



# THE THRALLMASTER

*A 5TH EDITION TANDEM CLASS*

*FOR EROTIC ROLEPLAY*

FROM THE  
ROLLING FOR SEDUCTION  
SUITE

**18+**

# THE THRALLMASTER

*The paladin's silvered armor gleams as she wipes the blood from her blade, triumphant... but there around her neck, a band of iron gleams dully. She sinks to her knees in willing supplication, seemingly delighted to follow those metal rings up, up, up... straight into the delicate hand of a woman wearing no emblems, no crests, no crown. Still the look they exchange can accept no other description than "devotion:" from the paladin, a selfless and helpless stare; from her master, a possessive but cherishing glance as smug as it is enticing. She tugs at the chains and the paladin is tugged—or perhaps she was already moving to embrace the legs of her master, at home at the bottoms of those long, black boots.*

**T**HERE ARE THOSE WHO LIVE TO SERVE, and those who live to BE served. A Thrallmaster is of the latter kind, an individual so compelling and with such force of personality that weaker minds drop to their knees and worship. There is much to gain by being a follower of a Thrallmaster, and even more to gain through a willing partnership. A leader is nothing without their followers, after all; when each work together to suit their strengths, nothing may stand in their way.

## WILLING THRALLS

Thrallmasters use their powers to enhance and guide the abilities of *Thralls*, servants who actively tie themselves or allow themselves to be tied to the master. Though the Thrallmaster imperiously commands their followers, a Thrall's consent is essential to the process. They must grant the master their willing fealty to become a Thrall, and the consent must be maintained for the powers granted to a Thrallmaster to function.

If a Thrall chooses at any time to relinquish their servitude (or vice versa), the restraints placed upon them by the Thrallmaster open to release the Thrall.

### ROLLING FOR SEDUCTION

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

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



A Thrallmaster and her adoring thrall by [@riskyerros](#)

## CREATING A THRALLMASTER

As you build a Thrallmaster, think about the following questions:

- What led you to want to control others?
- Who is your Thrall, and how did they come to serve you?
- What special bond has formed between you and your Thrall?

You might be a member of the nobility, used to others following at your beck and call. You might be a leader, trained in a structured system where you learned to direct your followers. You might be an escort or a courtesan, expert at rewarding those who follow your orders. Your Thrall might be a lover of yours, a trusted follower, or someone who inspires you. They might follow you out of a sense of duty, adoration, or even just common convenience.

## QUICK BUILD

You can make a Thrallmaster quickly by following these suggestions:

**Ability score priorities:** Strength/Dexterity, then Charisma, then Constitution...

**Backgrounds:** Noble, Soldier, **Courtesan**

## CLASS FEATURES

As a Thrallmaster, you gain the following class features:

### THE THRALLMASTER

Level	Proficiency	Features
1st	+2	Thrall Connection, Master's Direction
2nd	+2	Forced March
3rd	+2	Mastery Style
4th	+2	Ability Score Improvement
5th	+3	Extra Attack
6th	+3	Mastery Style feature
7th	+3	Fervent Inspiration
8th	+3	Ability Score Improvement
9th	+4	-
10th	+4	Unbreakable Chain
11th	+4	Mastery Style feature
12th	+4	Ability Score Improvement
13th	+5	Overwhelming Presence
14th	+5	Ability Score Improvement
15th	+5	Masterful Resistance
16th	+5	Ability Score Improvement
17th	+6	Mastery Style feature
18th	+6	Guided Strike
19th	+6	Ability Score Improvement
20th	+6	Eternal Thralldom

### HIT POINTS

**Hit Dice:** 1d8 per Thrallmaster level

### PROFICIENCIES

**Armor:** All Light and **Skimpy armors**

**Weapons:** Simple weapons, Whips

**Tools:** *Brander's Tools* or *Tattooist's Tools*

**Saving Throws:** Charisma, Strength

**Skills:** Choose two skills from the following: Athletics, Insight, Medicine, Perception, Persuasion, Performance. All Thrallmasters are proficient in **Domination**.\*

*You may replace the **Domination** skill with Intimidation.*

### EQUIPMENT

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

- leather studded armor or **Harness/Shibari**
- a whip, a shortsword or a
- 20 darts or 2 daggers
- an entertainer's pack or explorer's pack
- 30ft hempen rope or a

## THRALL CONNECTION

You maintain a link to another being, tied to you indelibly by their promise and by a physical restraint—a length of hempen rope, perhaps, a chain, or a leash.

