigil.

The effects of this sigil wear off after 1 hour.

INSINUATING TENDRILS

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

Transparent tentacles wave lazily in the air, slick and slimy. Waiting to reach and grab.

Trigger

- A creature who moves into the 10-foot reach of the trap triggers it.

Effect

- When triggered, the tentacles lash out at the creature that entered its reach. That creature must make a DC 16 Dexterity save or become Grappled by the trap.
- At the beginning of their turn, if a creature is Grappled by the trap, slick fluids on the tentacles Entice them at DC 16.
- At the end of their turn, if a creature is Grappled by the trap, the groping tendrils Stimulate them with a +6 Sensuality check.

Countermeasures

- A creature Grappled by the trap may make Athletics and Acrobatics checks at DC 18 to escape the tentacles.
- The trap has 50 HP and an AC of 14.



Erotische Gewächse 92/VIII
Pipifax
Erotic Undergrowth by Pipifax

MIMIC CHEST

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

A strong oak chest waits tantalizingly on the top of the stone dais, a key broken off in the lock. The lid has been raised only an inch, and inside something tantalizing glitters. But a moment more of inspection would reveal something long and wet glistening... and the slow rise and fall of the chest's mouth.

Trigger

- A creature who opens the lid of the chest, or reaches inside, triggers the trap.
- Once the trap has been triggered, a creature moving within 15 feet of the trap while it's empty triggers the trap.

Effect

- The mimic's long, warm tongue shoots out towards the creature who triggered the trap. They must make a DC 16 Dexterity save: if they fail, the mimic's long, warm tongue slips between their legs, wraps around them and pulls them half into the chest.
- A creature trapped by the mimic is considered Restrained from the waist up. As an Action, they can attempt to free themselves with a DC 16 Athletics check.
- When a creature trapped by the mimic uses an Action, they are forced to squirm and grind against the mimic's tongue. The mimic Stimulates them with a +6 Sensuality check.
- When the mimic is dealt damage, it recoils and slides its tongue along its captive. The mimic Stimulates them with a +6 Sensuality check.
- The mimic does not attack or respond to outside stimuli except to flinch from harm.

Countermeasures

- The mimic has 50 HP, an AC of 16, and Resistance to nonmagical bludgeoning, piercing and slashing damage. If its hit points reach 0, its mouth creaks open and it becomes inanimate.
- If 3 rounds pass without a creature moving while in its mouth, and without taking damage, the mimic falls back asleep. Its tongue retreats, allowing a creature held by it to escape.

SOUL TRANSFER

Simple trap (level 10-16), **Mesmerizing**

Strange sigils on the floor light up green and purple, and then in a flash your vision dramatically shifts. It seems as if you've been transported several feet away, but when you look at where you stood, your body remains there, staring in horror at you.

Trigger

- When two or more creatures enter the trap's area (a 20ft radius circle), the trap is triggered.
- Once triggered, the trap becomes dormant.

Effect

- Creatures inside the area of the trap when it triggers must make a DC 18 Charisma save. If more than one fails, their identities are randomly swapped.
- Swapped creatures retain their original personality and mind, but swap their bodies, abilities and skills. If a creature who is swapped is played by a player, they hand their character sheet to the owner of the creature they've swapped with.

Countermeasures

- After one hour, the effect fades and creatures who swapped bodies, swap back.
- A *Remove Curse* or similar spell cast on any of the victims ends the effect of the trap.

SQUEEZE SPACE

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

A jagged hole has been punched through the rock, seemingly a shortcut made by previous explorers wishing to shorten a difficult trek. It's just wide enough to pose a tight squeeze: only when the head emerges from the hole, arms trapped, does the true nature of the trap become clear.

Trigger

- A creature who attempts to squeeze through the hole triggers the trap.

Effect

- A creature who triggers the trap becomes Restrained.
- As an Action, a creature stuck in the trap can attempt to make a DC 14 Athletics check. If successful, they pull themselves free from the trap. They can choose which side to emerge from.
- Other creatures can attempt to assist the trapped creature with their escape. If they do, the creature stuck in the trap rolls to free themselves at Advantage.

Countermeasures

- A DC 16 Perception check reveals the trap.

STATIC FIELD

Complex trap (level 10-16), **Immobilizing**

To the left and right of the hallway burnished copper balls emit a quiet hum that grows in intensity until it's a droning buzz. Electricity crackles, making every hair on your arms stand up as you approach.

Trigger

- A creature who moves between the two sides of the contraption triggers the trap.

Effect

- Electricity sparks between the sides of the contraption. A creature who triggers the trap must make a DC 18 Dexterity save or become Paralyzed.
- A creature caught by the trap feels a strange tingling as every nerve in their body lights up. They make Concentration rolls at Disadvantage. Additionally, they save against sexual effects at Disadvantage.
- A creature caught by the trap blocks the square it occupies and can't be moved through by its allies.

Countermeasures

- The trap has 30 HP and 12 AC. If destroyed, the electricity is discharged all at once, dealing 6d6 Lightning damage to creatures within 20 feet of either side of the contraption. This damage can be halved by a DC 16 Dexterity save.
- The trap can be disabled by a DC 18 check using Thieves' Tools.
- After 1d4 hours of continuous use, the trap switches off.



Woman on Spanking Bench by Malteste

SUCCUBUS' SHOT

Simple trap (level 5-9), **Mesmerizing**

Darts dripping with a strange, aromatic coating slide back into grooves in the stone. They shoot forth at unsuspecting creatures who walk in front of the inconspicuous holes, a small set of crossbows hidden and waiting to fire.

Trigger

- A creature who walks in front of the crossbow trap triggers it.

Effect

- Three small crossbow bolts fire forth on the unsuspecting victim, rolling Ranged attacks at +3 to hit. On a successful hit they deal 1d4 + 3 damage.
- Creatures hit by a bolt must make a Constitution save at DC 16 or be affected by the Succubus' Kiss toxin. A creature hit by more than one bolt rolls to save at Disadvantage.

Countermeasures

- The trap can be discovered by a DC 17 Perception check.
- The trap can't fire more than once every two turns. After firing 5 times, it runs out of bolts.
- The trap can be disabled with a check using Thieves' Tools at a DC of 18. Disabling the trap grants 3 Light Crossbows and 15 crossbow bolts with Succubus' Kiss toxin applied, minus however many bolts have been fired previously.



Narcissus by Caravaggio

WARPED MIRROR

Simple trap (level 10-16), **Draining**

On the wall hangs a gold-framed mirror, showing a slightly distorted reflection. A slight tilt of the mirror seems to explain its oddly altered contents, until the figure within begins to move on its own...

Trigger

- A creature who ends their turn in front of the mirror triggers the trap.
- Creatures from the mirror cannot trigger the mirror.

Effect

- Once triggered, the mirror creates a near-identical copy of the creature reflected. The reflection shares the same Ability scores, HP, equipment, and abilities as the creature it copies. Any active effects or spells on the creature are not duplicated on the reflection.
- A curious psychic link exists between the reflection and the creature it copies. When the reflection takes damage, the creature it copies takes that same amount of damage. When the reflection is Stimulated, the creature it copies is Stimulated too. When the reflection orgasms, the creature it copies must save against orgasming at Disadvantage.
- The reflection created by the mirror approaches the creature it copied with sexual intent. The reflection spends its Movement to get close to the creature it copies, Entices and Stimulates them. When unable to do so, it instead self-gratifies.

Countermeasures

- If the reflection orgasms, it fades away at the end of its next turn.
- If the reflection reaches 0 HP, or if the reflection can no longer see the mirror, it fades away.
- The reflection cannot end its turn in a square they cannot see the mirror from.
- When the reflection fades away, its equipment and items fade away too.
- The function of the mirror can be deciphered by a DC 18 Arcana check.

Under some circumstances, a reflection may have altered physical features, or even a different gender from the creature it copies.



CHAPTER 20: EROTIC SPELLS

The Warlock's golden hair begins to rise until it forms an undulating halo around his glowing face. He rises into the air as his mouth moves in arcane utterances that by his smile, must taste sweet on his lips. Invisible hands begin to pluck at him, tugging at his flowing garb, slowly disrobing him. He leans his head back in ecstasy as the magic begins to wash over him, overflowing—and around the dusty tower, the world begins to change.

NOTE TO THE GM

You may notice none of the following spells have a class restriction noted: this is intentional. The goal of this book is to provide players with the ability to pursue their fantasies and indulge their kinks. You may choose to add class restrictions in some circumstances, but if you do you should be open to allowing alternative paths to the effects of these spells.

SEXUAL MAGIC

Magic in its essence is a system for converting energy into reality. Where that energy comes from differs by the spellcaster: a powerful entity for some, the natural world for others, the weave of the universe for still others. Another locus of power can be found in the meeting of two souls, the generation of pleasure from touch and sexual potential. Sexual energy can be used to power magic—or it can be used to increase the strength of some magical spells.

In this chapter you'll find a wide variety of magical spells intended for erotic application, everything from tempting illusions to sensual conjurations. Altogether these are only a small portion of what might be possible: if a niche is left unfilled, consider adapting what's here—or creating something new yourself! Talk to your GM and work with them to make something that fits you just right. You know what you like better than anyone, after all.

NEW SPELLS BY LEVEL

Level	Spell	Level	Spell
Cantrip	<u>Calm/Incite</u>	2	<u>Reshape</u>
Cantrip	<u>Disrobing Blast</u>	2	<u>Vaporizing Beam</u>
Cantrip	<u>Emperor's Garb</u>	3	<u>Aura of Chasteness</u>
Cantrip	<u>Peeping Eye</u>		<u>/Depravity</u>
Cantrip	<u>Sense Desires</u>	3	<u>Cleansing Ritual</u>
1	<u>Divine Compatibility</u>	3	<u>Share Pleasure</u>
1	<u>Ephemeral Hands</u>	3	<u>Unseen Servicer</u>
1	<u>Passion</u>	3	<u>Vaporizing Cloud</u>
1	<u>Protection from Depravity</u>	3	<u>Zithra's Wave</u>
1	<u>Skin Sight</u>	4	<u>Animate Armor</u>
1	<u>Twisted Tongue</u>	4	<u>Delecto's Blindfold</u>
1	<u>Vicious Derision</u>	4	<u>Dimensional Window</u>
1	<u>Zithra's Grasp</u>	5	<u>Chastity</u>
2	<u>Animate Clothing</u>	5	<u>Power Word, Orgasm</u>
2	<u>Armor of Zithra</u>	5	<u>Purified Mind</u>
2	<u>Delecto's Gag</u>	5	<u>Zithra's Indiscriminate Pit</u>
2	<u>Dimensional Peephole</u>	8	<u>Temporal Lock</u>
2	<u>Floating Kiss</u>		

NEW SPELLS A-Z

Spell Name	Level	Effect
<u>Animate Armor</u>	4	Armor comes alive and begins to Stimulate the wearer
<u>Animate Clothing</u>	2	Clothing comes alive and begins to Stimulate the wearer
<u>Armor of Zithra</u>	2	Tentacles protect and grope those nearby
<u>Aura of Chasteness/Depravity</u>	3	Create an area that wards against the erotic, or welcomes it
<u>Calm/Incite</u>	Cantrip	Arouse or unarouse a target
<u>Chastity</u>	5	Ward a creature against eroticism
<u>Cleansing Ritual</u>	3	Ritually and chastely provide Afterglow
<u>Delecto's Blindfold</u>	4	Blindfold a creature with a piece of black cloth
<u>Delecto's Gag</u>	2	Gag a creature with a piece of black cloth
<u>Disrobing Blast</u>	Cantrip	Damage an enemy's armor or clothing
<u>Dimensional Peephole</u>	2	Create a small portal to another place
<u>Dimensional Window</u>	4	Create a medium portal to another place
<u>Divine Compatibility</u>	1	Discover sexual compatibility from a cryptic phrase
<u>Emperor's Garb</u>	Cantrip	Make a creature's clothes invisible to them or to others
<u>Ephemeral Hands</u>	1	Extend reach of Stimulation
<u>Floating Kiss</u>	2	Send a floating heart to Charm a target
<u>Passion</u>	1	Arouse a creature
<u>Peeping Eye</u>	Cantrip	Invisible eye watches a creature engaged in eroticism
<u>Power Word, Orgasm</u>	5	Cause a creature to orgasm
<u>Protection from Depravity</u>	1	Protect against eroticism
<u>Purified Mind</u>	5	Afterglow provides protection against arousal
<u>Reshape</u>	2	Alter a creature's physical form
<u>Sense Desires</u>	Cantrip	Discover a creature's turn-ons
<u>Share Pleasure</u>	3	Connected creatures share arousal and orgasms
<u>Skin Sight</u>	1	See through layers of clothing or armor
<u>Temporal Lock</u>	8	Freeze a target temporarily
<u>Twisted Tongue</u>	1	Target forced to speak profanely
<u>Unseen Servicer</u>	3	Invisible assistant gropes and grabs
<u>Vaporizing Beam</u>	2	Damage armor and clothing in a line
<u>Vaporizing Cloud</u>	3	Damage armor and clothing in an area
<u>Vicious Derision</u>	1	Belittle a creature to reduce their sexual potency
<u>Vivid Dreams</u>	4	Step into a sleeping creature's dreams
<u>Zithra's Grasp</u>	1	Summon tentacles to grapple an individual
<u>Zithra's Wave</u>	3	Summon grappling tentacles in a line
<u>Zithra's Indiscriminate Pit</u>	5	Summon grappling tentacles in an area

ANIMATE ARMOR

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

You invoke the living soul of metal, leather or chitin, stirring it to move as if alive. Choose a target you can see within 30 feet: the armor they wear begins to undulate on their body. At the start of each of their turns, they are Stimulated at your Spell Save DC.

For the purposes of this stimulation, modify their AC according to the following table:

Armor type	AC reduction
None/Natural armor	<i>Spell has no effect</i>
Skimpy	-0
Light	-2
Medium	-4
Heavy	-6

ANIMATE CLOTHING

2nd-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: 1 minute

You call upon the life force latent in the woven threads on another creature's body. The clothing they wear comes alive, writhing and rippling on their flesh. At the start of each of their turns, they are Stimulated at your spell save DC.

