



SLIMEFOLK

A 5TH EDITION MONSTER RACE

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

SLIMEFOLK

Curious, lavender-blue eyes peer from the water. The moon glints on the crystal-clear lake, light penetrating down to illuminate round river rocks, the odd fish, and little else. Still those eyes stare, unblinking, unconnected—what creature could possess them?

She emerges. Those eyes rise, and from the crystal clear water comes a blue-tinted shape. Slender shoulders formed of nearly-clear liquid emerge, followed by a ponderous chest which seems to sway with the slightest breeze. The water parts in soft, wavering lips...

CREATURES OF EVER-RESHAPING SLIME aren't only to be found deep in moldering dungeons: these amorphous beings emerge from time to time to slake their thirsts and their curiosity among the wider world.

Seasoned adventurers may be familiar with monsters of similar makeup found in moldering dungeons: Oozes, Slimes and the infamous Gelatinous Cube are cousins to Slimefolk, but these humanoid creatures possess a keen intelligence decidedly absent among their relatives. Slimefolk can learn to communicate and come to possess a wisdom to rival any of the world's races—a fruitless pursuit when applied to something like a Black Pudding.

TRANSPARENT BODIES

The most noticeable feature of any Slimefolk is the unique nature of their body. Not of flesh nor of water, their forms are made up of a curious, magical goo they can move at their will. Neither transparent nor opaque, this material is constantly lost in drips and drops, constantly replaced by water and nutrient intake. Slimefolk come in many colors—and their discarded goo, though non-nutritious, can be flavorful.

ROLLING FOR SEDUCTION

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

If you like this content on its own, consider picking up *Rolling for Seduction* to see its full potential... and bring some eroticism to your game table!

CENTRAL CORE

Vaguely floating in that light-green jelly is a shape: a circular something which bobs and hangs submerged behind that soft green chest. Slight peeks lend the object a description: an amulet, burnished and gold, half-open to reveal faded pictures...

Though the outward appearance of a Slimefolk may differ day to day, the core which floats at the center of their form never does. Every Slimefolk carries at their "heart" an object or a curio imbued with magic. Differing between each individual, this feature may serve as an insight to their "birth"—perhaps the origin of all Slimes.

INQUISITIVE, HUNGRY

She leans close, pendulous breasts swaying. Her eyes are fixed on the rations in your hand, and as you bring it up she nods. She sits, kneeling, and opens the plush press of her mouth: out lolls a wet, slimy green tongue and past that, the dripping hole of her throat...

Slimefolk can learn to communicate and come to possess a wisdom to rival any of the world's races: they pick up languages quickly and despite a never completely discarded naivete, inure themselves to the customs of the outside world. Their love of learning is best expressed through their hunger for new tastes, which leads them to try new meals and substances wherever possible.

BEHAVIOR

Slimefolk rarely come equipped with a fleshed-out understanding of local or global laws, mores and taboos, but that doesn't mean they're unintelligent. Even before exposure to civilization, Slimefolk recognize the golden rule—*do unto others as you'd have them do unto you*. If someone makes a Slimefolk happy, they're likely to earn a fast friend... but if they're cruel, it'll be hard to win back the Slimefolk's affections.

In contrast to the often rigid gender binaries of many societies, Slimefolk enjoy a certain flexibility of sexual expression. Slimefolk have no definitive gender or sex; instead, they take pleasure in reshaping and molding themselves to adapt to the moment or to pursue their current vision of beauty.

Slimefolk tend towards the **chaotic** spectrum of alignment.

TRAITS

Although the forms Slimefolk come in are many, some inherent abilities seem universal.

- **Ability Score Increase.** A Slimefolk's Intelligence increases by 2.
- **Speed.** A Slimefolk has a 30ft movement speed.
- **Tremorsense.** Slimefolk are able to sense the subtle vibrations in the ground made by footsteps, speech and other noise, allowing them to pinpoint the locations of grounded creatures within 30ft. This ability ceases to function if the Slimefolk leaves the ground.
- **Languages.** Slimefolk can speak Ooze, a burbling and bubbling language spoken only by things deep beneath the ground.

