

THE LUSTY SIGHS

A 5TH EDITION SUCCUBUS-RUN BROTHEL

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

THE LUSTY SIGHS

Draping silks dangle in the street, and one dips so low that a passing fellow catches hold of it by reflex. He gives it a tug and it comes free from its mooring with not a sound of tearing, but instead a giggle: up his eyes follow the red silk to a woman leaning over the banister of the second floor, her breasts pressed tight in her thin dress. She beckons teasingly for him to return her property, a reward hinted, as the door of the establishment swings wide. From inside pour the warmth of a crackling fire, the fragrance of wine, the laughter of its inhabitants... and more than one breathy moan. All too quickly that door closes again as a woman slips furtively out, but the merriment and the pleasure lingers for a moment or longer in the street.

Almost ephemeral, a red-skinned man of impeccable dress glides from a room overlooking the city: he grips the banister and levels that intense gaze at something far-off in the distance. But at the door a new voice springs up: the honeyed tone of a curvaceous woman with a giant bust, her chest wobbling with every move. "Pleasures beyond your imagining," she promises sweetly, as behind her a remarkably fake forked tail attempts to wave.



OMEWHERE IN THE RED-LIGHT DISTRICT of an otherwise mundane city is a den of depravity and sin... or so detractors of the place would have you believe. Listen to the wrong people and you might be convinced the *Lusty Sighs* is a place which corrupts and degrades both mind and body—but listen to those who've been there and you'll hear a very different story. You'll hear something about the comfort the top level of the establishment offers, perhaps, or the fun and frivolity of the ground floor. Speak to the esteemed few, on the other hand, and you might hear close-kept whispers of just what awaits visitors to the basement...

This module contains many ways to entertain and occupy your players. Perhaps during their downtime, they might stumble on it by accident. Perhaps they might be called to a quest. Or perhaps they might indulge their desires... and get more than they bargained for!

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!

BROTHEL ON TOP...

The first and most obvious function of the *Lusty Sighs* takes place in the open: in and out of the sumptuous rooms wander men and women alike, all seeking the same thing. The suitors they find are each tremendously skilled in their areas of expertise, whether massage or dancing or lovemaking. It's rare for a visitor to leave displeased, and the matron is only too happy to bend over backwards to ensure their needs are taken care of—at times literally. Many visitors end up returning many times, hooked on the pleasure or the sweet company they find.

...GAMBLING DEN IN THE MIDDLE...

For those more interested in the tangible feeling of gold in the hand, the *Lusty Sighs* is well prepared to indulge that vice as well. The main floor of the brothel is dedicated almost entirely to the pursuit of filthy lucre. Now and then the guards do poke their noses about, but enough gold is sent their way to ensure they don't look too deeply. Here is a place to make a fortune, but for every lucky strike there must of course be a streak of ruinous luck. The comfort waiting upstairs can be a reward to the victor as surely as a balm to the loser.

There are rare occasions when the top floor and the middle mix, when shows are put on or revelry overtakes fortune. A curious and open-minded visitor might find quite a schedule of events awaiting them—enough to keep them coming again and again.

...SECRETS BELOW.

The *Lusty Sighs* doesn't have a basement—just a small storage room, more boring by far than the gambling tables of the ground floor and the soft beds of the *Hanging Silks*. This is what the average visitor to the brothel will hear if they happen to ask. For most, this is the truth of the matter; after all, what reason would most have to ever need anything else than the fortune of the ground floor and the pleasure of the rooms above? Only on invitation do a lucky and devoted few gain entry to the closely-kept secret of the winding space beneath the *Sighs* colloquially referred to as the *Thighs*. Now and then particularly loud laughter, moans, screams and stranger noises still do filter up through the floorboards, but the suitors of the brothel are only too happy to redirect attention to themselves.

THE GROUND FLOOR

Past the oak double doors of the entrance to the *Lusty Sighs* lies the most socially acceptable of entertainments the establishment offers. Here is where fortunes may be made, lost, and made again. Attractive servers wander here and there with drinks and food, eager to encourage... and to coax upstairs.

GAMBLING

GAMBLING RULES

Every table has a *hand cost*, which represents the cost of a round of play. The winner of a round is awarded twice the *hand cost*, while the losers receive nothing. A truly fantastic hand, the culmination of "playing the table" for several rounds or even hours, awards the winner with the *jackpot* in certain special circumstances.

A round begins by charging every gambler the hand cost. Each gambler rolls an Insight or Deception check: the highest roll wins the round. Tables have a base DC to supply the opposing roll if only one player and no named NPCs are at a table. Rolling 10 above the next highest roll (or the DC) wins the jackpot.

A player may attempt to cheat with a Sleight of Hand check against the table's DC. If successful, they get Advantage on their Insight or Deception roll for that round. If unsuccessful, they are caught and lose the round automatically. Being caught twice may result in being thrown out of the *Lusty Sighs*, or worse.

A table "dries up" and the gamblers leave if the player wins the *jackpot* or an equivalent amount.

THE TABLES

Tables of *Low*, *Medium* and *High*-stake games are available at all hours of day and night. *Exclusive* games come around now and then, only open to those who've won a *High* table's jackpot. A player who's managed such a feat may be approached with an invitation.

Stakes	Hand cost	DC	Jackpot
Low	10 SP	12	2 GP
Medium	1 GP	15	50 GP
High	50 GP	18	1000 GP
Exclusive	100 GP	20	2000 GP*

*At the GM's discretion, some gamblers may find themselves rewarded at an Exclusive table with magical items or less tangible things in addition to a jackpot.

THE GAMBLERS

Certain tables, especially high-paying ones, attract tough customers. **Appendix C: Gamblers** features these professionals—and their own unique effects on the games—who might be found at the various tables.

THE GAMES

Games of chance and skill of every type are to be found in the *Lusty Sighs*. Two local games are reproduced here.

DRAGONSHADE

Dragonshade is a game where gamblers guess the random way a flipped coin settles on differently-colored dragon scales.

When playing *Dragonshade*, each player chooses a sheen and a color. They make a bet. Then, the GM rolls a d8. If their same sheen is rolled, or their color, they win the amount of their bet. If both are rolled, they win double their bet. Otherwise, they lose the money they bet.

d8	Color	Sheen	d8	Color	Sheen
1	Green	Chromatic	5	Blue	Chromatic
2	White	Chromatic	6	Black	Chromatic
3	Bronze	Metallic	7	Gold	Metallic
4	Brass	Metallic	8	Silver	Metallic

RUNEWORDS

Runewords is a game played with cards marked by simple runic sigils. Gamblers compete to be the first to empty their hand of cards by making unique strings of matching runes.

Every hand of *Runewords* requires an ante equal to the *Hand cost* for the table's stake level. At the beginning of every hand, a gambler may make an Arcana check. If they beat the table's DC, they gain Advantage on their rolls to win the round.