If the target strips nude, the spell ends.

This spell has no effect on a creature not wearing clothes, or on a creature wearing armor.

AURA OF CHASTENESS/DEPRAVITY

3rd-level abjuration

Casting Time: 1 action

Range: 15 foot radius

Components: V, S

Duration: Concentration, up to 1 minute

Choose "Chasteness" or "Depravity."

Chasteness

Shimmering silver threads drift around you, forming a transparent globe. Those who step inside this area feel themselves relax and their minds clear. Creatures inside the area roll saves against sexual spells or effects at Advantage.

Depravity

Red-black bubbles rise from the ground, forming a transparent sphere. Creatures who enter the radius of this spell feel their heart quicken, their muscles tense. Creatures inside the area roll saves against sexual spells or effects at Disadvantage.



Before the Deluge by Cornelis van Haarlem

ARMOR OF ZITHRA

2nd-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

Smooth pink tentacles emerge from your armor and clothing, reaching blindly in questing curiosity. While this spell is active, creatures who begin their turn next to you or move within 5 feet of you are attacked by the armor. Make a ranged spell attack: if it hits, the target is Stimulated at your spell save DC and you deal 1 damage to their armor.

At the beginning of each of your turns while this spell is active, if no creatures were attacked by the tentacles, you are Stimulated at your spell save DC.

When you cast this spell at a higher level, for each 2 levels above 2nd, the damage dealt by the tentacles to armor rises by 1.

CALM/INCITE

Cantrip enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instant

Choose "Calm" or "Incite."

Calm

A cool breeze blows from your gesture, coiling around your target. Peace and calmness comes over them, slowing the frantic pace of their heart. Choose a creature you can see: they must make a Constitution save or become unaroused. A creature can choose to forego their save.

Incite

Warm air emits from your gesture, coiling insistently around your target. They feel their heart beat faster, their nerves alight. Choose a creature you can see: they must make a Wisdom save or become Aroused if unaroused.

CHASTITY

5th-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (A gold lock with no key worth 100GP)

Duration: 1 day

You clutch a creature's genitals, and they feel all the warmth seep from them. All that remains is a numbness, a sense of something hollow. Choose a creature within 5 feet: that creature must make a Constitution save. If they fail, they immediately become unaroused. While this spell is active, they can't become Aroused or Desperate.

A creature may choose to fail their save.

CLEANSING RITUAL

3rd-level abjuration

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a silver cup)

Duration: Instant

Complete clarity fills your mind: the compulsions of the body seem to fade away into intangibility as your powerful will overrides them. Over the course of ten minutes you perform a ritual that centers your mind, soothes your body, and invigorates your soul. At the end of the ten minutes, you gain Afterglow. This effect remains until you would normally lose Afterglow, such as by taking a Long or Short Rest or finishing a combat.

This spell has no effect if you are currently affected by Afterglow.

DELECTO'S BLINDFOLD

4th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A strip of black satin)

Duration: 1 minute

A black strip of satin flies from your hand to an enemy: growing and undulating in the air, it claps to your target's face and covers their eyes, clinging with a strange tenacity. Choose a creature you can see within 30 feet: they must make a Dexterity save or become Blinded, their eyes obscured by a magical black cloth. As an Action, the target can make an Athletics check against your spell save DC to remove the cloth. Once the cloth is removed, it flutters to the ground and shrinks, becoming nonmagical.

DELECTO'S GAG

2nd-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S, M (A strip of black cloth)

Duration: 1 minute

You flick a strip of black cloth towards your enemy: the cloth flutters and grows, then claps to their mouth with firm insistence. Choose a creature you can see within 30 feet: they must make a Dexterity save or become mute, their mouth stifled by a magical black cloth. They can breathe freely through the cloth. As an Action, the target can make an Athletics check against your spell save DC to remove the cloth. Once the cloth is removed, it flutters to the ground and shrinks, becoming nonmagical.

DISROBING BLAST

Cantrip evocation

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instant

From your pointed finger comes a line of sizzling energy, burning holes through inorganic material. Choose a creature you can see within 15 feet and make a ranged spell attack against them. If you hit, you damage their armor by 1d4 points.

If a construct's armor would be dealt damage by this spell, instead deal twice as much damage to their hit points.

At Higher Levels. This spell's armor damage increases when you reach level 4 (1d6), 8 (2d4), 12 (2d6), and 16 (3d4).

DIMENSIONAL PEEPHOLE

2nd-level conjuration

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: 1 hour

You draw apart the fabric of reality, opening a window to another place. Choose a spot within 15 feet, then choose another location on this plane: a circular window large enough to fit an apple or a fist opens at the spot leading to the location you choose. An object that passes through one side emerges in the other.

When the spell ends, the window closes. Objects in the window when it closes are pushed harmlessly out to the side they're furthest towards.

DIMENSIONAL WINDOW

4th-level conjuration

Casting Time: 1 action

Range: 15 feet

Components: S

Duration: 1 hour

You join two places on the same plane, opening a window between them in space. Choose a spot within 15 feet, then choose another location on this plane: a circular portal opens at both locations, large enough to accommodate a Medium creature crawling. An object or creature that passes through one side emerges in the other.

When the spell ends, the window closes. Objects in the window when it closes are pushed harmlessly out to the side they're furthest towards.

DIVINE COMPATIBILITY

1st-level divination

Casting Time: 10 minutes

Range: Unlimited

Components: V, S, M (a 20GP red satin thread)

Duration: Instant

You fix two individuals in your mind, then call on a higher power for guidance. By the end of the ritual, something will be learned about love—and about pleasure. Choose two creatures known to you. They must both be on the same plane. When the ritual finishes, a higher power reveals their sexual compatibility with a single, cryptic word: "Pleasurable," if the two are sexually compatible; "Pleasant," if the two are neither compatible nor incompatible; "Discordant," if the two are sexually incompatible.

EMPEROR'S GARB

Cantrip illusion

Casting Time: 1 action

Range: 30 feet

Components: V, M (A spindle of thread)

Duration: 1 hour

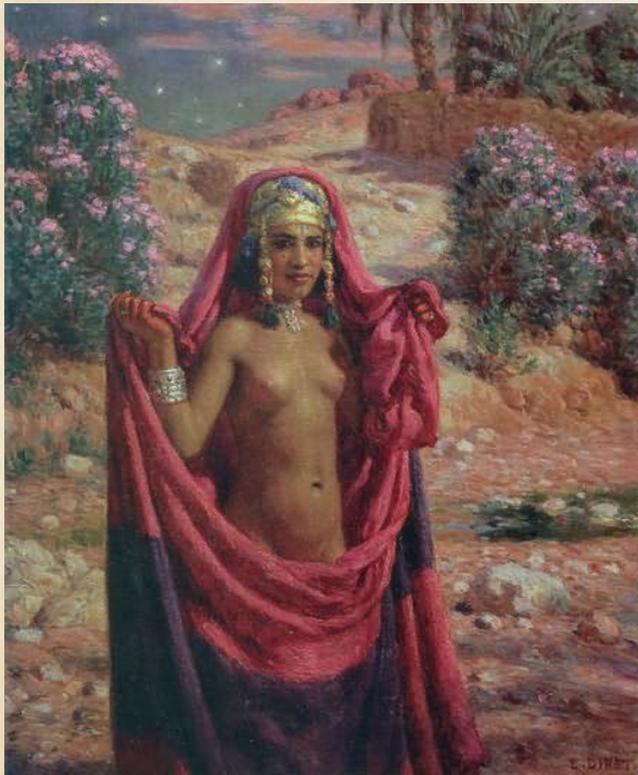
Choose from either "Emperor's Eyes" or "Emperor's Audience."

Emperor's Eyes

With a gesture you render clothing invisible to the wearer. Choose a creature you can see within 30 feet: they must make a Wisdom save. If they fail the save they see their clothing appear to vanish, rendering them completely nude. Other creatures perceive them normally.

Emperor's Audience

Your wordless spell causes a commotion as a creature's clothing entirely disappears: despite the crowd's clamor, your target seems entirely unaware of their predicament. Choose a creature you can see within 30 feet: whenever another creature would perceive the target, they must make a Wisdom save. If they fail the save they see the target completely nude, as if their clothes were invisible. The target perceives their own appearance normally.



Bather in the Moonlight by Nasreddine Dinet

EPHEMERAL HANDS

1st-level conjuration

Casting Time: 1 bonus action

Range: 30 feet

Components: V, M (A pair of silk gloves)

Duration: Concentration, up to 1 minute

Magical energy coalesces into invisible hands that duplicate your every move. Choose a square within 30 feet of you: a pair of hands appear in that square. As a Bonus Action, you may move the hands up to 30 feet. The hands can occupy a square already occupied by a creature.

You may Stimulate a creature in the square the hands occupy as if you were adjacent to them.

FLOATING KISS

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instant

You blow a kiss: an ephemeral heart floats in the direction of your gaze, alighting on the lips of a lucky lover. Make a ranged spell attack against a creature you can see within 30 feet: if it hits, that creature must make a Wisdom save or become Charmed. If the creature is in combat, it makes its save at Advantage.

PASSION

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instant

You make a sensual gesture that seems somehow heightened and more potent, inspiring enticing visions in the mind of your target. Choose a creature you can see within 30 feet: that creature must make a Wisdom save. If they fail, they become Aroused.

If you have Enticed the same creature this turn, they roll to save at Disadvantage.

This spell has no effect on a creature that is Aroused or Desperate.

PEEPING EYE

Cantrip divination

Casting Time: 1 action

Range: 60 feet

Components: V, M (A glass eye)

Duration: 24 hours

You speak a word, conjuring an ephemeral floating eye invisible to any but yourself, and sending it forth to a target of your choosing. Choose a creature you can see within 60 feet: this spell attaches to them. For the next 24 hours, when the target creature becomes partially or completely nude or engages in sexual activity, the eye activates. While active, you can see through the eye and move it up to 5 feet away from the target.

If you attempt to move the eye further than 5 feet from the target, or at the end of 24 hours, the spell immediately ends.

POWER WORD, ORGASM

5th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instant

You speak a word of power, invoking an automatic reaction in a creature's body. Choose a creature who can hear you within 30 feet: that creature immediately orgasms. This spell has no effect on a creature with more than 50 hit points.

When you cast this spell at a higher level, for every level above 5, add 50 hit points to the maximum.



An Afternoon Rest by Guillaume Seignac

PROTECTION FROM DEPRAVITY

1st-level abjuration

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: Concentration, up to 10 minutes

You touch a creature and imbue them with a clarity of mind and purpose. While this spell is active, the creature rolls at Advantage to save against sexual spells or effects.

PURIFIED MIND

5th-level abjuration

Casting Time: 10 minutes

Range: Self

Components: V, S

Duration: until Afterglow fades

The memory of recent sensuality fills your head: it blocks out what comes after it. You have tasted pleasure: now it is time for action. While this spell is active, if you would roll a save against a sexual spell or effect, you may treat a roll of 9 or below as a roll of 10.

This spell can't be cast if you are not currently affected by Afterglow.

RESHAPE

2nd-level transmutation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (An unbroken geode worth 100GP)

Duration: 24 hours

You focus your magic on the body of the creature within your grasp, altering their appearance as if molding a figure in clay. When you finish casting this spell, you may alter the target creature's form as you wish, including altering their sex, sexual appendages or orifices, race, and the shape of their body.

This spell does not grant the creature racial abilities, attacks, or other features they do not already have. A creature's size category can't be altered by this spell. When 24 hours pass, their form reverts to the original.

When you cast this spell at a higher level, for every level above 2nd, you double the duration of the spell.

SHARE PLEASURE

3rd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A piece of red thread)

Duration: Concentration, up to 10 minutes

You weave a magical bond between two individuals, interlocking their pleasures and their pains. Choose two creatures no further than 30 feet from you or each other: they must make Wisdom saves. If they fail, they begin to experience the same sensations the other does. A creature may choose to fail this save.

When a source besides this spell...

- ...makes one of the targets Aroused, the others must save or become Aroused.
- ...makes one of the targets Desperate, the others must save or become Desperate.
- ...Stimulates one of the targets, the others are Stimulated.
- ...causes one of the targets to orgasm, the others must roll to resist orgasm.

When you cast this spell at a higher level, for every 2 levels above 3rd, you may choose an additional creature to affect.

SENSE DESIRES

Cantrip divination

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instant

You pass your hand before your eyes, turning your gaze to the mind of another creature. Choose a creature you can see within 30 feet: you attempt to divine their secret desires. That creature must make a Wisdom save: if they fail, you discover one of their turn-ons.

If the target succeeds on their Wisdom save, they become aware you've cast this spell on them.

SKIN SIGHT

1st-level divination

Casting Time: 1 action (ritual)

Range: Self

Components: V, M (A pair of crystal bifocals)

Duration: 1 hour

You close your eyes, focusing magic within them. When you look at a creature, you see through the top layer of their garments or armor.

When you cast this spell at a higher level, for every level above 1st, you can see through an additional layer of clothing or armor. Magical clothing or armor counts as two layers for this purpose.

TEMPORAL LOCK

8th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (An hourglass filled with golden sand worth 500GP)

Duration: Concentration, up to 1d4 rounds

You speak a word that resonates throughout your surroundings. Choose a creature you can see within 30 feet: they must make a Wisdom save. If they fail, they are frozen in time and unable to act for their next 1d4 turns. While frozen, they automatically fail Strength and Dexterity saves and make all other saves at Disadvantage.

TWISTED TONGUE

1st-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

Your target's lips purse, and they ready to speak—but when they do, the vilest profanities and sexual entreaties come from their mouth. Choose a creature you can see within 30 feet: for the duration of the spell, when the creature would speak, they must make a Wisdom save. On a failure, instead of the words they planned to utter they instead speak in erotic provocations. On a success, the spell ends.