Whenever a Slimefolk would gain an Ability Score Increase, they may also gain Proficiency in a language they've been exposed to.

RESHAPING

The creature arches her back, closing her eyes and letting out a soft sigh: her hands press into her large chest... then press in further. As she stands in the water her chest shrinks by several sizes—while the displaced material flows to her hips, thickening her thighs. One hand drops between them, as if she idly toys with the idea of altering something there as well...

Slimefolk display an impressive ability to reshape themselves, altering their shape when a source of water is made available.

Very few of a Slimefolk's features seem to be outside their control: entire limbs can be added and removed, sizes altered and appendages replaced. The same individual can one day appear as a slender, willowy young man and the next as a full-figured woman; one day, supremely overweight and old: the next, androgynous and ageless. Their forms seem to change with their whim, though these transformations seem restricted to the reasonably humanoid.

RESHAPE

A Slimefolk with access to a body of water at least as large as a stream, a pond or a bathhouse may spend a Short Rest altering their shape. They may change their proportions, features and appendages to suit, forming their new identity and sexual expression.

When a Slimefolk changes their form in this way, they may choose to reshape themselves to match a creature they've spent at least 1 minute studying. While reshaped in this way, any Deception checks they make to pose as that creature are made at Advantage.

Slimefolk cannot change their size category in this way, nor give themselves more than 2 arms. The resulting shape must be of an intelligent race such as a Human, an Orc, or so on.

ABSORBING

The creature looks placidly at his companions, cocking a green head as all eyes are drawn to the bowl-shaped reservoir of white liquid the inn's warm milk has become, lapping slightly as he shifts. It rests near where his stomach should be—and Luther reaches out a curious finger, earning a shiver and a mewl from the Slime as he pushes his index finger in to touch that floating liquid.

The gooey, skin-like membrane which gives Slimefolk form is permeable in nature. Though it offers resistance, the press of a digit or an item can cause the foreign object to slip inside the Slimefolk's body without having to pass through an orifice. The interior of a Slimefolk feels warm, wet and somewhat gooey—though offending objects may find it inhospitable as well.

DIGESTION

Creatures who begin their turn at least partially inside a Slimefolk or enter one for the first time in a turn take 1 acid damage from the slime's jelly. A Slimefolk can choose to avoid dealing this damage.

Partially transparent as their skin is, a Slimefolk's food or the fluids they've recently consumed may remain visible inside their body as their meal digests.

VARIANTS

Slimefolk come in many types, shapes and personalities. Though each individual is markedly different from their kin, some common themes emerge from careful study. When you create a Slimefolk, choose from one of the following Variants or discuss a more suitable subrace with your GM.

Three features set Slimefolk apart from other races: their *color*, their *taste*, and their *core*. Some common examples follow. To randomly generate these features, roll on the following table three times.

RANDOM FEATURES

d12	Color	Taste	Core
1	Orange	Mint tea	Magical wand
2	Purple	Wine	Picture locket
3	Green	Subtle spice	Musty tome
4	White	Pumpkin	Jagged dagger
5	Turquoise	Lemonade	Golden coin
6	Magenta	Ale	Mechanical contraption
7	Hot pink	Frosting	Priestly censer
8	A skin tone	Horchata	Seashell
9	Clear	Cinnamon	Small chest
10	Silver	The sea	Key
11	Sea foam	Iron	Chain links
12	Bronze	Gelatin	Mask

DELICIOUS

He peers curiously at her as she eats, chocolate staining her lips. "Want some?" the woman offers with a smile, holding out the other half of the treat. The gold-colored Slimefolk nods and leans in—straight for her lips, capturing them hungrily. Soft noises mix with surprise as the creature licks her lips clean, parting the kiss with a wetly audible "pop." He nods, satisfied... not noticing his friend's flushed expression, her heaving chest, her dazed eyes.