When you take a Long Rest, you may choose a consenting creature to become your *Thrall*. A Thrall gains special abilities while under your control, but must be connected to you at all times by a tether, such as a chain or a line of rope. You must hold one end of the tether. Should the tether be broken by any means, it can be repaired and reattached to your Thrall with an Action. You may only have one Thrall at a time.

### THRALL'S TETHER

Magic imbues the connecting line between you and your Thrall. Material notwithstanding, the link connecting you gains special properties:

**HP:** The tether has HP equal to 10 + your class level.

**AC:** The tether shares your AC.

The tether reaches 20ft and requires an unbroken path between you and a Thrall. If the path becomes broken, or the distance "on foot" between you and a Thrall exceeds its length, the tether breaks. The tether does not occupy spaces; the line between you and a Thrall may be moved through by friendly or enemy creatures. If you or your Thrall become invisible, the tether does as well.

Holding the tether occupies one of your hands. While you hold the tether, you can't use two-handed weapons or wield weapons in a way that requires both hands.

While the tether remains broken, or while you are unconscious, any class abilities you would grant your Thrall cannot be used by them.

## MASTER'S DIRECTION

The bond between you and your Thrall strengthens daily: you come to know their weaknesses, and especially what motivates and drives them. You may use the Help action as a Bonus Action so long as the target is your Thrall. Additionally, if you would Help your Thrall in attacking another creature, you may do so as long as the creature is within the range of your Tether.

## FORCED MARCH

Your encouragement and cajoling drives your Thrall before you, demanding feats of speed otherwise unobtainable.

At 2nd level, during your turn you may use any amount of your Movement Action to instead move a Thrall. This does not allow them to break free of restraints or conditions which would otherwise disallow movement, and you cannot move them anywhere that would exceed the length of their Tether.

## FERVENT INSPIRATION

Beginning at 7th level, your demands inspire unthinking obedience. When you would make one of your Attack actions, you may instead inspire a Thrall. Until the beginning of your next turn, the first time they would hit with an attack or with a damaging spell, treat it as a critical hit.

## UNBREAKABLE CHAIN

When you reach level 10, the link between you and a Thrall becomes nigh-unto unbreakable. The effective HP for your tethers is tripled. In addition, if a creature would make an attack against your tether you may treat it as a *Disarm* attempt, opposing their attack roll with an *Athletics* or *Acrobatics* ability check. If your check is higher than their attack roll, the attack misses.

The tether's length increases by 20 feet, and increases by 20 feet again at level 16.

## OVERWHELMING PRESENCE

By level 13, every step oozes strength and every gesture speaks of power and force of will. As a Reaction, if you would be targeted with an attack you may make a **Domination\*** check opposed to the enemy's Wisdom save. If the save is unsuccessful, they must make an attack against a different creature hostile to them instead.

If no other target is available, this ability has no effect.

## MASTERFUL RESISTANCE

Your overpowering force of character has become a raft to buoy your Thrall, a shield to hide behind. At level 15, when a Thrall makes a Saving throw, you may spend your Reaction to roll a **Domination\*** check. If you do so, your Thrall must use your check as their saving throw.

## GUIDED STRIKE

Beginning at level 18, when you hit with an attack against an enemy in melee range with a Thrall, that Thrall may spend their Reaction to make a single melee attack against that same enemy.