UNSEEN SERVICER

3rd-level conjuration (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 10 minutes

You create an invisible, mindless force with a playful manner and groping hands. Choose an unoccupied square within 60 feet: the entity springs into existence at that location. It has AC 10, 1 hit point, a movement speed of 15 feet, and a Sensuality skill bonus of +2.

The entity can be directed to provide service to a creature you can see. When you cast the spell and afterwards as a Bonus Action, you can select a creature as its target. On its turn it attempts to move to its target and Stimulate them. If it has no target, or if its target is further than 60 feet from you, it instead does nothing.

If the entity becomes farther than 60 feet from you or drops to 0 hit points, the spell ends.

When you cast this spell at a higher level, for every 2 levels above 3rd, the entity gains 15 feet of movement and an additional Stimulate action per turn.

VAPORIZING BEAM

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instant

A beam shimmering like a heat wave emits from your outstretched hand, producing a low humming sound as inorganic material utterly dissolves in its path. Choose a point within 30 feet: creatures between you and that point must make a Dexterity save. On a failure, deal 1d4 damage to their armor. On a success, deal half as much damage, rounding down. Class features or abilities that halve or negate hit point damage from area of effect spells also apply to this spell.

If a construct's armor would be dealt damage by this spell, instead deal twice as much damage to their hit points.

When you cast this spell at a higher level, for every 2 levels above 2nd, add +1 to the damage.

VAPORIZING CLOUD

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

A cloud of shimmering energy appears, fuzzing shapes on the other side. Within the cloud, clothing melts and armor falls to pieces, leaving creatures nude and exposed. Choose a spot within 60 feet: a 15-foot radius cloud of vapor appears centered on that point. On subsequent turns, you may use your Bonus Action to move the cloud up to 15 feet in any direction.

Creatures who enter the spell's area for the first time on a turn or start their turn inside it must make a Dexterity save. On a failure, deal 1d4 damage to their armor. On a success, deal half as much damage, rounding down. Class features or abilities that halve or negate hit point damage from area of effect spells also apply to this spell.

If a construct's armor would be dealt damage by this spell, instead deal twice as much damage to their hit points.

When you cast this spell at a higher level, for every 2 levels above 3rd, add +1 to the damage and 5 feet to the radius.

VICIOUS DERISION

1st-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instant

You bark a harsh invective, belittling your enemy's sexual abilities. Choose a creature who can hear you within 60 feet: they must make a Wisdom save. If they fail, they take 2d4 psychic damage. Additionally, until the end of their next turn, they make Sexual skill checks at Disadvantage.

When you cast this spell at a higher level, for every level above 1st, add 1d4 to the damage.

VIVID DREAMS

4th-level divination

Casting Time: 1 hour

Range: Touch

Components: V, S, M (A silver mirror worth 100GP)

Duration: Varies

You brush the forehead of a sleeping creature, focusing on your reflection in a mirror: after a moment, their dream appears on the glass. After another, you're in it with them. You enter a sleeping target's dreams and shape them to your purpose. Choose "Comforting," "Nightmarish," "Sexual," or "Teasing."

- **Comforting** - Target makes Wisdom saves at Advantage for the next 24 hours.
- **Nightmarish** - Target is Frightened upon waking.
- **Sexual** - Target gains Afterglow upon waking.
- **Teasing** - Target is Desperate upon waking.

It takes an hour for the spell's ritual to complete. If the target wakes before then, or the spell is halted partway, the spell has no effect.



Orestes Pursued by the Furies by William Adolphe Bouguereau

ZITHRA'S GRASP

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 6 rounds

You draw forth writhing tendrils from the living ground: they wrap around your enemy and begin to insinuate their grip in sensitive areas. Choose a creature you can see within 30 feet: they must succeed on a Dexterity save or become Grappled by intrusive tentacles.

At the beginning of each turn a creature remains Grappled by this spell, they are Stimulated at your Spell Save DC. Additionally, they are hit by a Disrobing Strike dealing 1 damage to their armor. A creature may escape the Grapple with a successful Athletics or Acrobatics check against your spell save DC. When a creature escapes the tentacles, or when the spell ends, the tendrils wither away.

When you cast this spell at a higher level, for every 2 levels above 1st, raise the damage dealt to armor by its Disrobing Strikes by 1.

ZITHRA'S WAVE

3rd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 4 rounds

You thrust a hand towards your enemies, calling forth burrowing tentacles from the ground that burst forward in a charging wave. The wave is 30 feet long and 5 feet wide, and emits in a direction of your choice: all enemies caught in its area must make a Dexterity save or become Grappled by intrusive, questing tentacles.

At the beginning of each turn a creature remains Grappled by this spell, they are Stimulated at your Spell Save DC. Additionally, they are hit by a Disrobing Strike dealing 1 damage to their armor. A creature may escape the Grapple with a successful Athletics or Acrobatics check against your spell save DC. When a creature escapes the tentacles, or when the spell ends, the tendrils wither away.

When you cast this spell at a higher level, for every 2 levels above 3rd, raise the damage dealt to armor by its Disrobing Strikes by 1.

ZITHRA'S INDISCRIMINATE PIT

5th-level conjuration

Casting Time: 1 action

Range: 30 feet radius

Components: V, S

Duration: 3 rounds

You plant your hands on the ground, sending magic questing through the earth to call forth a writhing mass of tentacles. In a 30 foot radius around the square from which you cast this spell, the ground becomes Difficult Terrain. Additionally, all creatures in the area must make a Dexterity save or become Grappled by intrusive, questing tentacles.

At the beginning of each turn a creature remains Grappled by this spell, they are Stimulated at your Spell Save DC. Additionally, they are hit by a Disrobing Strike dealing 1 damage to their armor. A creature may escape the Grapple with a successful Athletics or Acrobatics check against your spell save DC.

A creature who moves into the area of this spell while it is active or ends its turn within it must make a Dexterity save or become Grappled. This does not apply to creatures already Grappled by this spell.

When you cast this spell at a higher level, for every level above 5th, raise the damage dealt to armor by its Disrobing Strikes by 1.



CHAPTER 21: EROTIC MONSTERS

Crimson red wine splashes into the crystal goblet, swirling in circles until it fills. A single, long finger stirs it then withdraws, only to be enveloped by stark lips, a questing tongue, behind brilliant white teeth. Eyes close in rapturous delight, then open once more—and that tongue darts along sharp canines. One hand smooths down a collar made of fine-spun gold, down along a coat that could have bought a castle. Those fingers reach forward and beckon, entreating a little closer look... and what could be sweeter?

It can't all be bandits and hooligans. In the wild world of fantasy, there must be dragons, trolls, vampires, werewolves... and all manners of creatures that go bump in the night. Not every entanglement with these monsters has to be a slugfest: these uglies bump uglies, after all. Maybe with you.

Some creatures won't need much help to become the most erotic versions of themselves: many are born out of the pleasant dreams of hundreds of writers around the world, while others have gathered their fervent followers over the years. But while stat blocks and write-ups sometimes give these erotic elements little nods and nudges now and then, they deserve their time in the light. The dim light of candles, that is, or from guttering torches in a dungeon.

MAKING A MONSTER

It's beyond the scope of this book to provide a list of monsters altered to bring forward their best—and most erotic—parts, but we can step through the creation of one. Let's take a creature universally known and loved, then draw out the very best bits of it. Something mysterious but deadly: the *vampire*.

VAMPIRE

Legendary Resistance (3/day). Succeed at a failed saving throw.
Shapechanger. Can transform into other shapes: a bat, mist, etc.
Sun Sensitivity. Daylight weakens and impedes abilities.

ACTIONS

Charm. Take a creature under control.
Bite. Suck a willing, grappled or incapacitated creature's blood. If they die, they rise as a Vampire Thrall under the vampire's control.

DESCRIPTION

Vampires are creatures of the night—strange Undead who retain the appearance they possessed in life and yet gain fantastical powers. Fearful of the sunlight, in dark they are incredibly powerful but vulnerable to rules and laws inherent to their being. Some magic gives them incredible attractiveness and the allure of the unknown leads many to yield to a bite, becoming thralls under the Vampire's direct control.

There's a great deal in this rather small sample to motivate some eroticism, but we can even go a step further. Instead of changing anything that's here right now, let's add features that support the theme of this creature.

ADDING EROTIC FEATURES

Let's think about the most erotic thing about a vampire, the most sensual act it performs. It has to be the vampire's *kiss*, the bite that is said to bring transcendental pleasure—and death.

Now remember our stated goal:

...eroticism is offered and encouraged.

We're going to follow this goal when we add eroticism to a monster, too. We're going to *offer* the bite, and we're going to *encourage* it. That means we're going to find a gameplay reason to make players want to put themselves in a situation where they get bitten... and we're going to make them love it if they do.

NOTE TO THE GM

It might be tempting to add features that *force* player characters to engage sexually with a monster—but that flies in the face of our goal. We want to offer options, not demand action.

Let's start with the base of the ability. The bite is made more powerful, the resurrection immediate.

DRAINING BITE

The vampire draws the blood from its victim, attempting to drain them dry. As an attack, a vampire may bite a creature that is grappled by the vampire, willing, or unconscious. The bite deals 5d6 necrotic damage and heals the vampire for the same amount. A creature killed by this damage resurrects as a Vampire Thrall under the vampire's control.

We want the bite to be pleasurable, but dangerous.

SENSUAL BITE

The vampire's bite is irresistible. When a creature is bitten, they must make a DC 16 Wisdom save. If they fail, they become Aroused if unaroused, or Desperate if Aroused.

When a creature is bitten, they are also Stimulated at +6 Domination.

If a creature orgasms as a result of the bite, treat the bite's damage as if it was a critical hit.

And a tantalizing weakness, something that makes players want to tread the line.

DEFENSELESS BITE

The vampire's whole focus is on the warm blood seeping onto their tongue. When a vampire bites a creature, creatures attack the vampire at Advantage until the beginning of the vampire's next turn.

Altogether, this modification to the vampire's bite accomplishes our goals: players don't have to engage with the bite—but they can, and if they do, they create a weakness in the vampire's defenses.

Now we just need to make the vampire use it.



The Nightmare by Henry Fuseli

CONSIDERING MOTIVATIONS

Vicious combat isn't necessarily conducive to eroticism—at least not always. A monster in its lair, or out of it, must have more than simple bloodshed it's interested in. A monster could be attracted or seduced... or it could already be interested in getting busy.

SAMPLE MONSTER EROTIC MOTIVATIONS

- | d12 | The monster wants sex because... |
|-----|---------------------------------------------------------|
| 1 | ...they're just plain horny. |
| 2 | ...they're looking for progeny. |
| 3 | ...it's better than getting hurt! |
| 4 | ...fighting arouses them. |
| 5 | ...they want to prove their sexual dominance. |
| 6 | ...it's part of their culture. |
| 7 | ...they're trying to find a compatible partner. |
| 8 | ...they've been affected by an aphrodisiac. |
| 9 | ...they're curious but inexperienced. |
| 10 | ...this is the first time in a while they've been free. |
| 11 | ...sex is like a greeting in their society. |
| 12 | ...they're in heat. |

A monster interested in a more carnal competition might test out its enemies by trying to arouse them, but give up if they seem unlikely to succeed. Alternately, a monster might choose to stop fighting and try sex when they seem unlikely to win.

NOTE TO THE GM

Consider your players' consent carefully when you begin planning to face them off against erotic monsters. Some monsters might appeal—and others might be abhorrent. Check with your players and be sure you know what they like.



CHAPTER 22: EROTIC NPCs

SNAPSHOT

Mac (GM): "The coachwoman steps inside, warning you it'll be no more than half an hour before her wagon leaves for the ball. What do you do?"

Rider: "Oh wow. Half an hour for each of us to get plus ones..."

Becca: "Easy."

Linus: [Laughs] "For some of us! You and Gaspar are practically already married."

Becca: "His name is **Gaspar**, thank you very much. And he's hung like a troll. Why don't you take Orgren? You and he have almost sealed the deal, like, ten times now."

Linus: "Well, yeah... but imagine if I screw something up and he sees it? I don't want to ruin my chances, you know."

Rider: "Didn't you just kill a dragon that ate a whole town?"

Linus: "It's different. Who are you taking, anyway?"

Rider: "Good question... maybe I'll ask the coach driver. If she dances like she drinks, it'll be wild."

Becca: "Oh god, we're going to have to dance."

Linus: "Alright: new plan. We turn ourselves invisible, sneak in, and steal the scepter..."

Becca: "Then head back to the inn, get plastered, and nail our Orc boyfriends."

Rider: "Let's do it. I'll just pick one up on the way."

Though players may at times be content to roleplay among themselves and indulge their pleasures using each other, the majority of the eroticism they'll go looking for will likely be in the form of the characters the GM creates. And in a sexual world, surely the people who inhabit it will be just the same.

As you play the NPCs your players become enamored of, remember you're a player in the game too. It's in your best interest to design, develop and feature characters you think are attractive, erotic, and fun: if you're enthusiastic to play an NPC, your excitement will be infectious. If you're not enjoying an NPC, don't be afraid to send them in a direction that makes them compelling to you—or swap someone else in you like the thought of!

After all, you can create as many NPCs as there are stars in the sky. It's a simple process, and sometimes a good bit of the fun.

CREATING EROTIC NPCs

It's not enough to just throw sex objects out there; this is, after all, a roleplaying game. The best way to create an enticing, erotic NPC is to start with a *compelling* one. Add sexuality last to the mix—it should be a spice, not the main ingredient. Then they'll have some lasting power, and the chase will be worth it.

SEXUAL EXPRESSION

The first thing to consider is how the NPC expresses their sexuality outwardly. Are they aggressive? Timid? Withdrawn? Stoic? Do they make their desires known or do their preferences remain a mystery to all but their closest lovers?

