



THE TENTACLE SPEAKER

A SENSUAL TENTACLE SUMMONING CLASS

DESIGNED FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

FRANZ
STYCKE
18+

THE TENTACLE SPEAKER

She intones the words among the flickering, guttering red candles. Arcane phrases linger in the air like ghosts: one by one they're gathered until they represent a pull too insidious to ignore, a beckoning too enticing to deny. From the book she kneels before come questing tendrils: thick, bulbous, vaguely pink. When they find the soft flesh of her thighs they glide further, feeling their surroundings—and their summoner—like a curious hand. The summoner is lifted into the air, dozens of tentacles coiling about every last part of her, never satisfied. She leans her head back in a soft sigh, and the smile on her face is as much pleasure as it is fierce exultation.



CURIOUS, GRASPING TENDRILS EMERGE from holes between the planes. What strange creatures reach out to experience our world? From whence do they come, and why do they find us so endlessly fascinating? Whatever the reason, these creatures—if creatures they can be called—bring powerful abilities to bear in their eager rush to push through to our side. Most consider these grasping reaches a dangerous threat... but not all.

Close to the tears in the world, raw power flows through. The creatures on the other side promise by their presence strength and magics that would otherwise be impossible to acquire. For some, this is an undeniable draw despite the potential dangers. For some, this is a gateway to great power.

TENTACLE SPEAKERS

These people who willingly widen the holes between the planes seem to be able to speak to the creatures on the other side. The beasts they make way for are far more than mere tendrils, but the name sticks: Tentacle Speakers are so often accompanied by the waving tentacles of the *thing* they beckon over. Foes often underestimate the Speaker themselves... to their own detriment. Few understand the Speakers, and fewer trust the power they harness.

ROLLING FOR SEDUCTION

This content has been developed with the intent of being available for any and every adult game table, but its full erotic potential can be unlocked by combining it with the core rulebook *Rolling for Seduction*, available from [DrivethruRPG](#) and [Gumroad](#). Some terms have been **colored pink**: these terms have special rules and lurid descriptions you can find in the core rulebook!

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

A KNIFE THAT TEARS

Tentacle Speakers imbue their power into a ritual knife: a dagger, an athame, a simple jackknife, or something similar. As they bring their might and their magic to bear, they can pull it through thin air to produce a rent in the veils between the planes. This peek like a tear in the fabric of reality affords a brief glimpse into something strange and otherworldly: the vision that might be seen differs from Speaker to Speaker, from place to place. That glimpse is quickly replaced by squirming tentacles that push out as far as they can reach, searching for—*something*.

POWER AND UNDERSTANDING

A Tentacle Speaker begins their ascent to power siphoning what they can from the world on the other side. At first, they are mere insects in the "eyes" of their unwitting patrons... but as they grow in strength they come to be recognized by the thing they serve. Tentacles that flail wildly begin to move with the Speaker's guidance, and eventually synchronize to move as one. Through the holes comes power as well... allowing the Speaker to cast strange magics. But the most obvious result is the dusting of magic that hardens and makes the Speaker resilient: they have to be, or the pull from the other side would yank them in.

CREATING A TENTACLE SPEAKER

As you build a Tentacle Speaker, think about the following questions:

- What was your first introduction to the worlds beyond this one?
- Where and how did you open your first tear in the veil?
- What powers do you seek from the other side?
- Do you respect the thing you summon? Do you fear it? Do you cherish it?

You might be a hermit seeking this power, or you might hide your doings from society's eyes.

You might carefully close the holes you widen, or you might leave them yawning, potential windows for anyone to reach through.

You might harness this strange power and guide it carefully... or you might be only too happy to let the other side run rampant.

QUICK BUILD

To make a Tentacle Speaker quickly:

Ability score priorities: Wisdom, then Constitution, then Strength or Dexterity...

Backgrounds: Sailor, Outlander, Criminal

CLASS FEATURES

THE TENTACLE SPEAKER

Level	Proficiency	Features
1st	+2	Spellcasting, Conjure Tentacle
2nd	+2	Reactive Thrashing
3rd	+2	Monstrous Reach
4th	+2	Ability Score Improvement
5th	+3	Grasping Tendrils
6th	+3	Reach ability
7th	+3	Additional tentacles (2)
8th	+3	Ability Score Improvement
9th	+4	Crushing Grasp
10th	+4	Lengthened Reach (10ft.)
11th	+4	Reach ability
12th	+4	Ability Score Improvement
13th	+5	Additional tentacles (3)
14th	+5	Stifling Hold
15th	+5	Synchronized Strike
16th	+5	Ability Score Improvement
17th	+6	Reach ability
18th	+6	Lengthened Reach (15ft.)
19th	+6	Ability Score Improvement
20th	+6	Additional tentacles (4)

HIT POINTS

Hit Dice: 1d10 per Tentacle Speaker level

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Constitution, Wisdom

Skills: Choose two from Athletics, History, Nature, Perception, Religion, and Survival. All Tentacle Speakers are proficient in **Dominion**.*

**at family-friendly tables, replace with Intimidation.*

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a greatclub or any martial melee weapon
- a sling or any simple weapon
- an explorer's pack
- a Ritual Knife (a dagger)

RITUAL KNIFE

You carry a ritualistic weapon inscribed with runes and latent magic that you use to part the veil between worlds. When you take a Long Rest you may weave enchantments on a dagger in your possession, allowing you to use it as a channel for your magic.