## ETERNAL THRALLDOM

The bond forged between you and your followers is stronger than iron, stronger than steel. At level 20 when a Thrall would drop below 1 HP, you may make a **Domination\*** check. If your roll exceeds 5 + the damage taken, they instead drop to 1 HP.

Your Thralls make Death Saving Throws at Advantage.

## MASTERY STYLES

When you reach level 3, you begin to develop your own style of mastery. Some Thrallmasters shout invectives and some shout praise; some lash their Thralls and some soothe. Some enter battle alongside their Thralls and some prefer to lead from behind. The Mastery Style you choose reflects the nature of your bond with those who follow you.

## TASKMASTER

Often high-ranking members of the military, Taskmasters direct their Thralls to incredible effectiveness in combat. A Thrall becomes an extension of the Taskmaster's arm—a deadly efficient weapon capable of near-surgical precision. Taskmasters may be harsh and demanding with their Thralls, but what is a soldier without a weapon?

### TASKMASTER FEATURES

Level	Feature	Summary
3rd	Directed Attack	<i>Make Attack as a Thrall</i>
6th	Phalanx Defense	<i>AC for you and Thralls when near</i>
11th	Exploited Flank	<i>Thrall: Adv. vs. enemies near you</i>
17th	Battle Fervor	<i>Thrall: free attack after Critical</i>

### DIRECTED ATTACK

When you choose this Mastery Style at level 3, your barked orders have immediate results. When you would make an attack on your turn, you may instead have a Thrall make an attack. When they make an attack in this way, they use their abilities and class features as appropriate—as if it was them making their attack on your turn.

### PHALANX DEFENSE

At level 6, hours of training alongside your Thrall allows you to fill in the gaps in both of your defenses. While you remain within 5 feet of your Thrall, both of you gain a +2 bonus to your AC.

### EXPLOITED FLANK

Starting at level 11 you draw the attention of nearby enemies, allowing your Thralls to exploit your enemies' distraction. When your Thrall makes an Attack against an enemy within 5 feet of you, they make their attack at Advantage.

### BATTLE FERVOR

At level 17, when your Thrall scores a critical hit against an enemy, they may immediately make another attack against that enemy as a Free Action. This ability may trigger only once per turn.

## MANY-HANDED

Although some Thrallmasters are content with a single follower elevated to the rank of Thrall, others can't be satisfied with having just one at their beck and call. Many-handed Thrallmasters are those who forever want more—more power, more followers, more prestige.

One might expect tension would grow amongst the Thralls of the Many-Handed, but many examples stand to the contrary. Any harmony to be found depends on the bonds which grow between the Thralls—and the skill of the Master.

### MANY-HANDED FEATURES

Level	Feature	Summary
3rd	Snap-on Manacles	<i>Choose Thralls in Short Rest</i>
6th	Many Hands	<i>Gain an extra Thrall</i>
11th	Many-tongued Whip	<i>Give all Fervent Inspiration</i>
13th	Many Hands	<i>Gain an extra Thrall</i>
17th	Focused Fire	<i>Attack at Adv. vs. previously attacked foes</i>

### SNAP-ON MANACLES

When you choose this Mastery Style at level 3, you begin to see the necessity of quickly interchanging whom you lead on the end of your line. You may choose new Thralls during a Short Rest as well as a Long one.

In addition, the maximum length of your tethers grow by 20 feet.

### MANY HANDS

At level 6, your command expands to allow you to control additional Thralls. When you would choose your Thralls, you may select up to two individuals to make your Thralls instead of just one. This limit increases to 3 at level 13.

Each Thrall is connected to you with their own **Thrall's Tether**, all of which you hold in a single hand.

### MANY-TONGUED WHIP

Starting at level 11 you are able to survey the battlefield at a glance, seeing intuitively the state of your Thralls. When you would use **Fervent Inspiration** you may instead affect all of your Thralls with a more limited effect, granting them an extra damage die on a successful hit instead of a guaranteed critical.

### FOCUSED FIRE

You fight like a fine-tuned machine, dancing to a single drumbeat. At level 17 when you or one of your Thralls would attack a target who has already been dealt damage by you or another of your Thralls that round, they attack at Advantage.