TYPES OF SEXUAL EXPRESSION

d12	Expression	Example
1	Aggressive	"You, me, bed. Now."
2	Forward	"Have any Tiefling in you? Want some?"
3	Selfish	"Ditch those idiots. I'm twice the lover they'll ever be."
4	Flirtatious	"Did it hurt when you fell from grace?"
5	Pleasant	"It's nice talking with you."
6	Humorous	"You must be a rogue: you stole my heart."
7	Flagellating	"You're so beautiful... way out of my league."
8	Naive	"I'm not sure why, I just keep thinking of you..."
9	Reserved	"You're very capable. That's all."
10	Withdrawn	"Staring? Sorry, just thinking..."
11	Icy	"Don't expect special treatment just because you're attractive."
12	Disaffected	"Sex, huh? Not really my thing."

From the outward expression you've chosen or rolled, you can determine whether they're likely to approach a player: the closer to 1 the more likely, whereas near 12 they'll likely have to be approached first to explore the possibility of sex.

DESCRIPTION

Likely the very first introduction to a character will be a visual description. Take advantage of that to hint at their sexuality: though the most obvious option will be to emphasize their physical attributes (large breasts, strong chest, etc), consider showing off a less frequently-used aspect. Talk about what they're wearing, how the motion of their body looks, what expressions you can see playing across their face. Or pick a part of their body to emphasize, one which isn't so obvious a focus.

d8	Part	Example adjectives
1	Lips	<i>Pouty, full, wet</i>
2	Thighs	<i>Strong, thick, toned</i>
3	Forearms	<i>Wiry, veined, large, muscled</i>
4	Neck	<i>Slender, fragile</i>
5	Hair	<i>Wispy, soft, spiky, cropped</i>
6	Eyes	<i>Doleful, watery, hard, warm</i>
7	Eyebrows	<i>Slender, bushy, pointed</i>
8	Feet	<i>Firm, large, small, shapely</i>
9	Hands	<i>Rough, large, delicate</i>
10	Back	<i>Firm, broad, smooth</i>
11	Legs	<i>Long, powerful, slim</i>
12	Stomach	<i>Slim, toned, muscular</i>

TURN-ONS AND TURN-OFFS

You can roll as many kinks as you like, but picking out a couple the NPC likes and dislikes will give them a start. It'll add dimension to their character, and it'll also reward your players for doing a little bit of research—or penalize them if they don't do their due diligence.

Consult the **Appendix B: Kinks** appendix and follow its instructions to generate three random turn-ons and three random for turn-offs.

INVESTIGATION

The party that investigates their contacts is a party that's prepared. And a great way to reward a cautious party is by granting them information and tools they wouldn't otherwise have. Rumors can hint at the reality of an NPC's situation and personality, as well as offer interesting hooks to snag the players. Here are twenty examples the players could hear tell of:

EROTIC RUMORS

d20	Rumor has it the NPC is...
1	...hoarding sexual toys.
2	...sleeping with a servant more than their spouse.
3	...exploring sexual methods for doing their job.
4	...gathering sexual texts and tomes.
5	...hosting erotic parties.
6	...tied to a dark underground sex ring.
7	...waiting for a stranger to sweep them off their feet.
8	...brewing with lust-growing herbs.
9	...abusing their power to prey sexually.
10	...performing erotic experiments.
11	...funding exploration missions to find sexual artifacts.
12	...seeking adventurers' experiences with sex in the field.
13	...suspiciously friendly with a rival.
14	...very thankful to helpful adventurers.
15	...disappearing to meet with a dark-cloaked sex cult.
16	...frequently visiting brothels.
17	...craving new sexual experiences.
18	...remaining chaste.
19	...praying to erase their sexual sin.
20	...afflicted by a sexual curse.

And of course, the players have a chance to reveal some (or all!) of the NPC's particular quirks. You can adjust the DCs as appropriate: be careful not to make it too easy for all the mystique to be taken away. That's where the magic lies.

INVESTIGATION CHECK RESULT

DC	Result
10	Kink/turnoff hinted at, but not which it is
14	Kink/turnoff discovered, but not which it is
18	Kink/turnoff discovered
22	A kink and a turnoff discovered
30	All kinks and turnoffs discovered

SAMPLE NPCs

ESTELLA AUTUMN

Medium Human, lawful good

Level 8 [Inkblood](#)

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

Saving Throws Int +8, Wis +4

Skills Arcana +8, History +8, Submission +5

DESCRIPTION

Estella is a witch who specializes in tattoo magic and divination. She serves as a handmaiden to a royal lady.

Appearance. Shoeless and pale, Estella has long, black-blue hair so silky smooth it gives the impression of always being newly brushed. She smells faintly of sweet tea leaves, which perhaps is to blame for the black-dyed fingertips of her slender hands. She wears a flowing dress embroidered with starry constellations, though areas of lace reveal peeks at her thickly-tattooed skin. A central window at her bust reveals the milky, central curves of her breasts. Her face is slim and a mysterious smile plays at the corner of her lips as she stands, fingers folded.

Personality. Estella is inquisitive and curious, but always seems to know just a little bit more than she should. She asks deep, probing questions that reveal hidden desires and interests, and almost seems to know the answer before she asks the question. Gracefully she seems to glide instead of walking, her long dress trailing behind her in a train. She speaks quietly, and seems calm no matter the situation she finds herself in. *At times, Estella mixes in facts she couldn't know about her conversational partner, though she claims they was told to her earlier and her partner merely forgot.*

UTILITY

Estella can leverage her magical spells for the good of the party.

Sensual divination. Estella is happy to provide certain assistance to romantic matters. *If a player describes a creature to Estella, she can perform a ritual augury which reveals one of their turn-ons. Estella charges 10GP for this service.*

Magical tattoos. Estella can inscribe temporary tattoos on interested individuals. *A player can choose between the following magical effects: +1 AC, +10 HP, +1 to attacks, +1 Charisma, or +1 1st-level spell slot. The tattoo lasts one week and costs 100GP.*

PLEASURES

Estella is fascinated by the unknown and the unfamiliar. Sometimes, she whispers that she foresaw in a dream a particular sexual encounter.

Seduction – DC 14. Estella doesn't mind the odd casual fling; in fact, those she inscribes tattoos on often pique her interest. Still, she's deeply aware of her position in her patron's court and how her actions might damage her patron's reputation. She therefore requires her encounters be quiet, secret, and singular. *She carries a secret candle for her patron; a seduction attempt that includes her is made at Advantage.*

Preferences. Estella likes submissive men and dominant women. She likes non-human races, BDSM, and casual flings. She doesn't like commitment, anal, or exhibitionism. *The act of applying a tattoo to someone is an erotic experience for Estella. When she does so, she becomes Aroused.*

AGWEN TRUEFOOT

Medium Halfling, neutral evil

Level 6 Warlock ([Hungering](#))

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	9 (-1)	13 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +2, Deception +7, Domination +7

DESCRIPTION

Agwen is a barmaid at the Frothing Head tavern. Amiable and affable, she harbors a dark secret...

Appearance. Dark-skinned and lightly freckled, Agwen's large breasts always seem to be half spilling out of her barmaid's dress. She stands a mere 4 feet high but can heft an impressively large platter of food, tankards, and cutlery. Her eyes glitter as they track a game of cards happening on a nearby table, that cute button nose scrunching up in thought. Only a select few have seen those eyes turn empty black, and her plump lips curl in cruel pleasure...

Personality. Agwen is a friendly, outgoing woman who loves to hear stories from adventurers who rest at her tavern. She's pleasant and flirtatious, hardly minding a grope here or a pinch there, and shows a competitive streak when games of chance are on offer—even temporarily abandoning her work when a hand or two is available to play. This pleasant facade, however, has been known to lift behind closed doors

UTILITY

Agwen can be a hidden, very pleasurable trap, like a carnivorous plant to a player.

Rumor mill. Agwen is happy to hear and convey gossip spoken and heard inside the walls of the Frothing Head. *When Agwen is consulted on a local matter that requires a History or Investigation check, that player can make the check at Advantage.*

Sexual carnivore. Agwen's true nature is revealed when she has her partner under her: in truth a skilled Warlock, she uses her position to lure sexual partners and drain them with her body and her powers. *Once an individual begins a clandestine encounter with Agwen, she will attempt to cause them to repeatedly orgasm using her Vampiric Hunger. Ordinary adventurers she'll use until they pass out; villains and those who treat her callously she'll attempt to kill by making them orgasm until death.*

PLEASURES

Agwen wears her passions on her sleeve, and on her low-cut dress.

Seduction – DC 10. Agwen is openly interested in sexual encounters with the people who walk into the Frothing Head. She tries to secure a single partner by the end of each night; if she hasn't by closing time, she will loudly complain about aching shoulders and her lower back, and attempt to entice a patron to grant her a massage up in her private inn room. *Agwen doesn't want to reveal her power to someone who'd recognize it. If she thinks a creature can use magic, they make attempts to Seduce her at Disadvantage.*

Preferences. Agwen enjoys being dominant. She likes being on top, controlling her partner's orgasms, and teasing. She doesn't like handjobs, romance, or orgies. *Agwen will periodically pretend to accidentally expose herself or spill drinks onto laps to wipe her target down. When she does so, she Entices at DC 14.*

TOMAS

Medium Tiefling, neutral good

Level 11 crafter

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	12 (+1)	20 (+5)	12 (+1)	14 (+2)

Saving Throws Int +9, Wis +5

Skills Insight +5, Sleight of Hand +5, Sensuality +5

DESCRIPTION

Tomas is an eminent tailor who garbs the rich and powerful. His garments hold magic, as does his touch.

Appearance. Tomas' red skin is deep and rich in color. Two rams' horns grow from his temples, curling inwards in perfect circles against medium-length white hair: a single lock falls over the crystal lenses of his glasses. Clean-shaven and sharp-jawed, he peers with brilliant yellow eyes. All dressed in a finely-tailored black suit, his pearly white teeth—sharp canines included—peek forth when he smiles at a beautiful form.

Personality. Tomas has a smooth, compelling voice that he uses to reassure and relax his patrons. He seems straight-laced and proper until the work begins: then his long, slender fingers dance along the skin and along the cloth. He speaks passionately as an outfit begins to come together, alternately noting flaws—reserving judgment—and heaping praise on the beauty of the form he will attempt to dress. Flaws, he says, are chances to make something beautiful.

UTILITY

Tomas can create a beautiful wardrobe, and offer entrance to the upper echelons of society.

Tailor. Tomas' true passion in life is to highlight the natural beauty of others though designing custom-made, perfectly-fitted outfits. The clothing he makes carries a magical power. *Tomas can be paid to create an outfit over the course of an evening for the price of 1,000GP. The outfit is attractive and sexually provocative, self-repairs, does not get dirty, and grants the wearer +2 to their Charisma.*

Glad-hand. Those who play to popularity do well to know Tomas: those with deep pockets happily pay his exorbitant prices, and are admired for it. The rest do well to make his acquaintance. *Tomas can provide entry into exclusive events. Additionally, while in the same city as Tomas, players wearing outfits made by him roll Persuasion and Deception checks at Advantage.*

PLEASURES

Tomas is pleasant to those he meets—but passionate to those he dresses.

Seduction – DC 18. Tomas has high standards. His handsomeness earns him many admirers but he keeps them at arm's length. This distance disappears when he produces clothing for someone: the fitting is itself an erotic experience as he touches, measures, and leans close to his nearly-nude subject. *Tomas is vulnerable while he tailors: his subject makes Seduction attempts at Advantage while being fitted.*

Preferences. Tomas enjoys intelligent discourse and beautiful bodies. He likes clothed sex, foreplay, handjobs and fingering. He doesn't like messy sex, full nudity, or oral. *Being fitted by Tomas is an intense experience. When Tomas tailors a creature, he Entices them at DC 16.*

REED JÖNSSON

Medium Human, chaotic good

Level 8 Fighter

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	17 (+3)	11 (+0)	13 (+1)	9 (-1)

Saving Throws Str +8, Con +6

Skills Athletics +8, Intimidation +2, Perception +4

DESCRIPTION

Reed is a reclusive blacksmith, large and intimidating though gentle of nature.

Appearance. Towering an easy 7 and a half feet, Reed appears to have some element of Ogre or Giant blood in him. His ruddy face is closed and withdrawn, and his tousled red hair hangs into his eyes. His muscled chest nearly bursts from his blacksmith's apron, as do his thickly muscled arms, each vein a tree's winding root. His brown eyes are piercing as they stare accusatorially at his visitors.

Personality. Reed is standoffish at first, prone to grunting and mumbling instead of constructing full sentences. He's distrustful of visitors, but when they prove to be friendly his taciturn expression melts to an honest smile. Reed is a sensitive, thoughtful man who projects an unassailable air to keep his attachments few. Those who are kind and faithful earn his respect and his honest personality.

UTILITY

Tomas can hammer dents from the hardest armor, and shore up strong metals.