SPELLCASTING

SPELLS KNOWN

Level	Cantrips	Spells
1st	1	1
2nd	1	1
3rd	1	2
4th	1	2
5th	1	3
6th	1	3
7th	2	4
8th	2	4
9th	2	5
10th	2	5
11th	2	6
12th	2	6
13th	2	7
14th	3	7
15th	3	8
16th	3	8
17th	3	9
18th	3	9
19th	3	10
20th	3	10

SPELL SLOTS

Level	Spell slots	Slot level
1st	1	1st
2nd	2	1st
3rd	2	2nd
4th	2	2nd
5th	2	3rd
6th	2	3rd
7th	2	4th
8th	2	4th
9th	2	5th
10th	2	5th
11th	3	5th
12th	3	5th
13th	3	5th
14th	3	5th
15th	3	5th
16th	3	5th
17th	4	5th
18th	4	5th
19th	4	5th
20th	4	5th

OTHERWORLDLY MAGICS

The tendrils you beckon bring with them their own kind of magic: strange, curious, but undeniably powerful. The arcane energies that seep in through the holes you widen leave their traces on you, allowing you to channel a few undeniably powerful spells.

You cast and learn spells from the Warlock spell list.

SPELL SLOTS

The above table shows how many spell slots you have to cast your spells of 1st through 5th level. All your spell slots are the same level. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a short or long rest.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability.

SPELLCASTING FOCUS

You can use your ritual knife as a spellcasting focus for your spells.

LEARNING SPELLS

When you gain a Tentacle Speaker level, if that level affords you additional known spells, choose a spell of a level you can cast: you add that spell to your list of spells known. Additionally, you can replace one spell you know with a new spell of a level you can cast.

SUMMON TENTACLE

Starting at level 1, you gain the ability to call forth the grasping arms of strange, otherworldly beings. As an Action you may choose an empty space within 30 feet: in that square a reaching tendrils bursts from the ground. The Summoned Tentacle has AC equal to 10 + your Wisdom bonus and HP equal to twice your Tentacle Speaker level. The tentacle shrivels and dies if reduced to 0 HP or if you move further than 60 feet from it.

COMMAND TENTACLES

You can give simple commands to your Summoned Tentacles. As a Bonus Action, you may command each tentacle you have summoned to make a Slam attack against a creature of your choosing within their reach.

Tentacles can be dealt damage in the same manner creatures can. When a Summoned Tentacle reaches 0 HP, it severs and shrivels on the ground. At level 1 you can only have one Summoned Tentacle at one time: this restriction increases to 2 at level 7, 3 at level 13, and 4 at level 20.

When you summon a tentacle that would exceed the limit of how many you can have active, a tentacle of your choice retreats beneath the ground. Repeat this process until you have no more than the maximum number of tentacles.

REACTIVE THRASHING

Upon reaching level 2, some of your sight dimly filters through to the beast on the other side. You may expend your Reaction to target an enemy: until the beginning of your next turn, your Summoned Tentacles may make up to one Slam attack each against that creature if the enemy moves out of their threatened range or otherwise would provoke an Opportunity Attack from them.

This does not allow Summoned Tentacles to make Slam attacks if they would not ordinarily be able to.

MONSTROUS REACH

What strange creature—or concept—emerges through the holes you widen? At level 3 you choose your Reach, the source of the tentacles you summon. Your Reach grants you subsequent abilities at levels 3, 6, 11, and 17.

GRASPING TENDRILS

When you reach level 5, you refine your control over the tentacles you summon. No more mindless thrashing: the beasts beyond can be told to keep hold of what they find. When a tentacle makes a successful Slam attack against a creature that is not already being Grappled, the tentacle also

attempts to Grapple the creature at DC equal to 10 + your Proficiency bonus + your Wisdom bonus.

A tentacle actively Grappling a creature does not make Slam attacks. A tentacle can be commanded to release its prey: if it does so, it can't also be commanded to make a Slam attack.

You can command a tentacle to Grapple a creature without making a Slam attack first.

SUMMONED TENTACLE

Medium limb

Armor Class 10 + summoner's WIS

Hit Points Double their summoner's level

Speed 0 ft.