## THRILLMASTER

For some, seeing a dear Thrall at the end of a chain is simply the way of the world; for others, it's a source of endless pleasure. Some Thrall-masters become so addicted to the feeling of having someone at their beck and call that they become utterly unable to imagine life without the cloying heat between the thighs being so indelibly connected to another brings. Thrillmasters harness this fierce pleasure to lead their Thralls—and themselves—to even greater heights of joy.

### THRILLMASTER FEATURES

Level	Feature	Summary
3rd	Unending Arousal	<i>Give Thrall permanent Arousal</i>
6th	Dual Seduction	<i>Sexual Actions as a duo</i>
11th	Fierce Arousal	<i>Aroused Thrall: attack at Adv.</i>
17th	Roving Hands	<i>Stimulate as Reaction</i>

### UNENDING AROUSAL

When you choose this Mastery Style at level 3, you develop a certain expertise in keeping your Thrall's nerves humming with a warm glow. This muted pleasure lasts, at times for days... making the finish all the sweeter. If the last **Arousing** effect on your Thrall came from you, they don't need to roll to resist becoming **Desperate**.

### DUAL SEDUCTION

The pleasure you share with your Thrall has made you both intoxicating in the extreme. Alone, each of you are difficult to resist—but together, the two of you are breathtaking. At level 6 when you or your Thrall would make a **Enticement** or **Seduction** roll, you may both roll and take the higher of the two.

When you and your Thrall are within 5 feet, and either of you take the **Stimulate** action, the target saves to resist orgasm at Disadvantage.

### FIERCE AROUSAL

Starting at level 11 your Thrall begins to understand some of the delicious pleasure which drives you. That cloying heat fills their hands, fills their core: it makes them deadly.

While your Thrall is **Aroused**, they attack at Advantage.

### ROVING HANDS

At level 17, your bond has taught you a great deal in the matter of sensuality. Caresses come as naturally as breath: while **Aroused**, you may **Stimulate** a creature as a Reaction when it moves within 5 feet of you. Your Thrall also gains this ability.

## GLOVED FIST

Some partnerships between Thrallmaster and Thrall, despite the chain, can look almost equal. Not so for the Gloved Fists, who relish in grinding their heel on the head of their Thrall, in teasing their followers to the end of their endurance and even visiting pain on them: consensual, certainly, but no less shocking to witness. Perhaps to most it will be difficult to understand why the Thrall of a Gloved Fist is uniquely adoring, almost worshipful of their master—but to the two, it's as obvious as night and day.

### GLOVED FIST FEATURES

Level	Feature	Summary
3rd	Quiet Desperation	Thrall less <i>Desperate</i>
6th	Sacrificial Intervention	Thrall blocks a blow for you
11th	Masochism	Heal Thrall with damage
17th	Whip's Lick	Adv. after damaging Thrall

### QUIET DESPERATION

When you choose this Mastery Style at level 3, you hone your ability to drive your Thrall to their wit's end. If with an *Arousal* action you make your Thrall *Desperate*, while they remain *Desperate* they are unaffected by the effects of the status which would make them roll to act normally and attack at Disadvantage.

### SACRIFICIAL INTERVENTION

At level 6, the worship your Thrall pays you becomes nearly suicidal. If you would be hit with an attack, you may call your Thrall to an unoccupied square within 5 feet of you as a Reaction to shoulder the blow. They take the damage you would receive from the attack.

You cannot use this feature if your Thrall could not traverse the distance to the square using their move speed.

### MASOCHISM

Starting at level 11 your Thrall's sexual frustration makes them interpret every touch as pleasurable. While *Desperate* if they would take damage from you or by **Sacrificial Intervention** they instead gain that amount as temporary HP. This HP lasts until the end of combat. When this effect is activated, your Thrall loses any temporary HP they already had.