Blacksmith. The swing of Reed's hammer sends sparks dancing, and metal humming. *Over the course of a day, Reed can tinker with a set of armor to increase its bonus AC by 1. This temporary alteration lasts until the end of the next combat it's worn in, and costs 50GP. Reed halves this price for the party his lover is a member in.*

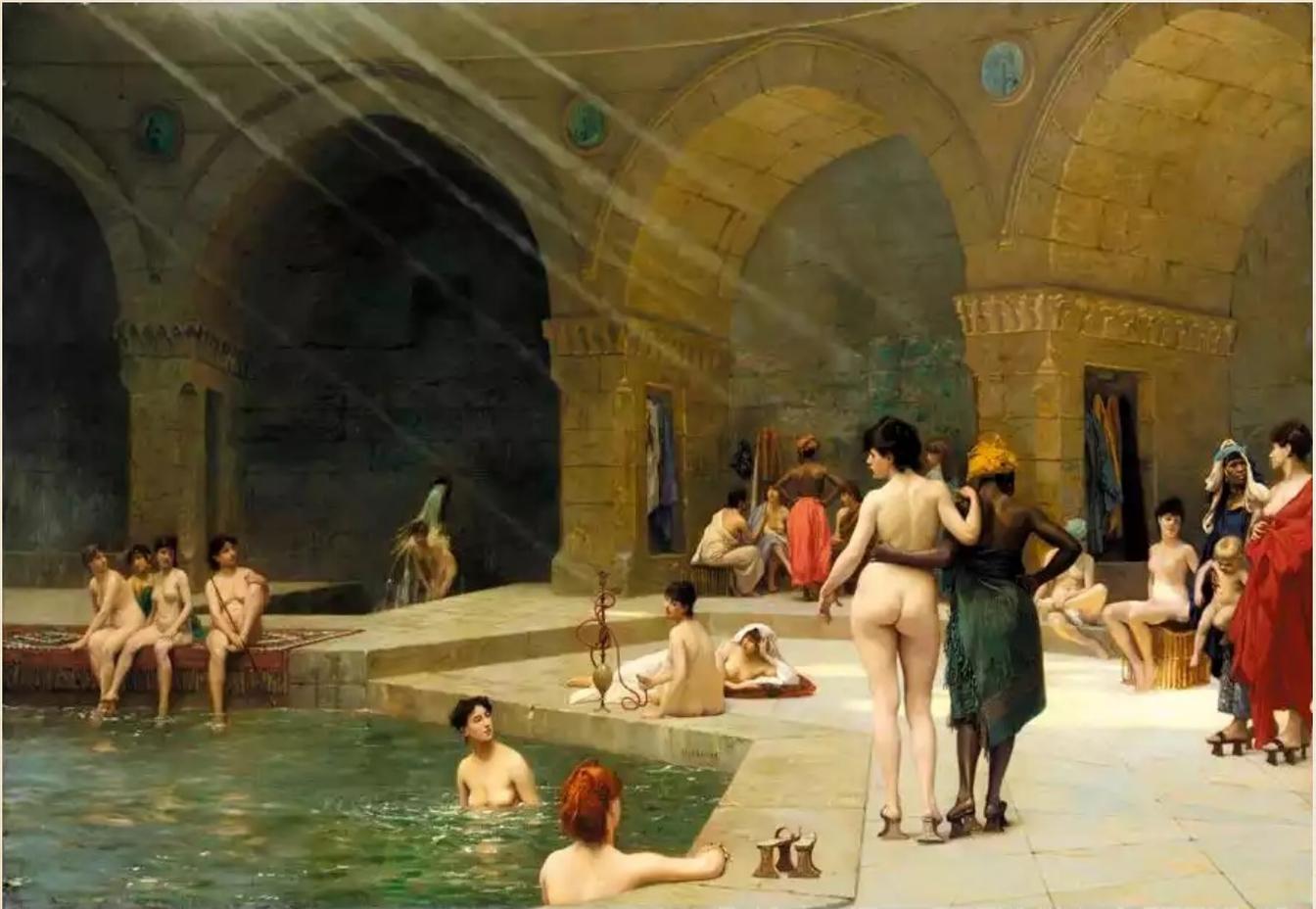
Strong heart. Reed is a tender man: he keeps his lover in his mind, always. His prayers have a powerful effect. *Once per day, if Reed or his lover would be reduced below 1 HP, they are instead reduced to 1.*

PLEASURES

Tomas is charming in his own way, but awkward and fearful.

Seduction – DC 18. Reed is hesitant to believe romantic approaches are made in earnest—and even then, reluctant to assume the interest will last. His affections can be earned, but only over enough time, and with enough reassurance it's his personality that charms. *A player who's interacted with Reed for at least a week makes Seduction attempts at Advantage.*

Preferences. Reed prefers dominant approaches. He dislikes submissive approaches. He likes oral, romance, and foreplay. He doesn't like humiliation, rough sex, or pain. *Reed's member, like the rest of him, is oversized: his partners will have to find ways to accommodate his Large girth.*



CHAPTER 23: EROTIC LOCATIONS

SNAPSHOT

Fern (GM): "Up on the walls, carvings depict the most depraved sexual acts you can imagine. Two people, three, ten... all rendered in loving detail, down to the fingernails and eyelashes in stone."

Red: "Not sure I like the sound of that..."

Luca: "I'm not sure I see the problem. But maybe a Perception check will change my mind."

Fern (GM): "Go for it!"

Luca: [Rolls] "Or maybe not... 11?"

Red: "Here we go..."

Fern (GM): "Lifelike is right! As you peer close, you notice one is looking right back at you. And with cracking, rumbling sounds, this particular stone beauty begins to move..."

CREATING EROTIC LOCATIONS

Now that you've got monsters, you've got NPCs, you've got spells and items and players, you need somewhere to put them! But not just any dusty old inn will do. You need places that ooze of eroticism.

Sometimes you start with a good idea: it's hard to imagine a brothel that's *not* erotic, and the same for a noble's bedchambers. But sometimes you have to take a plain old place and spice it up a little.

GIVE AN EROTIC HISTORY

Consider the location you're working with and give a little history to it. The history can be recent or ancient, and might require a check or might be told plainly to the players. Something happened here, or happens. But what?

Here are some examples attached to common locations:

EXAMPLE EROTIC HISTORIES

Location	Once upon a time...
Inn	...patrons could pay with sexual favors.
Castle	...the royalty claimed erotic rights over the people.
Forest	...Fae spirited people away for nights of pleasure.
Dungeon	...sexual secrets were buried here.
Cave	...a pair huddled for warmth.
Mountain	...pilgrimages were made nude to the peak.
Temple	...sexual rites were essential in prayer.
Town	...a yearly festival induced promiscuity.
House	...moans and gasps were heard.

ADD AN ACTIVE EROTIC EVENT

Sometimes you just need to be blunt. When you feel like it's appropriate, put some eye candy in the path of the players. It doesn't have to be overwhelming, and it especially shouldn't be mandatory. If you hark back to the motto at the beginning of the book, you'll remember it said erotic events *encouraged*. Your players shouldn't need to interact with every erotic event they see, and they probably won't want to. But putting some out there, even if you know they won't be tempted, goes a ways towards building a world that's erotic.

You can roll on the following table when you feel like a location might need something active going on:

POTENTIAL EROTIC EVENTS

d10	Erotic event
1	An individual, pair, or group are sexually involved.
2	NPCs appear tousled or recently disheveled by sex.
3	Wall art or statues have sexual theming.
4	Sexually-themed music is being played.
5	An erotic fragrance fills the air.
6	A magical compulsion fills entrants with dirty thoughts.
7	An erotic, electric charge is in the air.
8	The traces of a sexual union remain.
9	A toy or sexual item has been left out.
10	Sexual tension is building between NPCs.

ADD EROTIC NPCs

Of course, if you end up without much to sell an erotic location—or if you want to push it hard—you can always borrow from the previous chapter! After all, since your players are most often going to be expressing their sexuality to the NPCs in your game, they'll need to be available.

The nature of some NPCs may suggest where and how they'd fit best into an erotic location. Otherwise, some potential suggestions follow:

EROTIC NPC INCLUSIONS

d8	The NPC...
1	...is here to find sexual encounters.
2	...is already Aroused or Desperate.
3	...hopes to be romantically approached.
4	...sells their sexual favors here.
5	...is playing with a sexual partner.
6	...secretly plays with themselves.
7	...is here to flirt.
8	...has an arousing wardrobe malfunction.

NOTE TO THE GM

These are all good ways to make an erotic location, but keep in mind that not everywhere needs to be fundamentally sexual. Some places can just be normal, and that's fine: find what balance your players like and pursue it.

SAMPLE EROTIC LOCATIONS

DUNGEON OF DEPRAVITY

A dark and ominous smoke seeps from the carved entrance of the cavern, the stone twisted and molded to resemble a horrible, open-mouthed grin. Magical lights flicker in the eye sockets of the stony skull: perhaps the magic within this dungeon is fading or dying out. But still worrisome sounds echo forth and still the deepest depths of this place have never been plumbed. A powerful sorcerer once resided here—and perhaps something of him, or his treasure, is left.

The Dungeon of Depravity is a classic dungeon dug deep into the bones of an ancient mountain. Once crafted by a mad sorcerer who used the spirits of earth and other bound creatures to move the soil how he wished, he has long been defeated—though his influence lingers on. The new inhabitants of the dungeon are a smattering of monsters and bandits who recognize the powerful artifacts hidden within its depths.

Additionally, here and there the creatures bound to service can be found, still fettered by ancient promises... eager to break free, or perhaps, to serve someone or something new.

NOTE TO THE GM

This location setting can be applied to any dungeon map with three levels, or any collection of maps that can be combined to form three levels.

SEEPING AROUSAL

There is a cloying, clinging aura of depravity that affects any who venture inside the dungeon. This influence is light at first but becomes more compelling the deeper into the dungeon a visitor ventures. The magical influence of the very stones compels invaders to surrender to their inhibitions.

LEVEL EFFECTS

Level	Effect
0	Roll saves to resist Arousal at Disadvantage.
-1	Roll saves to resist Desperation at Disadvantage.
-2	Roll saves to act normally when Desperate at Disadvantage.

NOTE TO THE GM

If you like, keep the exact effect of the levels' influence restricted from the players, describing its feeling instead. You can also show the influence by having the party come upon a group of creatures fully enflamed by the dungeon's effects.

TRAPPED SUMMONS

Though the dread sorcerer has been dispatched, shreds of his magic remains. There are various demons, devils and stranger creatures who are still bound by his summonings, pacing within their summoning constraints, terribly bored. They have been left by other, more cautious adventurers—but they promise gratitude to any who will free them from this long captivity.

When exploring a room within levels -1 and -2, you may choose to have the players discover a creature bound within a summoning circle drawn on the ground. Roll a d6 to determine the type of creature, and another to choose the offer it makes to the party should they set it free:

TRAPPED SUMMON		POTENTIAL BARGAIN	
d6	Creature	d6	Offer
1	Succubus	1	Power.
2	Incubus	2	Dungeon secrets.
3	Deva	3	Pleasure.
4	Devil (lesser)	4	Redemption.
5	Devil (greater)	5	Powerful friends.
6	Efreeti	6	Servitude.

The creature is restricted by the area of the summoning circle and cannot move beyond it; however, anything and anyone inside the circle is fair game.

The trapped creature will act craftily and cunningly to attempt to get free. A player can break the circle by scuffing part of the runes, which immediately frees the creature. If freed, the creature will try to flee or attack the party if they think they can prevail. A player will have to match wits or charm the creature in order to ensure they remain true to a bargain.

Alternatively, the runes in the circle can be repurposed in a new ritual: the creature can be banished, kept, or controlled. A player can roll an Arcana check to attempt to perform the ritual: consult the following table to find the result.

RITUAL RESULT

Check	The creature within...
<5	...trades locations with the player, trapping them.
6-10	...becomes able to escape the circle.
11-15	...is harmlessly banished.
16-20	...can no longer intentionally harm the player.
21+	...must serve the player for the next week.

The player can instead choose any outcome requiring a lower check than the one they roll. They roll Arcana for this purpose at Disadvantage if Aroused or Desperate.

NOTE TO THE GM

While the player attempts the ritual, have the trapped creature attempt to Entice the player.

THE WARM EMBRACE BATHHOUSE

Pleasant sighs and groans fill the air, accompanied by giggles and satisfied laughs. Water splashes as aquatic creatures join the bathers in the warm, sweet-smelling springs within the bathhouse, offering drinks and massages and maybe, more. White pillars stretch up to the ceiling, disappearing into sweet smoke and mist pierced by shafts of sunlight.

The Warm Embrace is a bathhouse built atop natural hot springs coming forth from the heated ground. The main attraction of the small city it resides in, the Warm Embrace is primarily a social gathering place. Here in the relaxation of the soothing waters documents are signed, weddings are had and events are put on by various organizations. Of course, it has its share of detractors: some proselytizing types claim the pleasures it provides will cause the sinful to sink deep into bliss and never emerge.

A day at the bathhouse costs 10GP per person.

REVITALIZING WATERS

The rejuvenating power of the hot spring waters are undeniable. A creature who spends at least an hour soaking in the warm mineralized waters gains the following benefits for the next day or until their next Long Rest:

- You roll Hit Dice to regain HP at their max value (e.g., 8 for a 1d8).
- You lose all points of Exhaustion and cannot gain more.

SENSUAL ATTENDANTS

Many helpful attendants occupy the bathhouse, and not all the pools contain water. Those willing to pay more than the small stipend involved in entering the bathhouse can choose from a wide variety of extra services that provide no explicit mechanical benefit. Some examples include:

- Deep cleaning by a slime or ooze
- Deep-tissue massage by a water Nymph/Nereid
- Soothing song from a Merfolk

These services aren't necessarily erotic—but most of the practitioners can be approached for more if they're given a sweet enough word or some monetary incentive.

INVISIBLE CHICANERY

Some troublemaking slimes and oozes reside within the murkier, mineral-filled pools silently making their way along the bottom. More than one pair of creatures have mistakenly assumed it's their partner's hand groping underwater. Other oozes lay claim to certain pools, and react with immediate, pleasurable retaliation upon trespassers until the point has been made.

A CLOGGED DRAIN

Trouble has been brewing in the pipes of the Warm Embrace: a dangerous creature has been slowly growing, fed by the minerals and the fluids that seep from the pools. Planted by a group of dissidents, it was intended to burst forth and lay waste—but the trickling of erotic juices and fragrant soaps have softened its tentacles and altered its hungers. Someday soon the creature will certainly burst from the drains and tug its hapless victims aloft to enjoy... perhaps today.

BATHHOUSE BEAST

Large Aberration, chaotic neutral

Armor Class 12

Hit Points 76 (8d12 + 24)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	3 (-4)	11 (+0)	11 (+0)

Skills Athletics +7, Sensuality +3

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses Tremorsense 15 ft

Languages none

Challenge 8 (3,900 XP)

Innumerable Tentacles. The Beast can grapple any number of creatures. This does not affect the number of tentacles it has free for Tentacle Flail.

Enflaming Slime. The Beast's tentacles are smeared with an aphrodisiac. Creatures hit by its attacks are Enticed at DC 15.