Slam. *Melee Weapon Attack:* the summoner's Proficiency Bonus + their WIS to hit, reach 5 ft., one target. *Hit:* 4 (1d8) + summoner's WIS bludgeoning damage.

Grasp (level 5). Successful Slam attacks also Grapple at DC 10 + summoner Proficiency Bonus + summoner WIS.

Crush (level 9). If Grappling a creature at the beginning of the summoner's turn, deal 4 (1d8) + summoner's WIS damage to that creature.

Unseeing Ally. Summoned Tentacles act when commanded by their summoner. They can be commanded to make a Slam attack, to Grapple a target (at 5th level), or to release a creature they're Grappling.

A Summoned Tentacle not given a command or unable to carry out a command does not act.

CRUSHING GRASP

By the time you reach level 9, the strength of your ally's grip is overwhelming. A Summoned Tentacle that begins its turn actively Grappling a creature deals damage equal to 1d8 plus your Wisdom modifier as it constricts and crushes its prey.

LENGTHENED REACH

The questing tentacles reach further, more bravely. Their insinuating tips stretch further. When you reach level 10 your Summoned Tentacles gain an extra five feet to their reach. They can now make Slam attacks against creatures 10 feet away or closer.

At level 18, their reach increases by another 5 feet to a total of 15.

STIFLING HOLD

By the time you reach level 14, these otherworldly tendrils have learned how best to hold onto their slippery prey. While a creature is grappled by a Summoned Tentacle, they have Disadvantage on their attacks.

SYNCHRONIZED STRIKE

After reaching level 15, the gap shrinks between your mind and the mind of your unknowable ally. When you move, they move. When you make an Attack against a creature, any Summoned Tentacles that can reach that creature immediately make a Slam attack against that creature as a Free Action.

This does not allow Summoned Tentacles to use a Slam attack if they would not otherwise be able to.

MONSTROUS REACHES

There are indescribable things waiting on the other side, eager to reach through to our world. When you choose a Monstrous Reach, the shape and the nature of the beings you call to begins to solidify: the pinkish tendrils you summon take a more definite shape, and the personality—and powers—of the being or force makes itself known.

Five Monstrous Reaches are reproduced here: the first three are appropriate for all-ages tables while the last two are intended for adult roleplay.

MONSTROUS REACHES

Reach	Tentacles	Strengths
Reach of the Deep	Octopus	Better grappling and tentacle attacks
Reach of the Jungle	Vines	Defense and area control
Reach of the Mes- meric	Eyeball stalks	Hypnotism and mind control
Reach of the Flesh	Phalluses	Evoke pleasure and Arousal
Reach of the Ooze	Pseudopods	Engulf and cause Armor damage

REACH OF THE DEEP

In the lightless reaches of the crushing depths... something stirs. Down here monsters can grow so large they dwarf three-mast ships, so large they can crush an island in their grip. Your foes should consider themselves lucky not all of the beasts can make it to this side.

TENTACLE APPEARANCE

The tentacles of the deep are similar to a cephalopod's arms, thick and rubbery with slimy suckers. They smell like sea salt and are colored a deep dark purple or blue.

REACH OF THE DEEP FEATURES

Level	Feature	Tentacles...
3rd	Rogue Wave	...knock enemies Prone.
6th	Murky Depths	...produce ink.
11th	Undertow	...Grapple more effectively.
17th	Rip Tide	...grab and pull.

BONUS ABILITIES

When you choose this Reach at level 3, you gain the ability to breathe underwater. Additionally, you gain a 30ft swimming speed.

ROGUE WAVE

Also at level 3, the heavy weight of your tentacles batters enemies to their knees. When an upright creature is dealt damage by a Summoned Tentacle's Slam attack, they must make a Strength save at DC equal to 10 + your Wisdom modifier. If they fail, they are knocked Prone.

MURKY DEPTHS

By the time you reach level 6, you can bring a touch of the lightless ocean depths to the surface. When you summon a tentacle, it expels a cloud of black ink vapor. Until the beginning of your next turn, a 5 foot radius cloud of magical darkness emits from the newly Summoned Tentacle. You and your allies can see through this darkness, but your enemies can't. At the beginning of your next turn, the cloud dissipates.

When the range of your Summoned Tentacles' Slam attacks increases, so does the radius of this cloud: 10ft at level 10, and 15ft at level 18.

UNDERTOW

When you reach level 11, the insidious pull of your tentacles has ensured your foes will never break free. While an enemy is Grappled by a Summoned Tentacle, they roll Athletics and Acrobatics checks at Disadvantage to resist or escape Grapple checks.