Laughter and curses echo throughout the large room amid the sounds of coins jingling. Beautiful dancers sway atop the circular tables left and right of the entrance—past them, gamblers scoop coins and cards towards themselves. Patrons relax at the bar downing mugs of ale: one has her shoulder tapped by a charming fellow with an open-chested shirt. She eagerly follows him up the stairs, stepping under the fluttering silks hanging down from above.

Now and then a wanton sigh echoes down from the Courtesans' rooms one floor up, provoking a round of laughter from the eager crowd. Leaning over the banister below the skylight above, women and men in loose dress call sweet words and beckon. Standing out among them like a dragon in a herd of deer is a severe-looking fellow: that red-skinned Tiefling sharply dressed and sharper of gaze.

A clatter of chairs announces the start of a fight, two gamblers jabbing fingers into each others' chest—but that plump, pleasant woman with the fake Devil's tail places herself firmly between them and with honeyed words dissipates the tension. She turns back, noticing your stare, and favors you with a teasing wink.

THE HANGING SILKS

Above the hustle and bustle of the ground floor lies the true attraction of the *Lusty Sighs*. A constant flow of interested customers wander up, then return relaxed, pleased, already thinking of their next visit. The courtesans of the *Hanging Silks* keep their rooms up here: some wander the ground floor coaxing customers while the more exclusive rely on word of mouth.

Below the fluttering silks which give the upstairs floor of the Sighs its name, passerby pause and look up in a mixture of curiosity and lust at the beautiful courtesans calling down to them. A skylight in the roof shines sun and moonlight down into the ground floor, illuminating the dancers below. Some lucky few are led upstairs by gentle hand or insistent tug, then disappear into the private rooms for special performances.

*The air is thick with perfume and muted, soft sighs: even outside the courtesans' rooms some pairs indulge themselves. Soft kisses are given, subtle strokes—and yet not all who venture up these stairs do so for entirely carnal reasons. Sweet music floats through the air as a man, enraptured, listens to a song played on pan flute. Lust is in his eyes as he looks at his slender male partner, but admiration and awe as well. Only for a moment, the noise ceases: up the stairs glides the owner of the central private room, the ethereal creature known as **The Willow**, their slender and beautiful face peeking from a shroud of silks.*

COURTESANS

Although the *Lusty Sighs* certainly caters to the most base of instincts, not all who occupy the *Hanging Silks* sell their bodies for coin. The workers, referred to as "courtesans," are encouraged to develop their skills in other areas as well—such as dance, music and poetry—and can be purchased for more than just a moment of passion. Of course, if after the dance or the song a courtesan decides they would like to indulge themselves and their client... that decision is left up to them. The higher-ranked the courtesan, the more skills they have to offer, and the more discerning they may be.

PLAYERS AND COURTESANS

Choosing how to handle intimacy between player and courtesan is up to the GM, and the table. Depending on the atmosphere sex could be a quiet understated thing, a **friendly and playful competition**, or a riotous celebration. How each situation plays out—and if or when it fades to black—can and should vary based on the table's comfort and their enjoyment.

PURCHASING A COURTESAN

If a player discovers an individual to their liking in **Appendix B: Courtesans**, they may seek to purchase their services for a short encounter or even for the remainder of the night. The cost is determined by the price such a suitor demands, chosen from the table below:

COURTESAN PRICES

Rank	Short encounter	All night
Bronze	1 SP	5 SP
Silver	1 GP	15 GP
Gold	25 GP	500 GP
Platinum	N/A	Depends

Suitors who catch the eye of a courtesan may find a heavy discount applied, and return customers tend to enjoy an even greater reduction. Prices may be halved if the courtesan is **Friendly** towards the suitor, and waived if **Adoring**.

Normal prices don't apply to the Platinum courtesans: this highest rank of escorts enjoy the ability to freely pick and choose their clients as it pleases them. An aspiring suitor will have to do their best to woo their target, and will have to compete against other interested parties: a Platinum courtesan takes but one customer a night—and discretion is expected.

ENJOYING A COURTESAN

The courtesans are *very* good at what they do. If a player hires a courtesan for even a short while, whether or not the two mingle in bed, they find themselves suffused with a new passion for life, a lightness of step, and maybe even some instruction in a skill the courtesan is trained in.

COURTESAN EFFECTS

Rank	Effect	Duration (short/night)
Bronze	Afterglow	normal / normal
Silver	Afterglow , +2 in 1 of the courtesan's skills	normal / 1 day
Gold	Afterglow , +4 in 1 of the courtesan's skills	1 day / 2 days
Platinum	Afterglow , Advantage in 1 of the courtesan's skills	N/A / 1 week

AFTERGLOW

Effects	Ends when...
WIS, INT, CHA rolls made at Advantage.	...creature completes a Short Rest, ends their next combat, or becomes Aroused .
STR rolls at Disadvantage.	

THE THIGHS

The stairs down to the basement level of the *Lusty Sighs* are small and unassuming, and they seem to terminate at a small storage room: food, drink, bedding. Through a secret passageway the true nature of the bottom floor awaits— though very few ever see it.

SECRET ROOMS

The isolated rooms of the *Thighs* are carefully designed to be soundproof, secured, and discreet. Down here after hours, a person could find *anything* if they walked into the right room at the right time... assuming they know the right thing to say to be let in. Rooms are well-equipped with all the sorts of tools and equipment a group might need to entertain themselves, or any guests they might be keeping.

Rooms can be rented for a hefty sum—100GP a night. In order to do so **Matron Mercy** will have to be approached and, though she won't pry into exactly what the room is to be used for, she'll need certain reassurances. Her rules are simple:

- All encounters consensual.
- All participants of age.
- No evidence left afterwards.
- The secrecy of the *Thighs* maintained.

So long as the individual or the group agrees to these terms, she'll happily offer what they need.

CLANDESTINE MEETINGS

Now and then groups use these rooms to carry out secret meetings where discretion is the watchword. The *Lusty Sighs*—and the *Thighs* themselves—are just the right mixture of above the law, but below the table. A player might be invited here for an induction or a secret celebration... or they might stumble upon a secret organization which throws them into danger.

RANDOM ROOM USES

d10	Use
1	Alcohol and/or drug addiction recovery
2	Swingers' sex party, happy to welcome visitors
3	Extreme BDSM group meeting
4	A secret sexual rite performed by Clerics
5	An authority figure's secret, shameful pampering
6	Potion brewers experimenting with sexual draughts
7	An abandoned nude figure, tied to a table, dehydrated
8	Two lovers from warring families, meeting secretly
9	Magically filled with water and aquatic humanoids
10	Empty, but for the mess left by the last group

The store room at the base of the ladder leading from the ground floor is a mess, clearly cleaned only infrequently. Barrels and boxes of ale and food line the walls, while racks of bedding are arranged in rows back to the nearby brick wall at the end of the cellar.