Fluid Absorption. When a creature being Grappled by the Beast orgasms, the Beast regains 10 (1d12 + 4) HP. This effect can increase the Beast above its max HP. If the Beast reaches double its initial HP, it instead harmlessly pops like a balloon. This kills the Beast.

ATTACKS

Multiattack. The Beast can attack twice with Tentacle Flail, then makes a Pump attack against each creature it grapples.

Tentacle Flail. *Melee Weapon Attack:* +4 to hit, reach 15 ft., one target. *Hit:* 10 (2d8 + 1) bludgeoning damage. If it hits, the target is smeared with Enflaming Slime, and the Beast makes a Grapple check against the target.

Pump. The Beast thrusts its phallic tentacles and strokes a creature it's Grappling. Stimulating them at Sensuality +3.

When the Beast bursts forth, the bathhouse slips into immediate panic as NPCs begin to be pulled into its grasp. If players wish to defeat the creature, they'll have to pierce its tough hide—or encourage its absorbing abilities until it harmlessly explodes.

If the party aids in defeating the Beast, they are no longer charged for attending Warm Embrace.

CHURCH OF EILANA

Choral hymns float to the highest reaches of the pointed steeples, passing through multicolored shafts of light produced by stained glass windows depicting scenes of comfort and pleasure. Adventurers, peasants and nobles alike recline on beds, soothed by song and games and soft embraces. Here a priestess slowly rocks on the hips of a patient, his strength returning to him in waves. There a priest and a merchant disappear into the same confessional booth: no barrier separates the two, and soon neither will their clothing.

The Church of Eilana is a place of healing as well as repentance. Eilana teaches the importance of honesty in all things: to confess sins, to expose lusts, to reveal mistakes. Healing is done through honesty, says Her doctrine. Those visiting a church dedicated to Eilana can expect their every hurt soothed, their every bodily and emotional need met. Priests and priestesses of Eilana have a deep desire to help people however they can and will rarely refuse an honest request—no matter how depraved.

SENSUAL HEALING

The hands and the bodies of Eilana's faithful are magically imbued with healing powers. For a small tithe to the church, adventurers are rewarded by the careful attention of priests and priestesses who heal their wounds and soothe their spirits. Believing that people can be wounded mentally as well, the faithful are also careful to treat their patients gently and tenderly, congratulating and reassuring them for their valorous deeds.

Each member of Eilana's faithful has a different method of healing, often hailing to their professions before becoming clerics. Some heal with song or dance, revitalizing their patients with the soothing sounds and motions their bodies can create. Others use their words, or their minds, and so on—but often the most asked-after are the faithful who heal with a warm embrace, a sweet kiss and an erotic touch. For 100GP, a creature can spend 1 hour being treated and gain the following benefits:

- Your HP is replenished fully.
- You are cleansed of all diseases not requiring a *Remove Curse* spell to remove.
- You gain the effect of **Eilana's Touch**. This effect lasts for one week.

EILANA'S TOUCH

The light of Eilana flows through you. When you orgasm, you may spend one Hit Die and gain that much HP as if you had spent it during a Short Rest.

RITUALISTIC EMBRACE

There are times when a deep desire must be explored, when a petitioner has earned the grace of Eilana Herself. Individuals who have been exceedingly honest in conduct, done incredibly kind deeds, spread Eilana's name or in some other way gain her favor are well rewarded. Upon answering a summons from the church, they will be encouraged to choose among the faithful one of their liking. The spirit of Eilana will enter their partner, granting them incredible sensual skills and stamina.

EILANA'S AVATAR

Medium Human, lawful good

Level 20 Cleric

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	28 (+9)	18 (+4)	28 (+9)	28 (+9)

Saving Throws Con +15, Wis +15

Skills Domination +15, Sensuality +15, Submission +15

Inexhaustible. Eilana's Avatar cannot gain points of Exhaustion.

Irresistible Convulsions. When Eilana's Avatar orgasms, other creatures within 5 feet also orgasm.

It is possible, though unlikely, for the lucky creature to hold their own against the Goddess-enhanced cleric; if they do, the rewards are worth it. According to how many orgasms the creature manages to coax from the avatar before tapping out themselves, they receive the following rewards:

GODLY REWARDS

Orgasms	Result
0+	Gain the effects of Eilana's Kiss .
1+	Gain the effects of Eilana's Embrace* .
3+	Gain the effects of Eilana's Love* .
5+	Granted a Wish , as the spell*.

*you also gain the lesser rewards.

EILANA'S KISS

Eilana has bestowed her power upon you directly. When you Entice a creature, you also Stimulate them.

EILANA'S EMBRACE

The thrill of Eilana thrums through your fingertips. When you Stimulate a creature, they roll at Disadvantage to resist orgasm.

EILANA'S LOVE

The grace of Eilana beats in your chest, softly cradling your soul. When you cause another creature to orgasm, they immediately heal to full HP.

The effects of this coupling last for a month.



CHAPTER 24: EROTIC ORGANIZATIONS

SNAPSHOT

Desi (GM): "The night is dark: clouds cover the sliver of a moon and the sparkling stars. Still, underneath the oppressive shade you begin to see figures moving."

Keith: "Oh wow. I guess we did find the right place, huh?"

Em: "You can say that again."

Keith: "I guess we did find the right place, huh?"

Forest: "Ha ha, very funny. Desi, can we see who they are?"

Desi (GM): "Make me a Perception check."

Forest: [Rolls] "Hmm... an 18."

Desi (GM): "The figures coalesce into robed creatures, humanoid but moving as if they glide across the ground. They let themselves into the graveyard without making a sound: in fact, their feet and robes seem oddly silent."

Em: "Bet it's a Silence spell."

Desi (GM): "Definitely possible. They circle around an empty slab on one of the mausoleums, and one of the figures steps forward. She sheds her robes, revealing her heavily-tattooed, nude body, and walks to the slab."

Keith: "We should probably interfere, huh?"

Forest: "I don't trust anyone who gets naked in a graveyard."

Em: "I guess, do we know they're doing anything bad?"

Desi (GM): "As you consider that, she lays down on the slab and spreads her legs. The group begins to silently chant, and she smiles savagely as a dark cloud begins to form directly over her..."

What brings people together? Ideology? Interests? Proximity? Likely a combo of all three, though we can bend each of them. Every good roleplaying world is stuffed to the glut with factions pursuing their own agendas. Some will come into conflict with the players and some will aid them, while the vast majority will remain outside their notice. The same will be true in an erotic setting, but we certainly have some new latitude to play with.

INVOLVING ORGANIZATIONS

It's well and good to develop a really sexy organization and set things up so the players can explore it freely... but getting players to do what you want is like herding cats. Often your best bet is to have things happen *to* the players instead of vice versa. Here are some suggestions for how that can happen:

d8 The organization...

- 1 ...abducts a character.
- 2 ...asks a character to join.
- 3 ...must be investigated.
- 4 ...has records of a powerful individual's membership.
- 5 ...has split, and violence is brewing.
- 6 ...has consumed an entire town!
- 7 ...interests a player specifically.
- 8 ...is getting in the way of a player's kinks.

WHAT MAKES AN ORGANIZATION EROTIC?

Not every gaggle of medieval sports fans or every rag-tag, mercenary outfit will be erotic, although of course they might have sexual themes. What is it then that separates the erotic from the average? If we have a group of people allied in thought and deed, what can we add or change to make it sexually-charged? Three things: the organization's *purpose*, its *methods* and its mode of *entry*.

PURPOSE

The simplest place to start, a group instantly becomes erotic when it's made with an erotic purpose, and everything follows. There are groups in the world that exist already with sexual purposes: can you take one of them and place it in your setting? You might have to alter a few things, but it's likely most existing organizations can be adapted successfully into your world.

The rest you can be pleasantly reactive about. Does one of your players love to tangle with oozes in the pale moonlight? It might be in your best interest to drop a line about an organization committed to just that. That's an easy way to get a player involved and engaged! However, it's hardly drama if the organization just wants the exact same thing. You can add a little spice, and a little conflict, by making the organization differ just a little from your player's ideal. Roll on the following table, or pick something ideal, to nag at your players until it becomes an issue.

POTENTIAL MISALIGNMENTS

d12	The organization agrees with the player, except...
1	...won't let the player join.
2	...about how often the act should be done.
3	...there's a religious tie the player doesn't like.
4	...they don't like the rest of the party.
5	...demands it be done only in a non-sexual manner.
6	...thinks only people in the organization should do it.
7	...adds a ritual that shocks the player.
8	...is unpopular in the eyes of the law or society.
9	...its structure is nepotistic.
10	...it gives the practice a bad name.
11	...it's harming the sustainability of the act.
12	...in exact reverse!

Sometimes these flaws might be able to be overlooked... at least temporarily. But sometimes they're impossible to ignore. An organization that isn't quite aligned with the players is one that can cause tension, drama, conflict, and good storytelling. Maybe the differences become so irreconcilable a group from the organization comes chasing after the party!

METHODS

A dirty organization plays dirty too, or can. Think about Robin Hood and his Merry Band, a group of outlaws in the Sherwood Forest robbing the rich. There are no explicit sexual themes, here... and it turns out, there don't have to be. If you broke down the major goals of the band, it might look like this:

- Embarrass the rich.
- Impoverish the rich.
- Enrich the poor.

Robin Hood's band decided the best way to do this was to straight up rob the rich, and that's undeniably efficient, but there are more avenues to take. Couldn't the band embarrass the rich another way? Couldn't they achieve their goals through sexual methods, too?

Try this revised list:

- Embarrass the rich... *by sleeping with their spouses.*
- Impoverish the rich... *by charging them for sexual services.*
- Enrich the poor... *by helping them make and sell sexual potions.*

It takes a little creativity, but almost any goal can be achieved through erotic means. Maybe some of these organizations get creative.

ENTRY

Any organization is bound to have some sort of application and approval process, something to ascertain whether the applicant can really handle the rigors—and whether they align with the group. In a non-erotic sense, this could involve imbibing dangerous potions that alter the body and the senses, or defeating a dangerous monster, or overcoming a difficult trial. To make these erotic, just add sex! Make the potions erotic, the monster able to be lain instead of slain, and the trial sexual in nature. It's best to convert what's there so as to not go against the theme of the group, but here are some potential choices in case nothing fits quite right:

d8	To join, one must...
1	...Lay a dangerous monster.
2	...Go nude for a day.
3	...Take a different, sexual form.
4	...Perform an incredible sexual feat.
5	...Grant yourself sexually to everyone, for one day.
6	...Sleep with and gather information on an opponent.
7	...Experiment sexually with something novel.
8	...Fulfill a member's every sensual wish for one day.

There could be exceptions made, of course, if a player does something so admirable to the group that they simply must be given entry.

SAMPLE EROTIC ORGANIZATIONS

SEXPLORER'S CLUB

For some, forging new paths and discovering new locations is the ultimate high. To see something that's never before been seen, to experience something utterly new and unique—that is the goal of any explorer who ventures far for the simple love of the unknown. Some, however, take that love a little further. Some, however, want more than just to see something never seen; they want to *feel* something, or someone, never felt. For after all, in this great wide world there are so many beautiful, strange and yet undiscovered creatures. How wonderful would it be to lay with them?

The Sexplorer's Club motto is this:

**To go to places unknown,
meet creatures unseen,
and plumb their deepest parts.**

The club counts among its members many influential and powerful individuals both noble and common. Though public perception of the group isn't necessarily negative—most see it as a pointless frippery enjoyed by nobles with nothing better to do—some popular figures do their best to hide their involvement by way of sending others in their stead or wearing masks. Members can gain prestige and acclaim inside the guild by giving proof of their congress with exotic monsters of all kinds, anything from extraplanar entities (like Angels) to creatures incompatible in some way (Giants) to the truly strange (Oozes).

Members are free to join if proof of congress with any non-standard race (e.g. Nymph, Fairy) is provided. Nothing is granted by the guild for further successful sexual feats beside in-house glory and acclaim.

A respected member may request a grant for a particular expedition or upcoming conquest. Money is provided for sufficiently impressive or exotic adventures, though sometimes these grants require senior, interested members tag along.

Some clubs in populous locations seek to provide training and experience even to members who can't venture far enough afield. For this purpose the services of willing exotic creatures—Slimes and Doppelgangers, for example—are sought to help new members acclimate to stranger partners. In addition, the members held in highest praise are those who bring back exotic creatures for the perusal and pleasure of their fellows. Doing so is a certain way to receive coin and a guaranteed grant.

BORROWED VISAGES

A brothel is a place of relaxation, comfort and—of course—pleasure. It welcomes the down on their luck and the rejected with open arms, letting them drown their sorrows in the arms and bosoms of their hosts and hostesses. There are those who aim to elevate this devotion to a partner to even higher heights: to become wholly and utterly what they need for a night. To change one's shape, personality and behavior to suit.

The Borrowed Visages are a coalition of shapeshifters and magicians who ply their skills by imitating a lover's desire—whether wearing the face of a long lost lover, a hated enemy, or a friend. Some advertise, bragging about their ability to fulfil any fantasy for a night, while others insert themselves deep into brothels and dens of pleasure to reveal their skills only at the proper time under veil of secrecy. These adherents fetch a high price anywhere they go, often outbidding even the matrons of the very best whorehouses due to their skills.

The Borrowed Visages are free to join, although the group doesn't meet and rarely imposes demands on its adherents. Instead, there is a general understanding shared by members of the group, as well as a tendency to number only one to a given city so as not to step on each other's toes. Messages are delivered rarely, in secret, though who sends them is anyone's guess. The best way to become one of them is to apprentice oneself to an established shapeshifter. A letter will come.

A difference of morality colors the Visages. Each shape-changer has their own set of personal guidelines and rules. On meeting one, roll on the following table to find a hard line they keep:

d8 Take another's form only if...

- 1 ...you want. No restrictions.
- 2 ...the patron does, or doesn't, truly love them.
- 3 ...they're currently deceased.
- 4 ...there's no danger of them finding out.
- 5 ...it's not someone you know.
- 6 ...it's an archetype (like "an Elf"), not a specific person.
- 7 ...it's made clear you're not really them.
- 8 Roll again on this table, twice.