RIP TIDE

The force of the waves grinds even stone to sand, and two rubbery arms are much better at rending their prey than just one. At level 17, your tentacles are able to collaborate against the same prey: when two tentacles would Grapple the same enemy, they play a horrible game of tug-of-war. Summoned Tentacles' Slam attacks initiate Grapple attempts against creatures who are already Grappled: if their Grapple is successful, instead of Grappling the target, the tentacle deals Slam damage again.

REACH OF THE JUNGLE

There's something *alive* in the deep reaches of the woods: this is where the primal origins of the world still linger, shrouded in shade-dappled pools.

TENTACLE APPEARANCE

The tentacles of the jungle are thick vines coiled tightly in bunches. Green or olive-brown, these tentacles are tough and fibrous.

REACH OF THE JUNGLE FEATURES

Level	Feature	Tentacles...
3rd	Woven Vines	...are damage Resistant.
6th	Overhanging Shade	...are three-quarters cover.
11th	Shield of the Jungle	...block damage.
17th	Warding Thicket	...attack interlopers.

BONUS PROFICIENCY

When you choose this Reach at level 3, you gain Proficiency with Heavy armors.

WOVEN VINES

Also at level 3, the winding vines of your tentacles render them thick and strong. Your Summoned Tentacles gain Resistance to Bludgeoning, Slashing and Piercing damage.

OVERHANGING SHADE

When you reach level 6, you find safety behind the walls of your tentacles. When you or your allies would be granted cover by your Summoned Tentacles, count that cover as three-quarters cover.

SHIELD OF THE JUNGLE

The will of the jungle reaches out to intercede on your behalf. At level 11, when an attack would deal you damage and you're within the reach of one or more of your Summoned Tentacles, you may use your Reaction to have one or more of them intercede to take the damage instead. You decide how the damage is distributed among the tentacles. If a tentacle would take damage equal to or exceeding its HP, it is destroyed and you must distribute any remaining damage among other blocking tentacles. Any damage remaining after you distribute among your tentacles is dealt to you.

WARDING THICKET

By the time you reach level 17, your tentacles have become as impenetrable as the deepest jungle. The first time on their turn an enemy enters the range of one of your Summoned Tentacles' Slam attacks, they provoke an Attack of Opportunity from that tentacle.

REACH OF THE MESMERIC

Strange, otherworldly tendrils catch the eye and keep it. Their alluring sway is nearly impossible to look away from.

TENTACLE APPEARANCE

The tentacles of the Mesmeric are purplish and thick: each is topped with a large yellow eye. Triangular flaps like petals open wide to reveal its stare.

REACH OF THE FLESH FEATURES

Level	Feature	Tentacles...
3rd	Mesmerizing Sway	...Mesmerize enemies.
6th	Sweet Surrender	...Grapple the Mesmerized.
11th	Pleasant Dream	...Charm the Mesmerized.
17th	Insinuated Demand	...Command the Mesmerized.

BONUS ABILITIES

When you choose this Reach at level 3, your tentacles gain vision to 60 feet and Darkvision to 30 feet. You can target creatures seen by your tentacles with spells that require you to see your target.

In addition, your tentacles gain Blindsight with a range equal to their reach.

MESMERIZING SWAY

Also at level 3, these tendrils undulate in a subtle pattern that draws the eye and blanks the mind. When a Summoned Tentacle would make a Slam Attack, you may instead have it attempt to Mesmerize its target at your Spell Save DC.

MESMERIZED

You attempt to transfix a creature's mind. They must roll a Wisdom save; if they fail, they become Mesmerized. A Mesmerized creature can't willingly move to or through a square where they can't see the creature who mesmerized them. They make attacks at Disadvantage.

A creature may repeat their Wisdom save at the end of their turns. If they end their turn unable to see the creature who mesmerized them, this condition ends.

If successful, the tentacle begins to sway hypnotically. If the tentacle falls to 0 HP or takes an action, its target is no longer Mesmerized.

SWEET SURRENDER

When you reach level 6, the soporific effect of your tentacles' motions strip their targets' defenses. A creature Mesmerized by one of your tentacles rolls Athletics and Acrobatics checks to resist or escape from Grapples at Disadvantage.

In addition, while Grappled, creatures save to resist or break being Mesmerized at Disadvantage.

PLEASANT DREAM

A feeling of sublime happiness spreads within creatures as they match your tentacles' gaze. At level 11, when a creature becomes Mesmerized by a tentacle, they also become Charmed by you. Losing the Mesmerized condition doesn't remove the Charmed condition.

INSINUATED DEMAND

By the time you reach level 17, the mind-altering stare your tentacles offer slips sibilant whisper into the mind. As a Bonus Action, you may target one creature Mesmerized by your tentacles and give them a one-word command, as the *Command* spell. They automatically fail the save to resist *Command*. If the command:

- Instructs them to harm themselves, it has no effect.
- Instructs them to harm a creature they consider an ally, their Mesmerized condition ends after the command is completed.