When your players make it through the secret wall:

A cleverly-hidden rectangular seam appears, growing until the secret door has swung wide. Past it a hallway curves off in a horseshoe shape, nondescript doors lining the outside of the hall. Just stepping through the secret passage reduces the chatter and laughter from above to a dull murmur: some kind of enchantment or the construction of this secret area itself deadens all but an oppressive silence and a distant, soft murmur. Each door along the wall is the same: thick, metal and completely impenetrable, as if each sourced from a bank's vault.

DEMONIC SUMMONING

One room is set apart from the rest, restricted from entry and from rent. This is **Matron Mercy's** personal sanctuary, and one she uses for purposes even the guards the *Lusty Sighs* bribes wouldn't allow: the summoning of demonic creatures.

Here in this comfortably-arranged, plush and lavish room a single magical summoning circle is the center of attention. Every night, **Matron Mercy** disappears downstairs, leading several people who've caught her eye throughout the day. These lucky few are in slated for a world of pleasure unlike anything they've ever known: they give their seed and their warmth to the seductive, adoring figures which emerge from that circle. Surely these Succubi, Incubi and still stranger outsiders must profit from this pleasure—but most of those lucky enough to participate are too distracted to ask.

ENTERING THE THIGHS

An inquisitive creature traveling down to the basement will find only a blank wall at the end of the storage room. The fact it's a false wall can be determined with a DC 12 Perception or Investigation check.

The wall swings open, leading to the hallways and rooms beyond if the right stone in the wall is pushed in. Finding this stone requires a DC 15 Perception or Investigation check. If the players have been searching for at least 10 minutes, they find it automatically. It's trivial to open from the other side.

Every Skill check made by the party, roll a 1d6. On a 1 or 2, have an NPC begin to come down the stairs in order to pick up supplies. If the players open the wall without this occurring, summon one at that moment.

ONE LUSTY NIGHT

AT A GLANCE

One Lusty Night is a one or two-session adventure for a group of 3-5 adventurers of level 2-5.

The players will visit the *Lusty Sighs* and discover **Matron Mercy**'s secret summoning habit. They'll learn the secret of a powerful Demon who's slipped free from their restraints and killed an aggressor—a Demon living secretly as a highly-ranked courtesan, **The Willow**. They will have to choose between exposing the demon, vanquishing them or allowing the subterfuge to continue.

Introduce the players to the brothel, using its fame (or infamy) as a selling point. If this isn't enough to pique their interest and bring them into the *Lusty Sighs* move to **Dead Priest**, below.

DEAD PRIEST

The limp body of a 30-something priest is dragged out to the back alley of the *Lusty Sighs*: this is *Father Agnew*. Seemingly drained of life, a Ⓢ DC 10 Medicine or Religion check will determine he has died as a result of the essence-draining sexual powers of a Demon.

If you didn't need this to rope the players in, make sure it's shown in **Enjoying the Brothel**.

ENJOYING THE BROTHEL

Now is an opportunity for the group to become acquainted with the *Lusty Sighs*. Let the party enjoy themselves whether gambling, carousing, or something in between. In this time, make sure two things happen: let **Matron Mercy** introduce herself and make the party feel at home and let **Master Silas** be caught stealing suspicious glances at the party. The rest should be left to player agency.

DIGGING FOR CLUES

If the players ask about Father Agnew, the following details can be uncovered from the NPCs around the *Sighs*:

- None of the NPCs appear to know Agnew is dead. Instead, they assume he was tossed out after becoming too drunk to stand.
- Agnew was a chaste man.
- Agnew recently began to ask incessant questions about **The Willow**.
- Agnew was last seen heading down the stairs to the basement.

When **The Willow** is mentioned, describe their entry. Speaking softly with several patrons and drifting up the stairs as the place falls silent and fawns over them... the courtesan locking eyes with the party as they ascend to the Hanging Silks.

SPEAKING WITH THE WILLOW

If the players have seen **The Willow**, bar their way to speaking with them by **Matron Mercy** informing them Platinum courtesans are seen by invitation only. If they manage to slip upstairs and find The Willow nonetheless, they'll find the courtesan expecting them, waiting patiently in their room. Otherwise, have a special invitation from The Willow draw them upstairs anyway.

The Willow will greet the players and ask for help with their unique predicament: aware the church will soon know of *Father Agnew*'s death, the courtesan is willing to pay handsomely if this situation is resolved without inappropriate suspicion falling on The Willow themselves. If the courtesan is questioned, they'll provide the following information:

- They don't know anything about Demon activity in the *Sighs*.*
- They knew Father Agnew was interested, but kept him at arms' length.*
- They would potentially trade a night's visit for a player's share of the reward, if they're interested.

*With a Ⓢ DC 14 Insight check the party can tell these are half-truths... but The Willow is evasive.

When the conversation is done, or if too much time elapses, The Willow thanks and dismisses them.

MOVING ON

When you come to a natural lull—or time becomes an issue—describe **Matron Mercy** leading a young man, *Lucas*, down the stairs and then returning minutes later without him. When the players follow make sure you scoop up anyone engaged with a courtesan upstairs.

INTO THE THIGHS

The stairs to the basement are guarded by a waitress, *Aoife*. She can be snuck by with a Ⓢ DC 14 Stealth check, convinced of the party's need by a Ⓢ DC 16 Persuasion or distracted with a Ⓢ DC 14 Deception check. If she's taken a liking to one of the party, give Advantage on Persuasion and Deception checks to that player.

Once into the basement, the group will be confronted with the trick wall. NPCs should attempt to interrupt them, as described in **The Thighs**, but shouldn't be fighting-inclined. They can be dealt with by persuasion or by nonviolent means.

BETWEEN THE THIGHS

A \diamond DC 14 Survival check reveals the most recent tracks lead along the west side to the end. As they go, let them try whatever doors they want, rolling randomly for their contents or choosing them appropriately. As they pass the halfway mark, ask for \diamond Perception checks. Players who get more than \diamond 12 notice the noises of a beast inside the second to last room. The party can pass without issues with a \diamond DC 16 Stealth check but if they make too much noise, out of the room bursts a Minotaur: **Crusher**. He attacks the group with abandon but before he would be dropped, or would drop a player, yields and explains with embarrassment he misunderstood them as being the unnamed other party of a sexual roleplay fantasy—being attacked and seduced by a Minotaur. He'll apologize and offer them as much information as he can provide. Several important nuggets can be asked after:

- Crusher saw *Father Agnew* walking down the hall. He later saw **The Willow** as well.
- He knows **Matron Mercy** often brings people down she takes a shine to, but he believes it's to pamper them privately.

The final door awaits, slightly open and moans emitting from within.

