

THE LEWD ART

BDSM References Hit different once you realize that the Venn Diagram of people interested in kink, and people who ply TTRPGs is effectively a Just a circle
~Anonomous

Since as far back as Advanced D&D, tabletop roleplayers have been finding ways to incorporate sex and other adult topic into their games. Starting with the AD&D Guide to sex, and exemplified perhaps in the 3.5 Book of Erotic Fantasy, lewd roleplaying supplements have existed nearly as long as tabletop RPGs themselves. Even the poorly received 4th edition has at least one well developed rulebook for those looking to turn their ad-venture into a sex-venture.

While the Venn diagram may not be a complete circle, the kink and tabletop gaming communities have always had a strong amount of overlap - And why not? Tabletop gaming has always been something that appeals to outcasts and misfits - people with a desire to live out or explore fantasies on a level more personal than other formats might allow. Both the kink and tabletop communities share a vast array of similarities in their appeal, and the escapism of fantasy gaming in many ways mirrors the escape that so many find in kink and eroticism.

Beyond that, the very makeup and history of tabletop gaming lend themselves to adult themes and sexualized adventures. Heavily inspired not just by early science-fiction and fantasy comics such as Conan the barbarian and John Carter of Mars, so much that we now recognize as the core of Dungeons and Dragons is built directly on works of exploitation and fantasy. And one has only to do an unfiltered google search of any Critical Role character to see that such interests are still alive and well within the community. People like fantasy. People Like sex. Why not bring the two together?

RUNNING A LEWD GAME

Whether you are planning an entire campaign centered around an eldritch sex dungeon, or just interested in a kinky one-shot, there are a few rules to keep in mind when playing an erotic adventure. Many of these things are already a part of maintaining any healthy roleplaying group, but take on new meaning and importance in the world of erotic fantasies. Others are completely new challenges that only appear within the intimacy of a sexually charged setting.

Playing an erotic adventure means revealing a part of yourself to others that can be very personal and vulnerable - and everyone else at the table is allowing themselves to be similarly vulnerable. Erotic roleplay is an intimate experience, and it should be done with respect and care for everyone involved.

While the purpose of this rulebook is primarily to address the mechanical components of a lewd roleplaying experience; but before we can properly discuss rules and game mechanics, it's important to address some of the basic elements of maintaining a safe, sane, and consensual atmosphere at your table.



COMMUNICATION IS PARAMOUNT

Don't let the communication end just because the dice have been put away. Communication is the cornerstone of any intimate relationship, and make no mistakes, an erotic roleplaying group is very much an intimate relationship. It's important to keep the lines of communication open so that this relationship stays healthy.

Kinks change, new limits are discovered, and sometimes players will encounter things about themselves they had never even considered. Communication not only prevents a group from becoming toxic, but allows it to adapt to the changes in and discoveries that can occur over time.

Even after the game is over, roleplaying erotic events can leave both players and DMs feeling vulnerable. Sub Drop, Dom Drop, feelings of unnecessary guilt, or unfulfilled desire: these are all very real things that have a meaningful impact on the people at your table. Be aware of each other, and don't forget the importance of aftercare when the scene is over.

At the end of the day, we are all real people with real feelings and emotions. Just because something is fantasy doesn't mean it doesn't leave an impact

WHAT HAPPENS IN CHARACTER STAYS IN CHARACTER

Any veteran player of any tabletop rpg can list at least one story of drama at the table or players and parties that broke up because someone couldn't separate themselves from their character. But when an adventure turns the corner from facing down powerful foes seeking your character's death, to coming toe-to-tentacle with an eldritch abomination that wants nothing more than to turn your character into a living seedbed, the separation between real life and fantasy becomes even more important.

Lets face it, sexual fantasies can often be fucked up. There is a reason kink and fetish are considered adult topics. And when roleplaying in any erotic setting, it's paramount to understand that the actions and views of Characters, Monsters, and NPCs are not the views and actions of the Players and DM behind them. Kink is not the same thing as worldview. Fetish does not equal political or ethical beliefs. And if it does, then you have a serious problem.

Kink and fantasy are things that should always stay within the scene, whether that scene is part of a game or, part of actual intimacy. When the scene is over, everyone is an equal and deserves to be treated with respect and kindness.