If the creature ends their Mesmerized condition, the effect of *Command* ends.



A hapless mage falls into a pit of tentacles, by [@mothaccino](#)

REACH OF THE FLESH

There are beasts whose penetrating curiosity and amorous intentions provide a pleasurable experience for enemy and ally alike...

TENTACLE APPEARANCE

The tentacles of the flesh are pink, topped by a glans-like head that's shiny, slick, and darker in color. They throb to an alien heartbeat and radiate warmth from their rubbery skin.

REACH OF THE FLESH FEATURES

Level	Feature	Tentacles...
3rd	Exploratory Curiosity	... Stimulate on attacks.
6th	Enticing Grasp	... Entice when Grappling.
11th	Stifling Thrusts	...disrupt Concentration.
17th	Orgone Attraction	...summoned by orgasms .

BONUS PROFICIENCY

When you choose this Reach at level 3, you gain Proficiency with **Skimpy** armors.

EXPLORATORY CURIOSITY

Also at level 3, these questing tendrils push into their targets. When a Summoned Tentacle would use a Slam attack, you may instead have it **Stimulate** the target using your highest **Sexual Skill**. If the Slam attack would have attempted to initiate a Grapple, it still does.

When your tentacles would deal Crush damage, you may have them instead **Stimulate** their prey.

Your tentacles roll to **Stimulate** at Advantage against Grappled creatures.

ENTICING GRASP

When you reach level 6, the roving grip of your tentacles arouses those it holds. When a creature begins their turn Grappled by a Summoned Tentacle, they are **Enticed** at your Spell Save DC.

STIFLING THRUSTS

It's difficult to focus past the insinuations of these tendrils. At level 11, while a creature is being Grappled by a Summoned Tentacle, they must pass a Concentration save at your Spell Save DC when they attempt to cast a spell. If unsuccessful, the spell has no effect. In addition, they roll to maintain Concentration at Disadvantage.

ORGONE ATTRACTION

By the time you reach level 17, the beast from the other world is only too eager to burst through when it senses pleasure. When a creature **orgasms**, you may use your Reaction to summon a tentacle in an empty square adjacent to them. You may immediately command that tentacle to make one Slam attack against the creature.

REACH OF THE OOZE

One can only imagine what the home of these creatures must be like—what world creates transparent, acidic, amorphous feelers? These tentacles can't speak, but if they could, they might well describe their hunger.

TENTACLE APPEARANCE

This Reach's tentacles are gelatinous, mostly-transparent pseudopods with a light color: vague green, blue, or gray. Their touch provides a tingling, slightly prickling sensation. With enough pressure, fingers push through their surface.

REACH OF THE OOZE FEATURES

Level	Feature	Tentacles...
3rd	Acidic Internals	... damage armor .
6th	Hungry Intrusions	... Stimulate the nude.
11th	Engulfing Strike	...swallow their targets.
17th	Viscous Mass	...heal, snatch weapons.

BONUS PROFICIENCY

When you choose this Reach at level 3, you gain Proficiency with **Skimpy** armors.

ACIDIC INTERNALS

Also at level 3, the gelatinous flesh of these tentacles erode the armor and clothing of those they touch. When a Summoned Tentacle deals damage to a creature with a Slam attack, it also deals them 1d4 **Armor Damage**, reducing their AC by that number. A creature reduced to 10 AC in this manner is rendered nude.

HUNGRY INTRUSIONS

When you reach level 6, the questing tendrils of your Reach slip inside unclothed creatures to seek out sustenance. When a Summoned Tentacle would deal **Armor Damage** to a naked creature, they instead **Stimulate** them.

ENGULFING STRIKE

The beast from the other side's hunger knows no bounds. At level 11, when a Summoned Tentacle makes a successful Grapple attempt on a creature, that creature is engulfed by the tentacle. The creature is pulled into the tentacle's square without provoking Attacks of Opportunity.

While inside the tentacle, attacks made against the target are made at Disadvantage. They can breathe without issue. At the beginning of each turn a creature is inside a tentacle, they take 2d4 **Armor Damage**.

Allies can be engulfed in this way to offer them protection. Their speed is not reduced to 0 and the Grapple ends if they leave the tentacle's square.

VISCOUS MASS

By the time you reach level 17, the gelatinous center of your tentacles slowly reconstitutes. At the beginning of your turn, all Summoned Tentacles regain HP equal to your Wisdom bonus.

The regrowth traps foreign objects. When an enemy makes a successful melee attack against a Summoned Tentacle, they must make a Strength save at DC equal to 10 + your Proficiency Bonus + your Wisdom bonus. If they fail, they lose their weapon. They can retrieve it from that tentacle by taking an Action and making an Athletics check against the same DC. If the tentacle is reduced to 0 HP, the weapon falls to the floor and can be retrieved normally.