MERCY'S CHAMBERS

Inside the final door the group will find a very amorous Succubus sensually attending to the young man *Lucas*. He seems to be enjoying himself, but reward \diamond Perception or \diamond Insight by hinting at him being overwhelmed and even potentially in danger. She reacts to the party's entrance with hostility, warning she'll hurt the young man if they don't leave them alone, and accusing them of being "in league with the priest." How to handle the situation is up to the players. If allowed, she'll ride the young man until he passes out... exhausted, but unharmed.

The Succubus can be talked down with a \diamond DC 16 Persuasion check, intimidated with a \diamond DC 18, sated by willing players who step in for the young man... or, of course, fought. If satisfied or defeated, she will be released from the summoning circle back to the home of Demons. If the group treats her well and asks before she does, she'll provide the following information:

- **Matron Mercy** does these summonings, granting pleasure to mortals, power to Demons.
- She was accosted by *Father Agnew* and saved from smiting by **The Willow**.
- At least one Demon has escaped, but she says the wards have been strengthened since.

CONFRONTING THE WILLOW

The group can now travel freely to confront **The Willow** about the real truth. The Willow will answer all questions honestly and will explain: that they became suspicious of Father Agnew, followed him downstairs, and found him about to harm the Succubus in the summoning circle in **Matron Mercy's** chambers. They'll hint at using their own Demonic, sexual powers to drain the Father of his life, and will relate breaking free of the same summoning circle years ago—then being concealed and protected here by the Matron.

The Willow will put themselves at the party's mercy: time among mortals has made the courtesan conflicted morally and they don't know if what they did was right. If the party decides to expose the truth, conceal it or carry out their own justice, The Willow will submit to it and will pay them just the same.

CONFRONTING MATRON MERCY

The group can confront **Matron Mercy** before they meet with **The Willow**; otherwise, the Matron will confront them on the stairs down. Worried and accusatory, she's concerned for the safety of The Willow; if the group has decided to expose the truth, she'll ban the party from the premises. Otherwise, she'll admit her role in the summoning of Demons, declaring it a "fair exchange," pleasure for power, and compares it to the transactions of the brothel as a whole. She doesn't see anything she's doing as wrong, and can't be convinced otherwise. She's not a fighter, however, and will surrender if threatened.

ENDING

- *If the summoning and **The Willow's** secret are preserved:* slash all prices within the *Lusty Sighs* for the party by half.
- *If **The Willow's** secret is preserved:* the party has earned their friendship and they will accept nightly visits at any time.
- Either way, pay the group The Willow's rewards.

Award the players 100 GP multiplied by their average level. Furthermore, grant them 1 Common Magical item per average level—ideally choosing **Erotic Magical Items** if available.

End the session with...

- *If either secret has been exposed:* a description of an investigation and the closure of the *Lusty Sighs*—only to surely pop up elsewhere.
- *If the secrets are preserved:* a description of an investigation which goes nowhere. Engage the players in discussing how they spend the night at the brothel, if they do.

MATRON MERCY

The proprietor of the *Lusty Sighs* is sugary sweet in appearance and action. Pleasantly plump and soft, her rosy cheeks are dimpled in a constant smile. Her eyes sparkle when she sees new visitors—and it seems she knows just about everyone by name after she's met them once. "Love", she proclaims when anyone asks what exactly her little establishment is for, "and a simple exchange of one's time for another's."

Seeming perhaps 30 or 40, the Matron effortlessly outshines many of her underlings. It's hard for her not to: her large proportions offer a bouncier chest, wider hips and a softer physique than all but the most voluptuous of the courtesans. "Don't let yourself get ensnared by a Succubus," she'll warn teasingly, flaunting her remarkably fake forked tail, swearing to the *Sighs'* moniker as a sweetly Demonic experience.

Plump, sugary and sweet, the proprietor of the *Lusty Sighs* is a kindly woman who strives to make visitors feel right at home. Her tenderness belies a fury and ruthlessness rarely seen except by those who would do the courtesans of the *Sighs* harm, whom she considers her adoptive children.

GUIDE, GREETER, GLADHAND

Mercy drifts from floor to floor, from group to group as she oversees the operation of the *Sighs*. When she notices a new entrant she'll quickly move to welcome them to her establishment and do her best to get them squared away where she thinks they'll best enjoy themselves. Returning customers she also greets with warmth and pleasantries. A endless source of gossip, Mercy can frequently be found carrying whispered messages or hushed conversations.

"SWEET SUCCUBUS"?

Matron Mercy describes herself as a "Sweet Succubus," but a single glance is enough to prove this is merely showmanship. A false tail waves lazily behind her, and the horns she wears are decorative. "It fits the role," she'll explain if asked, and laugh... and that may be the end of it. To the naturally suspicious, however, there's more to this story. Traces of magic and Mercy's own powers—rarely shown—describe a *Polymorph* spell cast long ago to change her appearance: a Succubus hiding in plain sight. Discovering this requires a  DC 18 Arcana check. Spells such as *Detect Magic* may grant this check Advantage.

MATRON MERCY

Medium female Succubus, chaotic neutral

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	18 (+4)	16 (+3)	20 (+5)

Skills Insight +8, Perception +9, Persuasion +10, **Sensuality** +10

Natural Insight. Mercy gains Advantage on Insight checks to defeat deception, and on saves to resist mental compulsion.

Enticing Nature. Mercy makes all **Enticement** and sexually-based checks at Advantage.

DESCRIPTION

Mercy is sweet and soft, but stern when her home is threatened.

Appearance. Mercy has plump rosy cheeks and bright eyes. Freckles dot her tanned complexion, disappearing in gentle lines and crinkles when she smiles—evidence of her middle age, perhaps, or a lifetime of mirth. She delights in outrageous costumes which she often swaps between by the day, altering her long, wavy brown hair and cakey makeup to match. Despite her outfit two fixtures never change: an impressively fake tail affixed to her rear and a pair of horns on a hairband at her forehead. When she giggles her large chest jiggles, often revealing a great deal: the Matron prefers costumes with a great deal of cleavage.

Personality. Mercy is a kindly and loving woman, but fiercely protective of those under her. She keeps an ear close to the ground about each and every one her courtesans and strives to get them what they want and what they need. This attention is also paid to her visitors, whom she regards with a kind of tenderness as well. If a nervous fellow walks into the *Sighs* she's there in a flash to ease his concerns, and if a troublemaker walks in she's quick to soothe her tension. Any who remain a problem are kindly—but firmly—escorted out.

UTILITY

Mercy will happily guide the party where they'll best enjoy themselves.

Matchmaker. The Matron has seen many satisfied customers. If a player asks, and sometimes if they don't, she'll suggest who she thinks would be a good courtesan for them.

Hot Gossip. Mercy has an ear in every wall. If a player asks her for dirt on an individual in town, they can roll Investigation at Advantage with her help.