Though the bodies, the lumps or drips of slime given off by Slimefolk are usually not a source of sustenance, Delicious Slimefolk are a unique exception. Something about the makeup of these creatures makes their saliva, their secretions, their taste more than palatable—it's enticing and often addictive. A simple kiss can be invigorating, and healing as well.

COMMON FEATURES OF THE DELICIOUS

Colors	Tastes	Cores
Gold, red, brown	Honey, chocolate, strawberry	Flowers, jam or preserves, potions

- **Ability Score Increase.** Delicious Slimefolk gain +1 to their Charisma.

DELICIOUS KISS

As a Bonus Action, a Delicious Slimefolk may feed their fluids to a willing creature in arms' reach to heal them for 1d6 Hit Points. A creature healed by this effect is also **Enticed** by the Slimefolk.

GELATINOUS

Three arrows snap into the milky-gray body of the woman, stopping before the barely-visible bones floating inside her: though she flinches momentarily, already the wooden shafts are dissolving inside her flesh. The wood disintegrates to splinters and the fletching falls. Only the iron arrow-tips remain, floating opaquely amongst the bubbles in her chest—and she smiles as even those begin to corrode to nothing.

There are some Slimefolk who cleave closer to the ooze and slimes seasoned adventurers might know: perhaps descended from such favorite enemies as the Gelatinous Cube, these Slimefolk's interiors often feature acid-bleached bones up to and including an entire skeleton floating in plain view. Perhaps these Slimefolk were once mortal creatures and only their bones remain—or perhaps something of their force of personality transformed a marauding Ooze into something more.

COMMON FEATURES OF THE GELATINOUS

Colors	Tastes	Cores
Gray, yellow, black	Soda water, citrus, sour apple	Skeleton, assorted bones, skull

- **Ability Score Increase.** Gelatinous Slimefolk gain +1 to their Constitution.

GRAPPLING GOO

Gelatinous Slimefolk gain Proficiency in Athletics when used in Grappling checks. If they already have Proficiency, they gain Expertise, allowing them to add twice their Proficiency Bonus to Athletics skill checks made in Grappling checks.

ACIDIC INSIDES

The **Digest** damage a Gelatinous Slimefolk deals increases to 1d6. A creature is considered partially inside a Gelatinous Slimefolk's body while they are being Grappled by the Slimefolk.

TROBBING

She has a pert smile on her face, a knowing look reflected in those dewy eyes. She blinks as her party gapes, looking at that scroll she bears in her pink, transparent hand: the very writ of passage they've been breaking their backs for. "How?" is all they can think to ask, but she just shakes her head and caresses her stomach. There past the muted pink is a small reservoir of white—the mark of an exchange, perhaps, or something to remember the guard captain by.

Some Slimefolk's bodies seem uniquely adapted to life above the ground: more pleasant traits and features replace those used more obviously for defense. Quite popular among those who indulge their curiosity, the insides of the Throbbing Slimefolk are declared to be unique—and quite unforgettable.

COMMON FEATURES OF THE TROBBING

Colors	Tastes	Cores
Pink, lavender, light blue	Candy, bubble gum, berry	Necklace, ring, loose garments

- **Ability Score Increase.** Throbbing Slimefolk gain +1 to their Charisma.

PLEASURABLE THROB

Instead of dealing **Digest** damage to a creature inside them, a Throbbing Slimefolk may **Stimulate** that creature as a Free Action.

GLOWING APPEARANCE

While affected by **Afterglow**, the visible signs of the Throbbing Slimefolk's recent encounter give them Advantage on rolls to **Entice** creatures who can see them.

SAMPLE SLIMEFOLK

RUBY

Medium Throbbing Slimefolk, chaotic neutral
Level 3 Ranger (Hunter)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	12 (+1)

Saving Throws Str +3, Dex +5

Skills Perception +2, Stealth +5, **Sensuality** +1, Survival +4

DESCRIPTION

Ruby is a charming, voluptuous slime fond of all that glitters.