### WHIP'S LICK

Every touch you bestow upon your Thrall is a gift, and those who witness your gifts are cowed by them... but in their deepest parts, jealous of your attention. At level 17 when your Thrall is dealt damage by you or one of your abilities you gain Advantage on *Domination*\* rolls and attack rolls until the beginning of your next turn.

## MASTER'S ITEMS

A Thrallmaster needs a couple of tools in their toolbox if they want to be successful—whether literal tools or figurative! Here are a couple of items which might suit your character and allow you some freedom of expression.

### BRANDER'S TOOLS

This set of prongs, pliers and metal-shaping tools enables the user to create shaped brands on flesh, as one would on livestock or upon new property. Included are several commonly-used shapes and letters, though the owner may choose to create their own signifying marks. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to create a lasting brands on others, or yourself.

Magical healing, if properly applied, may erase branding scars... though magical branding may prove more resilient.

### TATTOOIST'S TOOLS

This set of needles, inks and sanitation supplies allows for the creation of tattoos upon the willing. Proficiency with this kit lets you add your Proficiency Bonus to any Ability Checks you make to create an artwork of ink on skin.

### CAT O' NINE TAILS

*melee weapon (martial, whip)*

**Damage:** 1

**Damage Type:** Slashing

**Item Rarity:** Rare

**Properties:** Finesse, Reach

**Weight:** 4

This braided leather whip emerges into nine leather straps near the end, rendering its lash vicious and cutting. Those whipped by this weapon curse the lasting marks it leaves.

**Special:** Bleeding (1d4) — when you deal damage with this weapon, the target is afflicted with *bleeding*. At the end of the target's turn, they take 1d4 damage and make a DC 12 Constitution save. A successful save or a Short Rest ends this effect.

### LEASH AND COLLAR (30FT)

**Category:** Items

**Weight:** 4

This simple contraption of a thick leather collar and a leash is a common sight among those who own pets... but not all are intended for animal use. Some collars are made thicker, some softer to allow long-term wearing by those with more delicate necks.

# CHOOSING A THRALL

For the Thrallmaster, choosing your partner(s) is one of the most important choices you will ever make. Some pick one and keep them 'til death do they part, while other Thrallmasters change their Thralls tactically and frequently. Your relationship—and its length—with your Thrall is a matter between you and them, and the GM may wish to present you with unique challenges and triumphs depending on how your partnership progresses. A Thrallmaster is only half a person without their Thrall, after all, so depending on the point you enter a campaign or the level you begin at the GM may choose to give you a Thrall as you enter or may make you fulfill a quest to obtain one. It's recommended a Thrallmaster have a Thrall by level 3.

That is supposing, of course, one of the members in your own party isn't willing to be your Thrall...

## NPCs AND PCs

Depending on your situation and your preferences, a potential and willing Thrall might be available for you in your own party, but sometimes you must look elsewhere. The PCs are larger than life characters, so it's no surprise NPCs look up to them with a mixture of awe and fear. An NPC can be an ideal option to the enterprising Thrallmaster, and allow them to develop a unique relationship with a character they find compelling. The GM is encouraged to create a mini-storyline for a Thrallmaster to obtain a given Thrall, if the campaign allows. Here are some recommendations for potential hooks:

### BEFORE I BECOME YOUR THRALL...

#### d10 Quest

- 1 ...I need to finish a goal I never could.
- 2 ...you must prove I'm the only one for you.
- 3 ...you must take care of my current responsibilities.
- 4 ...I need to best a foe with your help.
- 5 ...you must prove to me you're moral/immoral.
- 6 ...I have to bid a fallen friend goodbye.
- 7 ...you must impress me with your sexual prowess.
- 8 ...you must best me in a contest.
- 9 ...I must be convinced of the necessity of your quest.
- 10 ...you must divulge a great secret to me.

## SAMPLE NPC THRALLS

Here several thralls are provided for your use, though you may wish to make your own according to your tastes. In order to create a Thrall, simply create a character at your level and develop their personality, then present it to your GM.