PLEASURES

Mercy rarely indulges. But "rarely" isn't "never."

Seduction - DC 20. Mercy isn't available in the same way as her courtesans, but now and then she does indulge herself with longtime customers. *If a player has previously bought time with at least 3 courtesans, they roll to Seduce Mercy at Advantage.*

Preferences. Mercy enjoys herself when she does indulge, but her idea of lovemaking is a sensual, long affair. She doesn't tire easily. *The Matron rolls to resist orgasm at Advantage.*

Kinks. Mercy likes cockwarming, fingering, and missionary. She doesn't like spanking, rough sex, or anal.

MASTER SILAS

The second-in-command of the *Sighs* is firm and severe as the *Matron* isn't. Where she might be likened to steel under silk, he is simple steel—frowning blue eyes seeming to pierce through illusion and subterfuge. His butler's coat flaps as he stands stiffly at the banister of the *Hanging Silks*, watching over all those below. He stands and walks as if his spine was an iron pole... though a surprising amount of grace can be seen in his movement all the same.

A sparkle does enter his cold eyes, if only for a moment, when his gaze traces over the gambling tables below. There are those who are lucky enough to have seen him actually sit down to play a hand of cards—or perhaps unlucky, as they rarely leave the table themselves with the coins they arrived carrying. Worse off, though, are those who risk his ire: Silas steps in when a steel gauntlet is needed more than a soft word. He brooks no disagreement, and his red skin flushes in rare anger if disobeyed. Despite his dress, he is rarely confused for a butler or a well-dressed servant: something about his presence has an air which commands respect.

Thin and severe, this red-skinned Tiefling is a sharp contrast to the *Lusty Sigh's* proprietor. The power and influence he wields in the establishment suggest a lofty position—but his exact role is far from certain. He drifts between tables and jots down quick notes—glaring severely at his patrons.

SEVERE OVERSEER

Silas' role in the *Sighs* can best be described as "fixer." Though **Matron Mercy** is capable of fending off jealous customers or unruly patrons, Silas is the final word in security. Mild disturbances are thrown out and barred from the property... while more major issues meet the steel underneath his cloak.

CONSUMMATE DUELIST

When Silas sits down to gamble for a round or two he rolls up his sleeves: a cursory look reveals the litany of scars criss-crossing his forearms, evidence of a life spent clashing blades. Players able to make a \odot DC 12 History check know in Silas' previous life he was an unmatched fighter who won accolades in arena and alley alike. Though he's officially retired, his skill has hardly waned. Highly honorable, Silas will rise to meet a challenge offered to him... or invite another to a duel if they provoke it. More than one belligerent patron is found bleeding from a dozen deft slices; the true offenders are simply not found at all.

MASTER SILAS

Medium male Tiefling, chaotic neutral

Armor Class 17 (studded leather armor)

Hit Points 79 (9d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	20 (+5)	15 (+2)	9 (-1)	12 (+1)	16 (+3)

Skills Athletics +5, Insight +5, Intimidation +5, Sleight of Hand +9, **Domination** +5

Senses passive Perception 15

Languages —

Challenge 1 (200 XP)

Twist the Knife. Silas critically hits on a natural 19 or a 20. On a successful critical hit, he rolls two additional damage dice.

Keen Reflexes. Silas may take the Dodge action as a Bonus Action.

ACTIONS

Rapier. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

APPEARANCE

The first of Silas' notable features are his piercing blue eyes; the second, his wiry body. Two slender horns poke through shoulder-length, shiny black hair. Although his face is frequently twisted into a frown, during a particularly challenging game or a difficult duel his eyes flash and his lips smirk. Where **Matron Mercy** varies her style by the day or the hour, Silas is only found wearing formal coats and suits—appearing more a butler than a proprietor, perhaps. Underneath the suit his history becomes clear: a network of scars traverse his entire front down to his forearms... but leave his back bare. A duelist faces forward, always.

PERSONALITY

Judging by Silas' appearance one might be inclined to believe him cruel and calculating, but "cold" would be a better way to describe him. He keeps the patrons and the workers of the *Sighs* equally at a distance, remaining professional. In rare moments of passion he might be seen to quirk a smile or even relax: these brief glimpses speak more to a man choosing solitude over friendship. Perhaps the scars from his dueling days are more than just physical.

PLEASURES

Silas mostly keeps to himself. But a gentleman knows how to please.

Seduction - DC 16. Silas is no courtesan, but he knows what rooms are available. If he's charmed by someone, he might suggest a more private conversation. *If a player beats Silas in a round of gambling, they roll to Seduce him at Advantage.*

Preferences. Silas is a giving lover. He prides himself in working his partner over to the point they hardly know where they are. *Players being Stimulated by Silas roll to resist orgasm at Disadvantage.*

Kinks. Silas likes oral, fingering, frotting and kissing. He doesn't like dominant approaches, receiving blowjobs, or public sex.

THE WILLOW

Soft and ethereal, this vision of loveliness is the talk of any town the *Sighs* sees fit to spring up in. The allure of mystery is a heady brew, and the questions surrounding them only make them more attractive to many. Ever-clad in veils, they move with a grace that draws the eye and dries the mouth. More thrilling still are the rumors that few if any have ever seen underneath those garments at the shapely body beneath. Was it so beautiful it struck them dumb? Or does their demand for secrecy hold such power?

Beautiful gem-bright eyes stare from those swathed blue silks, startling against suntanned skin. As they capture yours they seem to be communicating something—a plea, perhaps, an entreaty. They seem a damsel in need of rescuing... or perhaps, this feeling is just part of their allure. The soft scent of their perfume and the graceful glide of their movement could be just another piece of the game... but with how well they play it, does it matter?

Soft and supple, something of a dance is present in every movement made by the highest-ranked Courtesan in the *Lusty Sighs*. The Willow is an enigma, intentionally so: man or woman, or somewhere in between? Elf or Tiefling, or something stranger? Kind or cruel, warm or cold? These questions confound—and pique interest.

CENTER OF ATTENTION

When the Willow enters the room, conversations stop. A faint scent of cinnamon, the gentle pads of footsteps: these are enough to draw eyes and drop jaws. When conversation does start up it's to wonder at the apparition of loveliness which only just passed through—and to exclaim they'll be the next to be called to the Willow's room.

PATRONIZED BY KINGS

A significant part of the power wielded by the *Sighs* is represented in the web of connections the Willow stands at the center of. Dukes, Princesses and those of even higher stations slip into the *Sighs* in disguise and scale the stairs to the Willow's chambers: what secrets might they share? A player invited into the Willow's confidence might learn hints of these secrets, if they were charismatic enough.