Only one rule can be agreed upon by the entire group: *never become the same person twice*. It can be tempting to become someone else and stay that way, but it muddles the mind. The lines between who you were before and who you are now begin to blur—and in extreme cases, the shapeshifter becomes convinced they always were the form they now take. Adherents who are found to extend or repeat their changes are blacklisted from the Visages and reviled by the community.

THE OPEN CIRCLE

The name is infamous in mage schools, the very definition of magic turned to improper ends. Every young wizard or witch comes to a point where they realize the incredible power offered by a union with creatures beyond our ken: most recognize the terrible danger and return to their studies. But some are enticed by the power, the pleasure, and the prestige. Their names are quickly erased from the books by their teachers in fear others will follow, in fear their dread experiments will bear fruit—or their own bodies will.

The Open Circle is a tightly-knit coterie of magically-capable individuals. Although all schools of magic are welcomed, conjuration is held in the highest esteem. This is because the Circle engages in frequent summonings, bringing extraplanar creatures such as Demons, Devils and the occasional Angel to their realm. Each member desires a union, or many—to be paired with one of these extraplanar entities in a carnal ritual and to receive some of their power in the bargain. In the rarest occasions a child is formed from these couplings, to be raised under the watchful eye of the Circle. These children, it is believed, carry special powers and incredible strength.

Joining the Open Circle is not an easy task, and locating them is only half the struggle. One who wishes to join is at the mercy of the leaders they encounter, and may be subjected to any entry requirements that the senior sorcerer might dream up—including everything from humiliation to swearing oaths to depraved sexual acts to selling parts of their soul to interested parties. Once a leader has become convinced that a hopeful member would do *anything* for power, they induct the member in a special ceremony which involves coupling with a weak extraplanar creature. Their first taste of power.

Members of the Open Circle aspire to three ranks, depending on their strength:

Level	Rank	Benefit
4	Initiate	Admittance to the Circle.
8	Summoner	Once, participate in coupling.
13	Keymaster	Once monthly, participate in coupling.

When a character involved in the Open Circle gains the class level of the next rank, they are elevated in a special ritual which senior members often attend. The process from **Initiate** to **Summoner** is colloquially referred to as an individual's "trial period:" much is devoted to warnings of safety and propriety. Then those rules are deliciously broken in the ritual that makes one a Summoner, when they summon and couple with their own outsider.

POWER AND BENEFITS

Ritualistic coupling with the extraplanar creatures summoned by the Open Circle conveys special powers on the lucky lover. A summoner has to be able to convince the creature they summon to lie with them: some outsiders like Succubi or Incubi may be strongly interested, but others may require special entreaties or promises.

Once a player successfully couples with the extraplanar creature, they can expect certain benefits and boons: the imprint of the sexual encounter lingers on them, empowering the lucky partner with **Outsider's Touch** for the duration of a week.

OUTSIDER'S TOUCH

The lingering essence of an extraplanar creature lays lightly on you, heating your veins. When you make an unarmed attack or cast a damaging spell, you may add 1d6 damage of a type appropriate to your partner.

Some powerful few of the Open Circle can boast such sexual prowess that they can render the extraplanar like putty beneath them. A summoner who causes their partner to have at least one orgasm also gains **Outsider's Insistence** for a week's time.

OUTSIDER'S INSISTENCE

The scratch marks left by an extraplanar creature burn with a demanding heat. It can be heard in your voice, and seen in your eyes. When you make a skill check, you also Entice creatures who can see and hear you. Use the skill check as your DC.

NOTE TO THE GM

In some cases, a particularly impressive performance might so endear an outsider to a player that they inform the player how to summon them specifically... whether for pleasure or business. If so, grant the player the following ability: *as an Action, you may summon the outsider to an empty square adjacent to yours. They remain for 1 minute, until their health is reduced to 0, or until they decide to depart.*

PURPOSE

The true nature of the Open Circle, and the origin of their name, is the goal to open wide the gates between this world and the other planes—thus allowing for extraplanar creatures to roam freely. Though this would undoubtedly bring ruin, they believe the Circle would stand at the top of the rubble. This true purpose is discussed only with the **Keymaster** rank in expectation lower ranks simply won't understand... but those who've reached a high enough level will truly understand the pleasures that await them in the apocalypse.



CHAPTER 25: CLOSING THOUGHTS

Well, you made it. That's the whole book! I hope what you found in here was at least interesting, at least a jumping-off point for your own play. Remember that the intent here isn't to tell you how to play a dirty game—if you picked up this book, you likely already have some ideas about that! But even if you discard all the rules, the items, the spells inside this book, I hope it gave you some naughty ideas to torment and tease your players with. That's the goal.

If I had one last word to give, I'd say this: be gentle with your players. Don't do anything they're not comfortable with, don't force them into situations they don't want to be in, and don't deny them the things they want to do—so long as they're things you want to do too! They can sit down at any table and not sleep with a dragon, not screw for seven days straight, not change their form until it makes others weak in the knees at thirty paces. But right here, with you, they can do that. So have some fun!

The writer of this book can be contacted through its [Patreon page](#) or on its [Twitter](#). For other inquiries, please contact via email addressed to rollingforseseduction@gmail.com.

Be on the lookout for further supplements in this style!

APPENDIX A: GUIDELINES

PLAYERS

GM: _____

NO

The following are no-go areas in the campaign.

CAMPAIGN WANTS

In this campaign, the players and the GM have the following requests:

INTER-PARTY RULES

When it comes to the players and their characters interacting...

YES

When it comes to erotic matters, the players and GM universally like these:

X CARD

If at any time someone needs to stop a scene or back out of the situation, they are welcome to do so and will not be judged. If they feel up to it, they can explain their reasons and the scene can be altered. If they don't, the scene will be skipped and the story will move on.

If someone feels uncomfortable, they can stop the game by:

APPENDIX B: KINKS

PERSONAL USE

Circle the kinks you're interested in. Add a checkmark to the right of the kink if you like giving, and to the left if you like receiving it.

If the kink turns you off, cross it out.

CLOTHING

1. Clothed sex
2. Torn clothing
3. Lingerie
4. Stockings
5. Mesh
6. Leather
7. Latex
8. Uniform / costume
9. Cross-dressing

ATTITUDE

1. Romance / Affection
2. Flirting
3. Disregard
4. Boredom
5. Arguments
6. Cheating
7. Fighting
8. Combat
9. Surrender

ORAL

1. Blowjob
2. Deep throat
3. Swallowing
4. Facials
5. Cunnilingus
6. Face-sitting

TOUCH & STIMULATION

1. Handjob / Fingering
2. Edging
3. Teasing
4. JOI, SI
5. Cock/Pussy worship
6. Foot play
7. Tickling
8. Fisting
9. Orgasm control
10. Orgasm denial

TOYS

1. Dildos
2. Fleshlights
3. Plugs
4. Vibrators
5. Sounding
6. Size Training

INTERNAL

1. Creampie
2. Impregnation
3. Pregnancy
4. Bulging

ASS PLAY

1. Anal toys
2. Anal sex
3. Pegging
4. Rimming
5. Double penetration
6. Ass worship

FLUIDS

1. Cum play
2. Lactation
3. Watersports
4. Blood
5. Diapers
6. Scat

BONDAGE

1. Gags
2. Blindfolds
3. Collars
4. Leashes
5. Chastity
6. Bondage (Light)
7. Bondage (Heavy)
8. Encasement

DOMINATION

1. Commands
2. Discipline
3. Feminization
4. Begging
5. Domestic servitude
6. Slavery
7. Pet play
8. Breath play
9. Littlespace
10. Forced orgasm

DEGRADATION

1. Glory hole
2. Name calling
3. Humiliation
4. Mystery partner

PAIN

1. Light pain
2. Heavy pain
3. Scratching
4. Biting
5. Hot wax
6. Electricity
7. Nipple clamps
8. Spanking
9. Genital slapping
10. Genital torture
11. Cutting
12. Scarification
13. Gore

NONCONSENT

1. Coercion
2. Blackmail
3. Kidnapping
4. Drugs / alcohol
5. Sleep play
6. Rape roleplay
7. Sexual assault

TABOO

1. Incest
2. Age difference
3. Ageplay
4. Raceplay
5. Bestiality
6. Necrophilia

SURREALISM

1. Futanari
2. Furry
3. Vore
4. Transformation
5. Tentacles
6. Monster
7. Alien

PUBLIC

1. Gangbang
2. Orgy
3. Exhibitionism
4. Voyeurism

This list was adapted from an online [kink list](#) by Goctionni.

RANDOM GENERATION

Pick randomly from this page to determine an NPC's favorite 3 turn-ons and their strongest 3 turn-offs.

RANDOM KINK

Roll a d20: the result is the category of the kink. Reroll if you roll higher than the number of categories.

Roll a die with size higher than or equal to the number of kinks in the category; the result is the kink. Reroll if you roll higher than the number of kinks.

EXAMPLE

*Justine wants to decide the turn-ons and turn-offs for an NPC. She rolls a d20 and gets a 15: the fifteenth category is **Surrealism**. There are 7 options, so she rolls a d8 and gets an 8. She rerolls and gets a 6: **Monster**.*

*She repeats the process five times, resulting in **Scratching**, **Collars**, **Flirting**, **Discipline**, and **Stockings**. She combines these to form three turn-ons and three turn-offs for the NPC, and decides to introduce the NPC to some werewolves...*

APPENDIX C: PLAYER PREFERENCES

This page is designed to be filled out by a player. Enter your preferences here so your GM knows what you'd like to experience!

PARTNERS

Detail your ideal partners here.

BODIES

Fill in the boxes: the further filled to the right, the more of it you appreciate in your partners.

- Weight +
- Height +
- Muscle +
- Top-heavy +
- Bottom-heavy +
- Breast size +
- Penis size +
- Ass size +
- Old age +
- Masculinity +
- Femininity +

PARTS

Describe the parts your ideal partners have, up to three body combinations. Write a checkmark in the row if it applies.

PARTNER 1	PARTNER 2	PARTNER 3
Part <input checked="" type="checkbox"/>	Part <input checked="" type="checkbox"/>	Part <input checked="" type="checkbox"/>
Breasts <input checked="" type="checkbox"/>	Breasts <input checked="" type="checkbox"/>	Breasts <input checked="" type="checkbox"/>
Vagina <input type="checkbox"/>	Vagina <input type="checkbox"/>	Vagina <input type="checkbox"/>
Penis <input checked="" type="checkbox"/>	Penis <input checked="" type="checkbox"/>	Penis <input checked="" type="checkbox"/>
Testicles <input type="checkbox"/>	Testicles <input type="checkbox"/>	Testicles <input type="checkbox"/>

ACTS

Write a checkmark in the box if you enjoy performing, or having the act performed on the given part.

I LIKE IT WHEN MY _____ GETS _____:

	Breasts	Penis	Vagina	Ass	Feet
Stroked	<input checked="" type="checkbox"/>				
Kissed	<input type="checkbox"/>				
Sucked	<input checked="" type="checkbox"/>				
Fucked	<input type="checkbox"/>				

I LIKE IT WHEN I _____ SOMEONE'S _____:

	Breasts	Penis	Vagina	Ass	Feet
Stroke	<input checked="" type="checkbox"/>				
Kiss	<input type="checkbox"/>				
Suck	<input checked="" type="checkbox"/>				
Fuck	<input type="checkbox"/>				

TURN-ONS AND OFFS

Detail your top few kinks here, and your least favorite.

TOP 5 TURN-ONS

TOP 5 TURN-OFFS

IDEAL THEMES

What types of erotic stories would you like to see told?

NO-GO AREAS

What elements are you unwilling to play in the same game with?

APPENDIX D: HOOKS

d100	Hook	d100	Hook
1	A noble is desperate to get their spouse back—but they won't return without being sexually impressed.	26	The secret ingredient of a king's feast is sexual in nature—and has just dried up.
2	A monster hunter is remarkably effective, but isn't slaying them.	27	A nude prophet appears in the city, denouncing the evils of clothing. People listen.
3	A tome full of sexual information has been discovered. Everyone rushes to read it.	28	Centaur and Satyr have snatched local women from logging towns, and refuse to return them.
4	Explorers discover a sealed tomb full of sexual artifacts.	29	A nymph has been seen bathing in the woods: supposedly a union with her grants power.
5	An erotic party goes horribly wrong, demanding investigation.	30	A shapeshifter advertises faux unions with the most eminent men and women.
6	Underground sex rings have been exposed.	31	Erotic dreams are plaguing a wide region of the land.
7	A foreign noble visiting the country wishes to see what the local lovers can do.	32	A dread pirate is looking for a partner—but only the best should apply.
8	Strange herbs have been found growing in the forest which inflame the senses.	33	An ordinary-seeming brothel is anything but. Prostitutes learn more than just sexual skill.
9	Convoys can make it through the woods—but to do so they face amorous highwaymen on the way.	34	An upcoming sexual duel is rearing its head, and the noble involved needs a champion.
10	Local ne'er-do-wells have been disappearing nearby a mad inventor's lab.	35	A Paladin has been vilified by the church, their chastity called into question.
11	A researcher is asking after adventurers' sexual experiences with monsters.	36	A witch proclaims she can bring back a recently-deceased, important individual—through sex.
12	Sexual tension between two opposing factions is rising to dangerous levels.	37	The princess is kept locked in a tower, and pines for a little action.
13	Individuals in dark cloaks meet under cover of night and perform shocking sexual acts.	38	A peculiar wizard needs sexual components from beasts for his spells.
14	A noble has been cursed, and must be constantly sexually stimulated.	39	The party is cursed with a hex that keeps them from wearing clothes or armor.
15	The chastity of a pious Paladin has become inconvenient.	40	A magical item surfaces which allows one's deepest desire to be seen—causing chaos.
17	A noble seeks religious absolution to erase their sexual sins.	41	A Dwarven golem has stomped out from its underground lair with an endless sexual appetite.
18	A tinker is selling sexual items to hapless passerby—who are then terrorized by them.	42	A cabal of witches is turning women irresistibly sexy—and men surpassingly ugly.
19	Two star-crossed lovers have escaped the church, who swear if they have sex the world will end.	43	Famed sexual playwrights Le Aristocrats has come to town, and needs the players to star.
20	Miners have found a beautiful, strange creature embedded in the stone.	44	A spy's dead drop reveals dozens of nobles' dirty sexual secrets.
21	A noble has begun acting strangely, mandating orgies and depravity.	45	A sexual gladiator arena opens, and offers fantastic riches to the winner.
22	A demonic cult exults, loudly proclaiming they've possessed a noble with a demon. But who?	46	A famous bard wants to hear—and experience—the party's sexual exploits.
23	A seasonal festival ensures fertility—and the players are needed for their sexual potency.	47	An amorous summoner has opened a portal to a group of incubi and succubi. Now they're loose.
24	A strange spell or item has swapped the players' sexes. A powerful wizard is needed.	48	The party is captured and in danger of being sold into sexual slavery.
25	A mysterious woman is visiting married men at night. A succubus, or a paramour?	49	Traveling under a natural land bridge transports to a fairy orgy, but how to get back?