TRAPS AND HAZARDS

Due to the nature of a Tentacle Speaker's Reach, holes must be opened between the worlds. These holes usually close themselves... but not always. Magical disturbances, environmental distortions, or even conflicting spells can leave windows wide for tentacles to thrust themselves through—bad luck for hapless adventurers.

DRAGGING DEPTHS

Somewhere in the silty depths, something large stirs. Thick tentacles thrash outwards, scattering sand and dirtying the water until it's opaque and murky. The tentacles reach... looking for something to grab onto.

This chest-deep, brackish water hides several thick tentacles that might belong to some kind of gigantic octopus. They lash out against anyone foolish or unlucky enough to wander near, and attempt to yank them into the depths.

Trigger

- A creature who walks within 15 feet of the trap triggers it.

Effect

- A creature who triggers the trap or begins their turn within 15 feet of the trap must make a DC 14 Dexterity or Strength save or become Grappled.
- A creature who becomes Grappled by the tentacles is pulled into the water. The tentacles constrict, hastening asphyxiation: when a creature begins their turn underwater, they gain one point of Exhaustion.

Countermeasures

- Players notice the tentacles with a DC 16 Perception check.

- The tentacles can't reach out of the water. If the players can traverse over, they're safe.
- A player can break free of the tentacles on their turn with a DC 14 Athletics or Acrobatics check.
- There are three tentacles that can Grapple one person each. They have AC 16 and 50 HP each: when their HP is reduced to 0 they relinquish their hold and retreat into the sand.

TOUCHY FEELERS

Wagging, waving pink tendrils cast about for something to touch—something to caress: each as long as a man is tall, each almost as thick as a wrist. Glistening with some kind of fluid, they wait eagerly for something—or someone—to fall into their clutches.

Long ago in the base of this fifteen-foot pit, a Tentacle Speaker must have opened a window to a collection of amorous tentacles. The window never closed: the tentacles yet wriggle in a bed of eager slickness. Someone built a platform to traverse the pit... but the platform is rusting and sure to give way.

Trigger

- A creature who walks across the top of this 15ft. by 15ft. pit causes the cover to crumble. They must make a DC 16 Dexterity save or fall in.

Effect

- A creature who falls into the pit is immediately Grappled by the tentacles.
- A creature who begins their turn inside the pit must make a DC 16 Strength or Dexterity save or become Grappled.
- A creature who begins their turn Grappled by the tentacles is **Enticed** at DC 16 and **Stimulated** at +6 **Sensuality**.

Countermeasures

- Players notice the pit with a DC 18 Perception check.
- Players can leap across the pit with an Athletics or Acrobatics check of 16 or higher.
- Players can strike at the tentacles to free themselves or their friends: the tentacles have AC 14. Dealing 20 damage to the tentacles causes them to lose their grip on one creature.

SAMPLE SPEAKERS

Tentacle Speakers tend to keep to themselves... but where they go, they invariably leave evidence of their presence. A player might seek one of these individuals out to beg power from their Reach, to learn advanced techniques... or they might find themselves facing off against one of them in a battle to the death.

SOFÍA DEEPCALLER

Medium female Human, chaotic evil
Tentacle Speaker 8 (Reach of the Deep)

Armor Class 16 (Half Plate)

Hit Points 102 (7d12 + 57)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	20 (+5)	9 (-1)	15 (+2)	11 (+0)

Saving Throws Con +8, Wis +5

Proficiency Bonus +3

Skills Athletics +5, **Domination** +3, Perception +5

DESCRIPTION

Sofía is a fiery pirate captain with a lust for plunder and blood.

Appearance. Scavenged armor is fastened haphazardly on Sofía's hulking frame. It hardly seems like she needs it: her tanned skin is thick, bulging with muscle, and scarred. Loose breeches flap against her legs. She wears a cocky grin and an eyepatch, and several of her golden teeth glint in the sun. Shaggy red hair, forever salt-tangled, bunches around her head.

Personality. Sofía is a loud, boisterous woman who treats her pirate crew kindly but the rest of the world cruelly. She's well known for sailing to the ends of the earth to avenge a perceived slight, and likes to make examples of enemies when she catches them.

UTILITY

Sofía is a potential enemy on the high seas... or a friend in the tavern.

Black Flag. Sofía patrols the coasts with an eye for treasure. If she finds a ship that looks like easy prey, she'll leap on the opportunity.

Tavern Trawler. When Sofía is in port, she paints the town red. She's known to buy a whole tavern for a night—and might not take kindly to interlopers who ignore the "closed" sign.

Dragged to the Depths. Sofía's Reach of the Deep pulls down, down, down... when a creature starts their turn grappled in the water by one of her Summoned Tentacles, they are pulled down 15 feet.