Appearance. Ruby took her name from the glimmering gem floating in the center of her form. Large and impressive, it draws as much attention as her wide, well-proportioned hips. Plump of body and of lips, her "hair" lies in thick strands around her shoulders but flares up like spikes when something rouses her anger. She wears the leather armor and the gear of a weathered Ranger, but her specially-designed top features a diamond-shaped window through which the floating ruby is revealed.

Personality. Ruby doesn't yet understand the Common tongue, but she's experienced enough in the world to be able to pick up the general meaning of a conversation... usually. Pleasant and sweet, she's a fast friend to anyone obvious complimentary of her features. Her solitary vice is a love for all that glitters: her eyes widen when she sees a large gem and she begins to drool. Perhaps this is why she doesn't begrudge those who stare avariciously at the large ruby at her core. Jewelers are her very best friends, and those with gems of any kind are likely to find her willing to do almost *anything* in order to get her hands on them.

UTILITY

Ruby loves to get her hands on anything faceted and precious.

Shell Game. Ruby loves to play a little game: players can pay her 100GP to reach into her goo and attempt to pick out a worthy gem. They roll a DC 14 Perception check: if they succeed, they pick out a gem worth 200GP; if they fail, the gem they find is worth 50GP. **Aroused** players roll at Disadvantage.

Buy Dear. Ruby is the best buyer a party could ask for. Once a week, she'll pay twice the value of a single gem the group brings to her.

PLEASURES

Saphira is a chaste lover... except for her One.

Seduction – DC 12. Ruby is happy to indulge herself wherever possible: once the language barrier is overcome, she doesn't mind a toss in the hay. Despite how flirtatiously she acts, she rarely plans for things to go that way... except towards kindred spirits. *Creatures wearing obvious, expensive gem jewelry or adornments roll to Seduce Ruby at Advantage.*

Preferences. Ruby is fun and bubbly: she sees the act of sex as a great game, and doesn't mind showing it off to everyone else. Her lovers know gems hold a special place in her heart. *Placing a gem worth at least 100GP into Ruby makes her Aroused.*

Kinks. Ruby likes exhibitionism, lap-sitting, and internal cumshots. She doesn't like bribery, humiliation, or **Submissive** approaches.

AVALYN

Medium Delicious Slimefolk, neutral good

Level 4 Cleric (Domain of Life)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	15 (+2)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Wis +3, Cha +4

Skills Medicine +3, Perception +3, Religion +3, **Submission** +2

DESCRIPTION

Avalyn is a dedicated healer both kind and capable.

Appearance. Colored with a vaguely green hue, Avalyn could almost be mistaken for a Human or an Elf when swaddled in the robes of their faith. Emblazoned on the cloth and the shield they carry is the symbol of Avalyn's deity: a chalice overflowing with red wine. Only when the hood is pulled back does Avalyn's true nature as a Slimefolk become obvious—though their sex remains ambiguous.

Personality. Though the person who gave this Slimefolk the name of "Avalyn" is long gone now, their memory lives on in the almost fanatical dedication Avalyn shows to helping the hurt and the sorrowful. Merely seeing another with wounds, physical or mental, nearly drives this Slimefolk to tears. An invalid lucky enough to be taken care of personally slips between dreams of soft wet hands, reassuring whispers and the lovely taste of fresh mint. Avalyn is overjoyed to help the hurt in whatever way they need most, often reforming to suit what the current patient wants most deeply. There are cries of passion to be heard in the medic tents, certainly—but relieved sighs as well from those wrapped in the loving embrace of this attentive healer.

UTILITY

Avalyn waits at their church, ready to soothe the party's hurts—or prepare them for a tough fight.

Replenishing Kiss. Avalyn's jelly is more than just delicious: it has strong restorative properties. Once per day, a creature that kisses Avalyn and swallows some of their mint-flavored jelly gains 2d6 + 6 Hit Points.

Let us Pray. A unique experience awaits those who immerse themselves fully in Avalyn. Once per week, a creature who does so obtains a kind of spiritual clarity. They gain **Afterglow** and retain it until their next Long Rest.

PLEASURES

Avalyn doesn't mind using their body to heal the needy.