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

THE WILLOW

Medium nonbinary Demon, lawful good

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	11 (+0)	14 (+2)	14 (+2)	20 (+5)

Saving Throws Wis +3, Cha +5

Skills Insight +5, Perception +5, Performance +8, Persuasion +8, Sensuality +8, Submission +8

DESCRIPTION

The Willow is the most prestigious courtesan at the *Sighs*... and for good reason.

Appearance. Most of the Willow's form is obscured by the veils, the silken wraps laying gently on their body. Soft cloths of shimmering design and delicate make drift as they walk, fluttering in the air as if caught by a playful gust. Only peeks of sun-tanned skin can be seen now and then, enticing glances at a slender body, soft lips, dark eyes and thick eyelashes. Those lucky enough to see those silks stripped keep their mouths shut—but the aching wonder in their eyes speaks volumes.

Personality. The Willow is a consummate courtesan, perhaps born or even made for this role. Their only thought is to the needs and the wants of their suitor, and possess an uncanny ability to see just what those are. Attentive and kind, they are always alluring—but possessive of their secrets. When a suitor catches their fancy and are invited up to their rooms, everything is to please their guest, and nothing is off-limits.

UTILITY

The Willow is an object of desire for many, but there are few who can claim to have seen their chambers.

Inspiring Presence. Those lucky enough to see The Willow dance in their private chambers find themselves revitalized and focused. They gain Inspiration.

Fame by Association. People from all walks of life know of The Willow. A player who can honestly boast to have seen the insides of their chambers finds weight lent to their statements. Players who've had a private meeting with The Willow make Persuasion and Deception checks at Advantage within the city containing the *Sighs*.

PLEASURES

The Willow makes a business in all kinds of pleasures.

Seduction - DC 16. The Willow is happy, once bought, to perform for their client. Whether dance or song or something else, up to and including the sensual.

Preferences. The Willow prefers to take all night coming to a conclusion whether sex is on the table. When it is, they prefer something delicate and sweet. *If The Willow has not become Aroused during the night, they won't sleep with their client.*

Kinks. The Willow enjoys subtle flirtation, massage, outercourse, grinding, and cuddling. They don't like impact play, submissive approaches, crude language or exhibitionism.

APPENDIX A: MAPS

THE GROUND FLOOR (0F)



A larger version of this map can be found at [this link](#).

Courtesans roam the ground floor of the *Lusty Sighs*. To grab a random selection of these amorous beauties, roll $\boxed{2d6}$ on the **Bronze** and **Silver** rank tables in **Appendix B: Courtesans** and $\boxed{1d6}$ on the **Gold** rank table.

Drinks and food are to be found in plenty—all heavily discounted. After all, there are other treats for visitors to spend coin on!

MENU

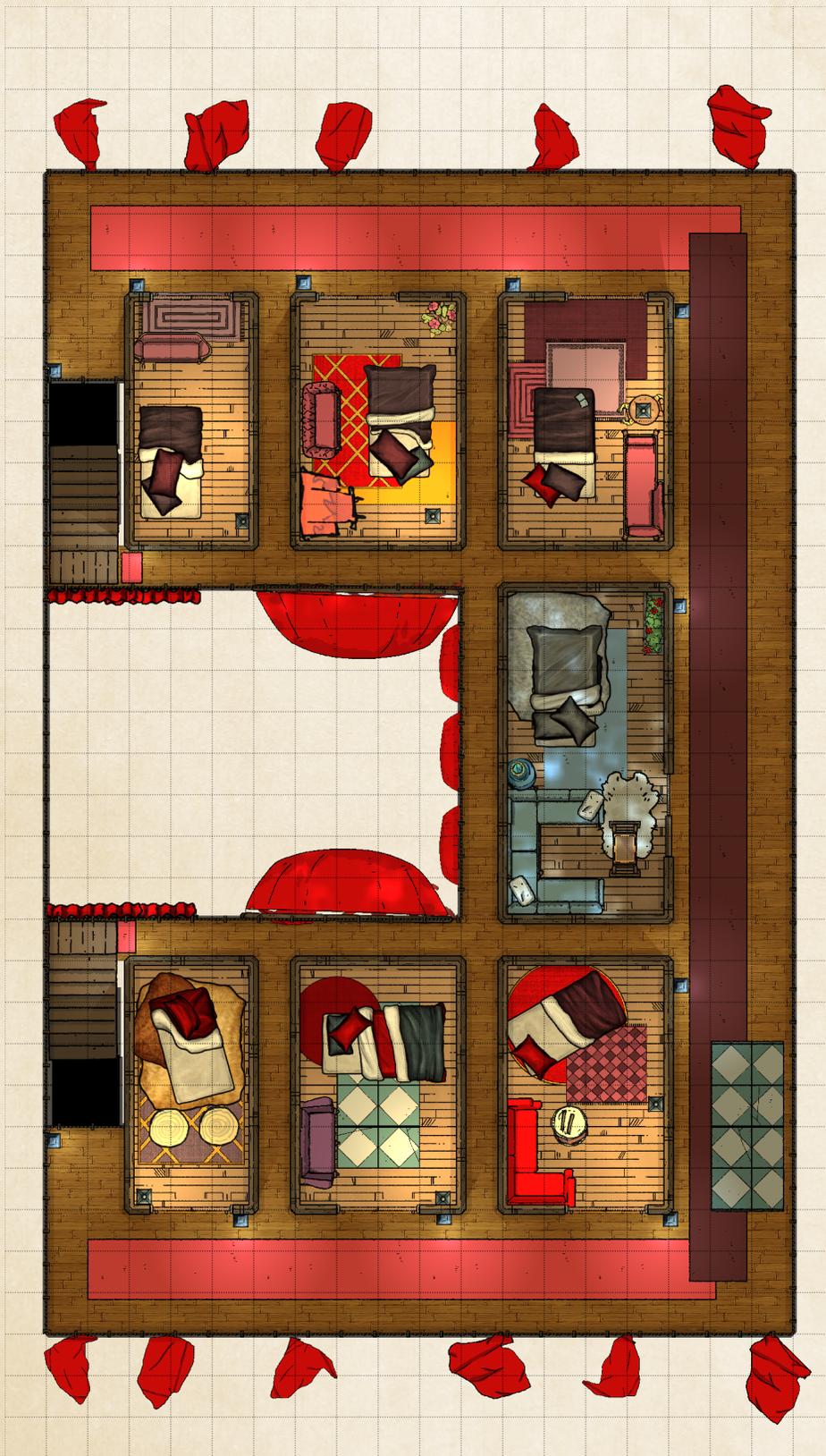
Food	Cost
Sweetroll	5CP
House ale (hoppy)	1SP
House wine (fruity)	1SP
Local ale (dark)	1SP
Mince pie	1SP
Salad	5CP
Meat skewers	5CP
Bread and cheese (shared platter)	2SP

At any given moment, small scenes of drama are bound to appear! Use the following table to make the ground floor come alive:

RANDOM EVENTS

d6	Event
1	Tables are overturned: a gambler cheated!
2	One of the Courtesans tries to charm a player.
3	A special show begins, and eyes turn towards the dancers.
4	A customer is too handsy, and gets shown the door.
5	A group of guards enters shiftily.
6	A performance is called for! The crowd favorite wins a free trip upstairs.