d100	Hook
50	Ogres take notice of the party, amorously. Size and beauty concerns result.
51	The party's armor and clothing comes alive, teasing and arousing them in battle and out.
52	A plot-important artifact is discovered... with a very horny personality attached.
53	The sexual toys of a God have fallen to earth. What could they be capable of?
54	A party member is pursued for sexual misconduct that didn't happen.
55	Tales are being sung of a party member's sexual exploits—but the party member doesn't remember them.
56	A sculptor crafts curiously lifelike, sexually capable statues.
57	Tentacles burst from the ground, denying entrance to a wooded grove.
58	Sexual slaves are offered to the nobility—but they're demons in disguise.
59	A knight is new to love, and begs the party for their wisdom before his wedding night.
60	Whispers are heard of a magical ring that can convince anyone to engage in sex.
61	A storm of magic travels over the land, comically enlarging or shrinking genitals.
62	The party stumbles on a previously unknown race, finding them sexually open and interested.
63	The party is hired to cuckold an eminent politician. Secretly, the husband is the hirer.
64	A small, localized bubble magnifies the pleasure of all those within it. Feedback loops of orgasms.
65	A promiscuous religion sets up in town, threatening local brothels' livelihoods.
66	An endless winter is ongoing, and will be until the frost queen is successfully laid.
67	An entire town forgets how to have sex.
68	Highwaymen threaten a trade route, demanding sex instead of gold.
69	An expanding enchantment is laid over the land, rendering clothing invisible where it lays.
70	An agreement is being forged between Dryads and woodcutters: sex for wood.
71	A sexual deviant needs rehabilitation. The party is tasked with returning them to "normal."
72	Men complain about a local werewolf ravishing their wives... but they seem to be partaking willingly.
73	A cursed item makes its wielder sexually impotent.
74	A cursed item renders its user mindlessly horny.
75	A fey creature taunts and teases the party, promising sex if they can only catch it.

d100	Hook
76	Adventurers have been kidnapped and used as breeding stock for a local Orc warband.
77	Two individuals must sleep with each other or face catastrophe—but they hate each other.
78	A deity, unimpressed by mortals' sexual performances, will cause catastrophe unless skill is proven.
79	A town's old folk have been returned to their youth, and they set to reliving their passions.
80	A portal opens, revealing a plane just like this one—but everyone's copies are the opposite sex.
81	A researcher is attempting a catalog of all the sexually-available monster races.
82	Tinkers have developed a recording crystal, and want to record the party's sexual exploits.
83	A dreamer's sexually-charged dreams come true.
84	An amorous visitor to a brothel didn't catch who his partner was, but has fallen in love.
85	The party is afflicted by a curse which keeps them aroused permanently. How to remove it?
86	Every night a villager is kidnapped and brought to a Fey orgy. Hundreds line up to be chosen.
87	The party members become connected to another group, and feels their sexual exploits.
88	Vampires' bites offer incredible sexual pleasure. Many beg for a nibble.
89	A Dwarf beauty offers favors to those who can best her in a drinking contest.
90	A political marriage with a big size difference is upcoming: the lady needs training.
91	The party must attend a masquerade orgy to uncover their target.
92	Monsters have begun to do the hunting, taking the hunters' seed as revenge.
93	A multispecies brothel is opening, but needs to test the rarer races on the more common ones.
94	A beast race is entering its annual estrus or heat. Passerby are pleasantly mauled.
95	An unconscionably evil figure is imprisoned in the stocks, and deserves humiliation.
96	A mirrored party is determined to outdo the party's sexual exploits.
97	A faux hapless waif gets herself repeatedly captured to be "assaulted."
98	An NPC has been added to a gloryhole wall. But which one? Test holes and guess.
99	A powerful wizard recharges power by sex. Needs a party member, or all of them.
100	A sex cult is summoning a Great Old one to change sex forever.

APPENDIX E: QUICK REFERENCE

NOTE TO THE GM

These rules are for you to adapt in your game. If you have some good ideas, try them out! And if they work well, let me know on [twitter](#), on [Patreon](#) or via [email](#).

IMPORTANT RULES

NEW SKILLS

There are three Sexual Skills: **Sensuality**, **Domination**, and **Submission**.

SENSUALITY (CHA)

You both lead the encounter. *Alistair dances with the prince, his hands roaming.*

DOMINATION (CHA)

You lead the encounter. *Desiree lifts the barmaid's chin, telling her just what they have in mind.*

SUBMISSION (CHA)

Your partner leads the encounter. *Fiona bends over, pretending she doesn't know the knight is staring.*

The GM decides which skill is appropriate in a given circumstance. They may also rule a different Ability than Charisma should be rolled; for example, Intelligence when wooing with intellect or Strength when a character uses their athletic abilities.

Targeting a creature with a skill they prefer results in a roll at Advantage. Targeting a creature with a skill they dislike results in a roll at Disadvantage.

AROUSAL

Creatures can be in one of three different stages of Arousal: **unaroused**, **Aroused** or **Desperate**. Successful sexual encounters gain a creature **Afterglow**.

UNAROUSED

Effects	Ends when...
As normal.	...sexual stimulation or events cause Arousal.

An unaroused creature who experiences an arousing event may have to make a save or become Aroused, at the GM's decision and DC.

SAMPLE AROUSING EVENTS

DC	Event
1	Someone wearing revealing clothing walks in.
5	Partners grind together, kissing in the open air.
8	The tailor's hands glide up and down your body.
11	The gigolo reveals a thick imprint in his pants.
16	Water drips from the Nymph's bare skin.
21	The Succubus cups your cheeks and grinds down.

AROUSED

Effects	Ends when...
Wisdom rolls Disadvantaged.	...creature goes a round
Charisma rolls Advantaged.	without stimulation.

When an Aroused creature goes a round without being Stimulated, they make a Constitution save at their current orgasm DC. On a success, they become unaroused. Otherwise, they become Desperate.

DESPERATE

Effects	Ends when...
Wisdom rolls Disadvantaged.	...creature falls unconscious,
Charisma rolls Disadvantaged.	or orgasms.
Strength rolls Advantaged.	
Resist orgasm at Disadvantage.	
Roll to act non-sexually.	

A Desperate creature must roll a Constitution save at their current orgasm DC to take an Action that isn't sexual. If they fail, they must instead choose a sexual purpose for their Action.

AFTERGLOW

Effects	Ends when...
Wisdom rolls Advantaged.	...creature completes a Short
Intelligence rolls Advantaged.	or Long Rest, ends their
Charisma rolls Advantaged.	next combat, or becomes
Strength rolls Disadvantaged.	Desperate.

A creature's state of arousal can be discerned by an *Insight* check opposed by the creature's *Deception* check. A creature can choose to forego their *Deception* check.

A creature's arousal level can be raised by **Enticing** them.

ENTICE (BONUS ACTION)

Make a Sexual Skill check. Target unaroused creature that can see and hear you must make a Wisdom save. If they roll lower, they become Aroused.

A creature may choose to fail their save.

Enticing a creature using one of their turn-ons causes them to save at Disadvantage. Enticing a creature using one of their turn-offs automatically fails.

NPC ATTITUDES

NPCs can have different attitudes towards players or other NPCs depending on their relationship. The extreme ends, **Adoring** and **Hateful**, carry mechanical consequences.

INTERACTING WITH A CREATURE WHO ADORES YOU:

Succeed at Intimidation, Persuasion and Deception checks. Sexual Skill checks at Advantage.

Attacks enemies who've damaged you at Advantage. Effect expires at the end of their turn.

INTERACTING WITH A CREATURE HATEFUL TOWARDS YOU:

Fail at Persuasion and Intimidation checks. Submission checks at Advantage.

They attack you at Advantage.

SEDUCING NPCs

A player may attempt to **Seduce** an NPC into a sexual encounter.

SEDUCE (ACTION)

Roll a Sexual Skill check. If you beat the DC, the NPC is interested. Circumstances may interfere.

The GM determines the DC, potentially building from tables in this book. The better the relationship between the NPC and player, and the more aroused the NPC, the lower the DC.

As with **Entice**, an NPC may have preferred Sexual Skills or kinks. Utilizing these allows the player to roll with Advantage. Featuring approaches or kinks the NPC dislikes makes the player roll with Disadvantage.

SEX IN THE NARRATIVE

It's up to the GM how sex plays out mechanically, or if it exists in a purely narrative space. Here's a mechanical example:

- **Roll opposed Acrobatics/Athletics checks.**
 - The winner dictates the sexual position.
 - The winner gains Advantage on the next roll:
- **Roll opposed Sexual Skill checks.**
 - The winner is the most skillful in that moment.
 - The winner gains Advantage on the next roll:
- **Roll opposed Constitution Saves.**
 - The winner is the last to orgasm.

ORGASMING

You can orgasm a number of times per Long Rest equal to your Constitution Modifier (minimum once). Orgasming more times than this gives you a level of *Exhaustion*. If you would reach 6 levels of *Exhaustion* this way, you fall unconscious instead of dying.

EROTIC COMBAT

Creatures can grope in place of making a melee attack.

STIMULATE (MELEE ATTACK)

Erotically touch a creature within arms' reach. Roll a Sexual Skill check. If your check beats the target's AC:

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

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

When an effect would make you save or orgasm, make a Constitution save and compare the result to your orgasm DC.

CONSTITUTION SAVE DIFFERENCE FROM DC

Difference	Result
Save equal to or higher than DC	Orgasm resisted.
Save within 5 less than DC	Become Desperate.
Save more than 5 less than DC	Orgasm.

When you orgasm in combat you become unaroused, are Stunned for one round, and your orgasm DC resets to 10.

When combat ends, your GM might grant you Afterglow.

SEX IN COMBAT

When you make a **Stimulate** action, you may also initiate sex with an adjacent, nude, willing creature. You must also be nude.

SEX

When a creature having sex Stimulates one of their sexual partners, all partners save to resist orgasm. When a creature having sex orgasms, all other partners save to resist orgasm at Disadvantage.

DEGRADING ARMOR

Some effects cause armor to degrade. When damage is dealt to armor, reduce its AC by that amount. If its AC reaches 10, it no longer covers you, rendering you effectively nude. Any magical benefits remain.

If armor damage is dealt to a creature wearing only clothing, they are stripped nude.

DISROBING STRIKE (ATTACK)

Make an attack at Disadvantage: if it hits, instead of dealing damage, roll a 1d6 and deal that much damage to the target's armor.

Armor or clothing can be repaired to normal during a Short or Long Rest.

APPENDIX F: ARTWORKS

A list follows of public domain artworks used in chapter headers.

- **Front cover**
Lamia by John William Waterhouse
- **Introduction**
Hylas and the Nymphs by John William Waterhouse
- **Picking a Party**
The Youth of Bacchus by William-Adolphe Bouguereau
- **Before your First Session**
La Belle Dame sans Merci by Frank Bernard Dicksee
- **An Erotic World**
The Siren (Green Abyss) by Giulio Aristide Sartorio
- **An Erotic Adventure**
Cleopatra by Alexandre Cabanel
- **Character Creation**
Ocean Nymph by William-Adolphe Bouguereau
- **Backgrounds**
Ophelia by John William Waterhouse
- **Subclasses**
Circe by John Collier
- **Skills**
Judgment of Paris by Konstantin Makovsky
- **Attitudes**
Biblis by William-Adolphe Bouguereau
- **Approaching Sex**
The First Kiss by Salvador Viniegra y Lasso de la Vega
- **Sexual Arousal**
Reclining Nude on a Draped Sofa by Egorov Sergei Semenovich
- **Having Sex**
Illustration from **De Figuris Veneris** made by Édouard-Henri Avril
- **Erotic Combat**
Wrestling Match by Michael Sweerts
- **Pregnancy**
Italian, Expecting a Child, Looking at His Shirt, Her Husband Cobble Together a Cradle by Karl Bryullov
- **Erotic Equipment**
Arms and instruments of war by Pieter Boel
- **Erotic Alchemy**
The Alchemist by David Teniers
- **Erotic Items**
The Allegory of Sight by Jan Brueghel the Elder and Peter Paul Rubens
- **Erotic Traps**
The Torture of Ixion by Giovan Battista Langetti
- **Erotic Spells**
Vision of Medea by Joseph Mallord William
- **Erotic Monsters**
Fallen Angel by Alexandre Cabanel
- **Erotic NPCs**
Nu Masculin Avec Faucon by Germain Detanger
- **Erotic Locations**
The Great Bath of Bursa by Jean-Léon Gérôme
- **Erotic Organizations**
Cleopatra Testing Poisons on Condemned Prisoners by Alexandre Cabanel
- **Closing Thoughts**
Miranda by John William Waterhouse

APPENDIX G: LEGAL

THEME

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