## BENJAMIN NORTHBROOK

Medium male Human, lawful neutral Level 3 Fighter (Champion)

Armor Class 16 (chain mail)

Hit Points 25 (2d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	8 (-1)	9 (-1)

Saving Throws Str +4, Con +3

Skills Athletics +4, Perception +2, Stealth +4, Submission +1, Survival +1

### DESCRIPTION

Benjamin is a ride-or-die fighter quick to befriend but slow to give his trust.

**Appearance.** Benjamin has messy brown hair and a five-o'clock shadow. He's of medium height but hunches, making him appear shorter than he is. He wears chain mail and a damaged shirt over it, revealing peeks of steel rings through old slash marks and cuts. Underneath his low-hanging hair his face is handsome, only marred by a long-ago broken nose which never healed quite straight.

**Personality.** Benjamin doesn't like to talk much, partially because of a stutter which has pursued him since childhood. He's embarrassed by undue attention. He has a contagious kind of laugh when he finds something too humorous to ignore, and he's fond of jokes. He doesn't consider his own worth very high, and doesn't disagree when others treat him poorly. However, he thinks the world of his friends and will brook nothing so much as a snide comment to be made against them, flying into a rage it's difficult to calm him from.

### UTILITY

Benjamin is a capable Fighter, and a potential Thrall to an aspiring master... so long as they can prove they truly care for him.

**Fighter level 3 (Champion).** Benjamin has chosen the Champion archetype for Fighter and has access to the class and archetype features appropriate to his level.

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

### PLEASURES

Benjamin is a giving lover, but often forgets his own pleasures.

**Seduction - DC 16.** Benjamin is only too happy to be propositioned. He gladly tends to his allies and friends, though to him the act is purely an expression of his appreciation; if the proposition asks for him to receive as well, he's much less likely to agree. After all, what has he done that's worthy of pleasure? *Players attempting to Seduce Benjamin roll at Advantage if they're asking for him to give and not receive, and at Disadvantage if they're asking him to receive but not give.*

**Preferences.** Benjamin is tireless when it comes to his friends, and doesn't mind spending an hour or more using his mouth or hands for their pleasure. He's most receptive after doing just that. *When a player receives an orgasm from Benjamin, they roll at Advantage to Seduce him.*

**Kinks.** Benjamin likes giving oral, facesitting, and receiving orgasm denial. He doesn't like giving forceful sex or receiving oral.

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## SAPHIRA EVERGLADE

Medium female Elf, chaotic neutral

Level 3 Ranger (Hunter)

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Armor Class 14 (leather armor)

Hit Points 24 (2d10 + 13)

Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	12 (+1)	14 (+2)	10 (+0)

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Saving Throws Str +2, Dex +5

Skills Animal Handling +6, Athletics +2, Investigation +3, Sensuality +2, Survival +4

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### DESCRIPTION

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Saphira is a romantic of the highest order, though outwardly frigid.

**Appearance.** Saphira has long, silken purple hair and a thin, severe face. She's tall and lanky, giving the impression her limbs are slightly ill-proportioned for her body. She wears leather armor sculpted to her body shape, pressing up her modest chest in leaf designs. A single scar follows the line of her cheekbone, only visible when the light shines at just the right angle.

**Personality.** Saphira is outwardly cold—extremely so, to the point where she's actively avoided by most who know her. She actively resents being treated with familiarity and even foregoes referring to others on a first-name basis. More a lifestyle than a character flaw, this is a result of a peculiar religious belief that during the creation of the world, people were "split;" therefore, somewhere also searching the earth is the other half of her fated pair. She believes when she finds that person, she'll just "know" they're hers—and hopes that they will too. All others are merely distractions.

### UTILITY

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Saphira is a skilled huntress. A Thrallmaster would be well to obtain her... so long as they can convince her they're her "One."

**Ranger level 3 (Hunter).** Saphira has chosen the Hunter archetype for Ranger and has access to the class and archetype features appropriate to her level.