THE HANGING SILKS (1F)



A larger version of this map can be found at [this link](#).

The upstairs rooms of the *Lusty Sighs* are communal, and frequently cleaned. Only the central room, decorated in icy blue, is owned: property of **The Willow**. If another room is peeked inside, there's an equal chance it would be any of the Courtesans currently using it—or kept empty, for the moment.

Courtesans roam the banisters calling sweetly to those walking on the streets beneath, beckoning them up to the soft beds—and soft embraces—awaiting them. Though paying customers are welcome when accompanied by a courtesan, an unaccompanied player sneaking about is likely to draw suspicion. Periodically, have the players make a \diamond DC 14 Stealth check. If they fail, **Master Silas** firmly escorts them downstairs. Being caught twice will lead to being ejected from the premises.

The hanging silks from which the upstairs floor of the *Sighs* gets its name are sometimes used in special shows—hanging silk performances where specially-trained courtesans descend slowly amid trailing cloth. The strongest of the performers may sometimes pluck some interested parties from their seats and bear them aloft in their own kind of dance.

THE THIGHS (-1F)



A larger version of this map can be found at [this link](#).

For many, the *Thighs* are simply a store room connected to the **Ground Floor** by a ladder. But clever eyes and cleverer hands can find their way through the fake wall into a corridor which wraps around the inner *Thighs*.

TRAPPED DOORS

Matron Mercy details a careful method of opening each room when she rents one out for a night. The unaware may find themselves confronted by a chastising dart flung from a hidden mechanism.

The hidden door from the store room and the door to Mercy's room are not trapped.

- **Trap:** Poison Dart
- **Discovery:**
 - ⦿ DC 18 Investigation
 - ⦿ DC 15 Thieves' Tools
- **Discovery:** ⦿ DC 18 Thieves' Tools
- **Damage:** 1d6, ⦿ DC 14 Constitution Save or be Poisoned

The private rooms have been populated with items and furniture according to the following themes, though you are welcome to interpret them how you wish.

- NW: Store room.
- N: *Secret lovers' getaway*
- NE: *Potion experimentation*
- ENE: *Faerie glen role-play*
- ESE: *Noble and his secret mistress*
- SE: *Extreme bondage*
- S: *Minotaur King role-play*
- SW: **Matron Mercy's** room.

APPENDIX B: COURTESANS

BRONZE RANK

Bronze Courtesans are only beginning to pick up skills outside the sheets of a bed, and are usually hired simply for matters of passion.

d6	Name	Race	Gender	Description	Fetishes
1	Sasha	Human	Non-binary (F)	Lithe and shapely, this courtesan is a favorite among returning customers. Is it their sex appeal? Well, yes—but also the softness of their embrace, and their willing ear.	Foreplay, cockwarming
2	Anthy	Yuan-ti	F	Gold and green-scaled, this humanoid snake woman loves a captive audience. Once you're in her coils, she's likely to regale you with all sorts of wonderful stories—pausing now and then to squeeze.	Bondage, coiling
3	Sunni and Aunri	Tieflings	M and F	These two blue Tieflings are perfect twins, discernible only to themselves. They delight in swapping places now and then to confuse and tease their returning clients—can you guess which one of us it is this time?	BDSM, footjobs
4	Bubble	Mermaid	F	This curvy mermaid's hips dissolve into shimmering scales almost as beautiful as her doe eyes. Often found at the gambling tables, she's happy to tease about how long she can hold her breath—and she's not exaggerating.	Deepthroating, oral, underwater sex
5	Ssimira	Drow Elf	F	This gray-skinned Elf has a sweet tone, but a suitor unaware of her homeland's customs is likely to end up tied down and toyed with. Thick of thighs and hips, this courtesan offers prayer to her Goddess atop the bound form of her most recent lover.	Bondage, dominating
6	Raphael	Human	M	A playboy who enjoys lounging about with a torn-open shirt, this man espouses a love of romantic poetry and flowery language... a facade he's carefully crafted. He keeps his lovers at arm's length, worried they'll discover he's ill-read and heavily-accented.	Teasing, anal

SILVER RANK

Silver Courtesans have picked up a skill or two they can display in polite company. Though many are still happy to indulge themselves, there are suitors who purchase their time just for a dance, a song, and so on.

d6	Name	Race	Gender	Skills	Description	Fetishes
1	Saphiria	Moon Elf	F	Singing	Soft-spoken with a sweet smile, this blue-skinned young woman with a slim body and small breasts likes to be praised for her abilities—and isn't above showing her other talents.	Oral, fingering
3	Aerie	Human	F	Chess	A striking figure with orange-red hair and blue eyes, this woman loves when someone expresses a sharp wit. Keen to put that to the challenge, she likes nothing better than a challenge where the winner can do what they like to the loser.	Bondage, pegging
4	Jaymi	Half-Orc	M	Acting	This burly hunk of a green-skinned man doesn't mind playing to his looks—playing a character is like breathing to him. To find his true heart, a suitor will have to ply their romantic skills.	Cuddling, romance
5	Janill	Slimefolk	Non-binary (M+F)	Mimicry	This soft-spoken Slimefolk doesn't have a complete grasp on the Common tongue, but is eager to please. She delights in altering her form to match her suitor's preferences, though it may entail an extra charge.	Creampies, kissing
6	Ahnrei	Half-Elf	M	History	Soft and slender, this hesitant man is tender, kind and attentive: thanks to his manner of dress and appearance, many confuse him for a woman. He does little to disabuse them of this notion.	Submission, exhibitionism

COURTESAN EFFECTS

Rank	Effect	Duration (short/night)
Bronze	Afterglow	normal / normal
Silver	orange Afterglow, +2 in 1 of the courtesan's skills	normal / 1 day
Gold	Afterglow, +4 in 1 of the courtesan's skills	1 day / 2 days
Platinum	Afterglow, Advantage in 1 of the courtesan's skills	N/A / 1 week