PLEASURES

Sofía is a demanding, often violent lover. Her passions leave beds broken and hips bruised.

Seduction - DC 12 (DC 18). It's easy to service Sofía, but hard to get her to reciprocate: an amorous lover will have to roll at least an 18 in order to pique her interest. A player who's made her orgasm rolls at Advantage to **Seduce** her.

Preferences. Sofía only likes **Submissive** approaches. She prefers to be on top, and enjoys the Amazon position. She often makes a show of her power by having a subordinate give her oral while she relaxes or entertains visitors. She only cares about her own pleasure and her own orgasm, and doesn't stop until she's satisfied. Partners with low stamina should beware lest they face punishment for tapping out early.

Kinks. Sofía enjoys exhibitionism, reverse cowgirl, receiving oral, and **submissive** partners. She doesn't like giving without receiving pleasure, 69ing, or slow lovemaking.

DENUEVAL TREESPEAK

Medium NB Elf, chaotic good
Tentacle Speaker 4 (Reach of the Jungle)

Armor Class 18 (Breastplate, shield)

Hit Points 47 (3d12 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	11 (+0)

Saving Throws Con +6, Wis +4

Proficiency Bonus +2

Skills Acrobatics +4, **Domination** +2, Perception +4

DESCRIPTION

Denueval is a staunch forest protector.

Appearance. Bark and silvery metal both adorn Denueval's slender but wiry body. The shape of their face and the care their ankle-length golden hair has been treated with give the impression of nobility, even frailty, but that misapprehension is put to rest by the hard set of their jaw and their steely gaze. Denueval has a mission—and it is of utmost importance.

Personality. Denueval is calm, cordial, and quiet. It's rare to hear more than two words out of the Elf's lips when only one will do, and rarer to see those lips crack a smile. It seems that expression is reserved for other protectors of the forest's deepest glades.

UTILITY

Denueval is a barrier before the deep reaches of the jungle.

Forest Protector. Denueval refuses entry to all but woodland animals. If a player tries to pass by, they'll find themselves brought up short.

Hesitant Guide. A DC 16 Persuasion or Deception check convinces Denueval that the party is merely lost and needs direction through the forest. Denueval will provide this guidance, taking them through the woods as far as a day's travel from Denueval's glade. During the travel the party is not attacked by animals or monsters.

Reaching Boughs. Denueval begins with three Summoned Tentacles active. Their tentacles can reach up to 60 feet into the air but otherwise have normal horizontal reach.

PLEASURES

Denueval is a protector bearing a heavy burden. The tension could be soothed.

Seduction - DC 18. Denueval considers pleasure an unearned gift. An amorous player will have to convince the protector their burden is eased. A player who in some way helps create lasting protection for Denueval's glade rolls to **Seduce** them at Advantage.

Preferences. Denueval is stiff and unused to receiving pleasure. Though they'll probably like anything a player does with them, the very first step is learning to relax. *Someone massaging Denueval can make a DC 16 Athletics or Sleight of Hand check to make them Aroused.*

Kinks. Denueval isn't aware of most of their own kinks, but will find that slow and sensual lovemaking, words of affirmation, and foreplay are their favorites. They'll respond best to **Dominant** approaches.

VICARIOUS

Medium male Tiefling, chaotic neutral
Tentacle Speaker 6 (Reach of the Flesh)

Armor Class 15 (leather **Codpiece**)

Hit Points 68 (5d12 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	18 (+4)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Con +7, Wis +5

Proficiency Bonus +3

Skills Acrobatics +3, **Domination** +5, Deception +5

DESCRIPTION

Vicarious is a fun-loving mischief maker.

Appearance. Vicarious' cherry-red skin seems to shine in the sunlight: perhaps that's why he shows it off so much. He swaggers into battle with a codpiece and a few straps of leather—and, of course, the broad width of his nearly-hairless chest. He keeps his dark hair just long enough to droop over his glowing yellow eyes, and that forked tail of his swishes teasingly when he thinks he's being particularly clever.

Personality. Vicarious calls himself a "trickster." This isn't inaccurate, but his pranks do sometimes go a little overboard—and when they do, he's quick to say "I had the best intentions!" He keeps a teasing glimmer in his eye, and he tends to make jokes at the least appropriate times.

UTILITY

Vicarious likes to play sexual pranks on the unaware. This could include the players, or people they want to protect.

Mandatory Relaxation. Vicarious spots people he thinks need to "chill out" and lays traps for them. Two alleyways ahead, pink tentacles squirm with excitement, waiting to grab hold of their unaware target. If he has his way, the tentacles will too—and his target will receive some much-needed R&R.

Lurking in Wait. Vicarious' tentacles can be noticed with a DC 16 Perception check. If a creature passes by them without noticing, they must make a DC 16 Dexterity save or become Grappled.