Seduction – DC 10. Avalyn graciously grants the use of their body to any who need it. They find a pleasure in sating another's needs, though they balk at the idea of sex for mere pleasure. *Creatures bearing no obvious wounds or pains roll to Seduce Avalyn at Disadvantage.*

Preferences. Avalyn sees sex as a means to an end: a duty that satisfies all involved. They hide their arousal well when others imbibe from them. *Healing a creature to full Hit Points using their Replenishing Kiss renders Avalyn Aroused.*

Kinks. Avalyn likes the cowgirl position, free use, and embraces. She doesn't like degradation, bukkake, or impact play.

SAMIYA

Medium Gelatinous Slimefolk, chaotic evil
Level 3 Fighter (Champion)

Armor Class 19 (chain mail, shield)
Hit Points 27 (2d10 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Str +4, Con +4
Skills Athletics +4, **Domination** +3, Intimidation +3

DESCRIPTION

Samiya is a warrior twice as feared as she is admired.

Appearance. Walking tall with her head held high, chipped pieces of her scale mail reveal Samiya's pale teal flesh and bones floating at her center. However, careful scrutiny reveals the bones are too numerous, too mismatched to belong to a single skeleton. Samiya doesn't mind the stares and even appreciates the way the crowd parts before her, reveling in the fear her appearance brings. "Large" is the first thing most think when they see her: Samiya's proportions, her figure, her stature all fit the bill and make her that much more imposing.

Personality. Samiya wouldn't call herself cruel, not now that her reputation informs all her opponents what awaits them should they lose. As all Slimefolk are excited by new tastes, so is Samiya—but her interests lie somewhere gruesome. Those she defeats in single combat emerge from the experience missing something, some part of themselves surrendered to the Gelatinous Cube's well-proportioned cousin. Perhaps a new bone floats in her belly, or perhaps a finger slowly dissolves on her tongue.

UTILITY

Samiya is a tough fight for any aspiring combatant, but the reward is oh-so tempting...

Pit Fighter. Samiya is always looking for her next fight. She's left a path of destruction in her wake: any who can knock her down a peg can claim a reward of 300GP. But it won't be so easy...

Level 3 Fighter (Champion). Samiya has chosen the Champion Fighter archetype and has all the features and abilities appropriate for her level.

Longsword. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

PLEASURES

Samiya is brutal even in her carnal indulgences.

Seduction – DC 18. Samiya sneers at the attempts of lesser creatures to bring her to bed. She brags she's had many inside of her—but few have found it pleasant. *Creatures who have beaten Samiya in combat Seduce Samiya with a DC of 10, not 18.*

Preferences. Samiya is demanding from her lovers, often leaving them with bruises and a spinning head. She takes what she wants and moves on to her next fight, revitalized. That fire is stoked again when she goes toe to toe with another fighter. *Samiya makes rolls to resist becoming Aroused at Disadvantage while she's in combat.*

Kinks. Samiya likes facesitting, impact play, and orgasm denial. She doesn't like giving, submissive approaches, or flirting.

SLIMEFOLK AND CONSENT

Before you choose to play a Slimefolk, be sure you have your party's (and GM's!) enthusiastic consent, and be open to downplaying objectionable parts—or playing something else. There will be other opportunities.

ENDING THOUGHTS

Everything you've read so far has been developed with the intent of suiting fun, consensual and erotic roleplay at an interested table. It's not perfectly polished; it's not necessarily balanced in all situations; it's most certainly not officially approved. Nonetheless, it's my hope you'll enjoy playing with it! If you do, or if you don't, I welcome your feedback, your recommendations and your patronage.

If you want to hear about more of this content as it's developed, consider following the conversation on [Twitter](#).

If you'd like to be part of the conversation and suggest new content or potentially contribute your own creations, visit us on [Patreon](#)!

And once again, thank you!

CHANGELOG

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

- 1.0 - 7/31/21
 - Initial release
- 1.1 - 12/29/22
 - Update to match core rulebook re-release
 - Some minor rules changes

CREDITS

- Cover
 - Narcissus** by Caravaggio
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