**Longbow.** Ranged Weapon Attack: +5 to hit, range 160/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

### PLEASURES

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

**Seduction - DC 20.** Saphira brooks no sensual touch or even flirtations: her body and soul are both promised to her one and only, wherever they might be. When her needs become too great she finds someone who can keep a secret. When she finds her One, however, she'll be theirs—enthusiastically. *If Saphira believes a creature is her One, their DC to Seduce her is 10.*

**Preferences.** Usually, Saphira is entirely unobtainable. When she does indulge herself she moves mechanically, unlovingly, and impatiently. The sex is transactionary. *Saphira rolls at Advantage to resist becoming Aroused.*

**Kinks.** Saphira likes grinding and mutual masturbation. She doesn't like flirting or dominant approaches. With her One, she likes impregnation and multiple orgasms.

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## VALOR "THE HAND"

Medium nonbinary Tiefling, lawful good

Level 3 Paladin (*Oath of Chastity*)

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Armor Class 16 (chain mail)

Hit Points 24 (2d10 + 13)

Speed 30 ft.

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STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	9 (-1)	12 (+1)	16 (+3)

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Saving Throws Wis +3, Cha +5

Skills Athletics +4, Domination +4, History +1, Medicine +3, Persuasion +5

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### DESCRIPTION

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Valor is a strong-willed paladin who lives by a code.

**Appearance.** Valor has a soft, pleasant face but a sharp voice that belies their personality. Slightly chubby, they have short, curly brown hair and white freckles dotting their cherry-red skin. Easy to let one's guard down around, Valor's kindly face disappears into a warrior's helm, its t-shaped aperture revealing only their glowing yellow eyes.

**Personality.** Usually warm and kind, Valor shows two very different sides depending on whether the person they're speaking with is someone they see as a "good" person or a "bad" one. "Good" usually entails whether they live by a code Valor agrees with, whereas "Bad" is anyone who takes others for granted or against their will. Though Valor lives by a strict code of chastity, they don't require the same from others—though it helps, if one wants to get on Valor's good side.

### UTILITY

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Valor might well offer a Thrallmaster their services without even being asked... as long as the master lives by a similar code.

**Paladin level 3 (Oath of Chastity).** Valor has chosen the *Oath of Chastity* archetype for Paladin and has access to the class and archetype features appropriate to their level.

**Maul.** Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 9 (2d6 + 2) bludgeoning damage.

### PLEASURES

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Valor has an iron-strong oath of chastity. Surely it would never break...

**Seduction - DC 20.** Valor is perfectly happy to flirt, goad, and insinuate... but stops at insertion. They politely but firmly quote their code, but usually neglect to mention its exceptions for extenuating circumstances. *If a player knows the text of Valor's code or convinces them having sex will help save someone else, they make rolls to Seduce Valor at Advantage.*

**Preferences.** Valor doesn't engage in carnal indulgence... but if they did, they'd enjoy loving, fierce embraces with plenty of foreplay and flirting beforehand. Just because they don't go that far doesn't mean they don't enjoy watching it, though. *Valor rolls at Disadvantage against becoming Aroused from seeing others engaged in sex.*

**Kinks.** Valor enjoys outercourse, grinding, and bukkake. They don't like submissive approaches, sex without foreplay, degradation or nonconsent.

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# THRALLMASTERS AND CONSENT

Before you choose to play a Thrallmaster, there are three parties you need to obtain consent from: your GM, your Thrall (if they're a player) and your fellow players at the table. 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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And once again, thank you!

## CHANGELOG

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

- 1.0 - 7/1/21
  - Initial release
- 1.1 - 12/27/22
  - Update to match core rulebook re-release
  - Some minor rules changes

## CREDITS

- Cover
  - La belle dam sans merci** by John Waterhouse
  - A public domain artwork.*
- Page 1 (Thrallmaster and her Thrall)
  - [@RiskyEros](#) on twitter
- A special thanks to **DepEnc** for editing help!

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