GOLD RANK

Gold Courtesans are much more exclusive than their lower-ranked kin, and many have developed unique tastes a suitor must indulge to gain entrance into their bed. Gold Courtesans take the *Lusty Sighs'* assurance they can choose their customers and filter their suitors accordingly: *this one I'll dance for, this one I'll refuse, for this one I'll do more than just dance.*

d6	Name	Race	Gender	Skills	Description	Fetishes
1	Grayvel	Human (Werewolf)	M	Intimidation, Athletics	This fellow doesn't mind pretending he's seconds away from wolfish rage... but actually has it well under control. For a price, he'll take visitors on a full moon...	Lifted sex, doggystyle
2	Aoife (ee-fuh)	Halfling	F	Stealth, Sleight of Hand	Dexterous and cunning, this pint-sized woman is used to being underestimated. More forward than most, she enjoys some teasing under the table before she disappears with her suitor.	Hidden exhibitionism, handjobs
3	Salazar	Tiefling	Non-binary (M)	Arcana, Deception	Tattoos of many artists' hands mark this Tiefling's blue skin, most of which is left exposed. Strange but pleasurable spells and substances, it's said, await their suitors.	Sexual spells, drugs and substances
4	Din	Harpy	F	Perception, Survival	Perhaps the most foreign of the Courtesans, this winged woman has a piercing glare and says little. All the same, she knows what she likes—and isn't too shy to approach suitors herself.	Scratching, biting
5	Oretha	???	F	Deception, Religion	Cloaked in dark robes lettered with arcane symbolism, this woman's true identity can only be guessed by the bottom half of her face which peeks from her dark hood... and the curvaceous body hinted at underneath the garb.	Taboo, oral
6	Rickard	Elf	M	Performance, Investigation	This pointy-eared man doesn't quite match the vision most half of his kind, but he doesn't mind that. Rickard loves a good party and has the gut to prove it. All the same, he's a popular man: he loves to make people laugh.	Slow sex, multiple orgasms

PLATINUM RANK

The zenith of the *Lusty Sighs*—the very height of skill in the world of the courtesans. Only three people in the organization have been elevated to this level, and though competition for the rank is fierce, a shift in the power dynamic is practically unheard of.

d3	Name	Race	Gender	Skills	Description	Fetishes
1	Crusher	Minotaur	M	Sensuality, Athletics, Acrobatics	Loud and boisterous, this fellow is happy to show off and loves to rise to a challenge. Few can meet the rigorous demands of his wrestling—or his lovemaking.	Mating press, face-fucking
2	Dahlia	Orc	F	Domination, Insight, Intimidation	This well-built woman with one chipped tusk turns heads, and she should: she stands a head above the crowd. The leather armor she wears is a callback to her adventuring days: only the sufficiently traveled and storied catch her attention.	Footjobs, reverse Amazon
3	The Willow	???	Non-binary	Submission, Performance, Persuasion	As described in <i>The Willow</i> .	Slow burn, sensual massage

APPENDIX C: GAMBLERS

These NPCs are provided to add another dimension to the gambling occurring on the ground floor of the *Lusty Sighs*. A player investigating the tables is likely to find a few of these gamblers already amassing coin—especially at the more difficult tables.

If you want to populate a gambling table, follow these instructions:

Table Stakes	Instructions
Low	Roll a d4 on the Gamblers table and add that NPC to the game.
Medium	Roll 2d6 on the Gamblers table and add those NPCs.
High	Roll d6+2 3 times on the Gamblers table and add those NPCs.
Exclusive	Roll d4+6 3 times on the Gamblers table and add those NPCs.

If your roll would select a Gambler you've already added, reroll.

Every round of gambling, NPC Gamblers roll a 1d20 and add their modifier, though you don't need to keep track of their GP if they win or lose. NPC Gamblers can win the jackpot too! If their roll results in a value of at least 10 above the next highest, they rake in the money and the table closes down.

Some of the Gamblers are Courtesans on their break, and some are betting their last dollar—a winning player may find themselves propositioned for a quick romp upstairs in the *Hanging Silks* in exchange for not collecting the debt racked up in the game.

Some Gamblers have special rules which modify their own behavior or the behavior of the game. Keep these in mind as your players gamble!

Roll	Name	Mod	Description	Special Rules
1	Viziar	+0	A red-skinned tiefling with an eyepatch—though he keeps switching it between eyes.	-
2	Elloquen	+0	Slender of body and pointed of ear, this Elf maiden's eyes glint when she sees gold.	If Elloquen hasn't won in the past 3 rounds, reduce the table's DC (and her modifier) by 2.
3	Halric	+1	Loud and boisterous, this Human man is missing several teeth.	Halric doesn't mind cheating. A player must cheat 3 times before being ejected from the game, not 2.
4	Thimble	+2	She needs to sit on a stack of pillows, but this Halfling woman is a card shark nonetheless.	Now and then, Thimble attempts to cheat: she rolls a d20+2 opposed by the player(s)' Perception checks. If she's caught twice, she leaves the game.
5	Diarmuid	+3	This Half-Elf's unnaturally white hair hangs low over his eyes.	The result of a roll which would win the table's jackpot must be at least 8 above the next highest, not 10.
6	Crusher	+4	(As described in <i>Appendix B: Courtesans</i>). This Minotaur holds the cards almost daintily—a good thing, they're nearly miniature in his giant hands.	Crusher does not like cheating. If a player is caught even once, he challenges them to a duel.
7	Orythia	+5	She would seem a normal woman if it weren't for the blindfold and the closely-pulled hood from which the hisses of a Medusa's hair emerge.	Orythia can see clearer than others, despite her blindness. Sleight of Hand checks at her table are rolled at Disadvantage.
8	Alan	+6	This slender man keeps sneaking glances across the table, admiring looks at the player.	Alan can be distracted with a <i>Seduction</i> check he opposes with a d20+2 save. If the check succeeds, he begins to roll at Disadvantage.
7	Bubble	+7	(As described in <i>Appendix B: Courtesans</i>). This turquoise-scaled mermaid splashes in a basin of water brought up to the table, but she keeps the cards dry.	Now and then, Bubble tries to charm the opposition. She rolls a d20+6: players must pass an opposing CHA save or roll with Disadvantage that round.
8	Dispater	+8	An odd sight, this creature in a full suit of armor doesn't even lift their visor to stare at their cards, keeping their identity a secret...	Dispater rerolls any roll below a 5.
9	Regis	+9	This portly, chortling Gnome is easy to underestimate—which he counts on to fleece newcomers.	If he feels the time is right, Regis may call for an "all or nothing" round. The winner wins the jackpot! He rolls with Advantage on the round if the table accepts his bid.
10	Silas	+12	(As described in <i>Master Silas</i>). Silas keeps up a pleasant banter, but the players feel every time they look away he's scrutinizing them carefully.	Players roll Insight and Deception at Disadvantage. If a player wins a round, he thanks the table politely and leaves.

BROTHELS AND CONSENT

A brothel can be a touchy subject for some. 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.

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CHANGELOG

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

- 1.0 - 7/1/21
 - Initial release
- 1.1 - 1/12/23
 - Update to match core rulebook re-release
 - Some minor rules changes

CREDITS

- Cover
 - Almeh with Pipe** by Jean-Léon Gérôme
 - A public domain artwork.*
- Maps
 - Created by Hatter with DungeonDraft

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