Spa Experience. A creature who spends a Short Rest being tended to by Vicarious' tentacles replenishes their resource as if they had spent a Long Rest.

PLEASURES

Vicarious likes watching more than he likes participating.

Seduction - DC 10 (DC 16). Vicarious would love to engage in a little mutual masturbation. Actual sex will require a DC 16 **Seduction** check. A player willing to involve the tentacles in their partnering with Vicarious rolls at Advantage.

Preferences. Vicarious loves to watch. *When a creature is pleased by his tentacles, Vicarious becomes Aroused.*

Kinks. Vicarious likes masturbation, mutual touching, voyeurism, and multiple orgasms.

THE TENTACLE TAMER — A THRALLMASTER SUBCLASS

Not everyone who discovers a beast from beyond seeks to summon their tentacles in the same way—or for the same purpose. Some Thrallmasters understand these entities can offer new, esoteric methods of extending their control. Instead of summoning large thrashing tendrils, Tentacle Tamers weave a living harness of blind feelers that adapt to and enhance the abilities of the Thrall who wears it.

Some Tentacle Tamers even give into temptation and wear these harnesses themselves. Those that do find it empowers them in ways they never thought possible - though they walk a fine line between being the master and becoming the thrall.

EXTERNAL MATERIAL

This material is intended for the Rolling for Seduction class *The Thrallmaster*, available on [DrivethruRPG](#).

LIVING HARNESS

When you choose this Mastery at level 3, you learn to create a small, mobile tear between worlds from which eager tendrils emerge. Your Thrall's Tether is a tentacle tendril instead of a chain or rope, which emerges from a void in your palm. The restraint on your Thrall it attaches to is in fact a living set of tentacles cleverly hidden as apparel. You can command the harness to come alive, transforming it into a protective shell that enhances your Thrall.

WAKE THE HARNESS

As a Bonus Action you can command the harness to wake: it bursts forth with a protective shell of wriggling tentacles. While transformed in this way, its wearer adds your Charisma bonus to their AC if they are not wearing armor. As a Bonus Action you may return the harness to its slumber.

During a Long Rest, you may designate a body shape and set of sexual appendages as if by the *Reshape* spell. When you wake your harness, you may have the tentacles alter the shape of its wearer's body to match this body shape and set of appendages. When it returns to slumber, their body returns to normal.

Some Thrallmasters choose to wear their harness themselves. While doing so, they do not count against the number of Thralls they may lead.

INVIGORATING WRITHING

Also at level 3, the harness's tentacles evoke thrilling pleasure as it stirs. When a creature begins their turn in your Living Harness while it's awake, they are **Stimulated** at your highest **Sexual Skill**. They are considered nude for the purpose of this check.

If after this effect the creature is **Aroused**, they gain temporary HP equal to your Proficiency bonus. This temporary HP lasts for an hour and does not stack. If they are **Desperate**, double the temporary HP they gain from this ability.

If the wearer **orgasms** as a result of this **Stimulation**, they are not Stunned; instead, until the beginning of their next turn, they can only take Actions and their movement speed falls to 0 feet.

DEMANDING WRITHING

When you reach level 6, the insistent wriggling of your harness proves impossible to ignore. When a creature is **Stimulated** while wearing your Living Harness, if it's awake and they roll to resist **orgasm** within 10 of their DC but don't fail, they become **Desperate**.

Your tentacles remember their goal even if their wearer doesn't. A creature wearing your Living Harness rolls at Advantage to act non-sexually while **Desperate**.

HYSTERIC DEFENSE

The touch of pleasure sends the tentacles into an excited frenzy. By the time you reach level 11, your Living Harness reacts to the desperation of its wearer. While a **Desperate** creature wears your awakened harness, creatures they end their turn next to are also **Stimulated** using your highest **Sexual Skill**.

In addition, the tentacles defend their wearer, granting them Resistance to Bludgeoning, Slashing and Piercing damage while they are **Desperate**.

ASSIMILATION

After reaching level 17, the lines have begun to blur between your harness and its wearer. While wearing your awakened Living Harness, a creature does not gain levels of Exhaustion from **orgasming**.

Your Living Harness is invigorated by its wearer's pleasure, and it loves to give back. When a creature wearing your harness **orgasms**, it heals them for an amount of HP equal to twice your Thrallmaster level.

PATRON SUBMISSION

This content was created from inspiration and input given by the wonderful Patron **DepEnc**! If you'd like to contribute your own ideas and your own content, or see your own name here, consider joining the Patreon!

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Check with your fellow players before you use this content in your game. Be sure you have their 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](#).

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And once again, thank you!

CHANGELOG

This is a living document. When changes are made, you can update your edition by visiting the [Patreon](#).

- 1.0 - 3/5/23
 - Initial release

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