CONSENT IS KEY

Whatever the rules are at your table for playing consensual or non-consensual scenes, the number one rule to remember in any sexually charged environment is that consent is key. This means not just the consent of the players to experience a sexual adventure, but the consent of the DM to create those adventures. And this consent can be revoked at any point. If scene gets too spicy, or something goes in a direction someone is uncomfortable with, the Roleplay stops, and real people come first.

Remember as you play that everyone at the table in effectively a part of every scene. Even if their character is not in the room, the player is. When you perform a scene in front of other people, be they friends, partners, or strangers, the audience is as much a part of that scene as anyone else, and their consent should be respected.

SET THE RULES IN ADVANCE

We all know that in D&D, no plan ever survives first contact with execution. It's impossible to know for certain what will happen in any given encounter, be it combat, sex, or somewhere in-between. But that doesn't mean it isn't important to discuss things in advance.

If you are going to be playing a lewd game, take the time to learn each other's kinks and limits. Know what is ok to bring up or have happen, and what isn't. Make a list if you need to, and attach it to your character sheet. No preparation is foolproof, but if you discuss these things in advance, it will severely lessen the chances of problems occurring after the session starts.



THE BASIC RULES

Sex can be a complicated matter. The rules below are guidelines meant to help give mechanical weight to acts of eroticism, but they can hardly cover every possibility.

INHIBITION SCORE

Inhibition represents your character's mental fortitude against lewd acts and advances. Inhibition is what might allow a prudish character to "keep their cool" when others would find themselves writhing in lust upon the dungeon floor.

Your Inhibition score is calculated as 10 + your proficiency bonus + your choice of Intelligence, Wisdom, or Charisma modifier. Your inhibition modifier is calculated in the same way as other ability score modifiers.

You choose which ability to use for calculating your inhibition score during character creation. Once this choice is made, it cannot be changed.

AROUSAL AND STIMULATION

In a Sexual adventure, there are two types of numbers that are important to keep track of: Arousal, and Stimulation.

AROUSAL

Your arousal score is an indication of how close your character is at any moment to ripping off their clothes and fucking the first attractive thing they see.

Arousal starts at 0, and resets each time you use a long or short rest to bring yourself to climax. However, it has a maximum score, which indicates the maximum amount of Stimulation your character is able to bare. This maximum is calculated the same way as your hit point maximum.

Arousal Maximum Per Level = Rolled Hit Dice (or rounded average) + your Constitution modifier

When a creature's Arousal reaches its maximum, it gains the Edged condition, and must continue to make Climax saving throws at the start of each of its turns until either it climaxes or its Arousal is reduced below its maximum value.

UNTAMED AROUSAL

Some situations or effects may cause a creature to experience arousal beyond their normal maximum. In these cases, such arousal is gained as Untamed Arousal. If you receive Untamed Arousal from more than one source, the two sources do not add together, and you instead gain Untamed Arousal only from the greater source. When your arousal is reduced by any means, the reduction is applied to your any untamed arousal you have first.

STIMULATION

Stimulation is the sexual equivalent of damage. It follows the same basic rules as damage, except that rather than decreasing HP, stimulation increases Arousal. Stimulation comes in types the same way that damage does, and for the most part, these are the same elemental types as used for damage, just applied in a more arousing fashion.

SEXUAL PARTNERS

For the purposes of this rulebook, a sexual partner is considered any creature you have targeted or been targeted by as part of a sexual advance within the last minute. A creature does not need to be willing to be considered a sexual partner, however unwilling partners are likely to respond violently to these advances.

SEXUAL ADVANCES

While some Direct Advances can certainly be violent, it generally would not be right to call them "attacks". Instead, Sexual Advances refer to any action that increase a creature's arousal. Rather than dealing damage, Sexual Advances apply Stimulation.

Advances can take many forms, and is not limited to purely physical interactions. Spells and other magical effects are also common, as are persuasive words and displays of skill.

DIRECT ADVANCE:

Similar to Attacks, Direct Advances involve making physical contact with your target in an arousal inducing way, and can only target willing or restrained creatures.

When making a Direct Advance against a Target, you make an Direct Advance roll against your target's Inhibition, rolling a d20 and adding your relevant ability modifier, and proficiency bonus if applicable. If your Advance Strikes true, you roll the appropriate Stimulation dice for your method of Advance, increasing your target's arousal by the result.

INDIRECT ADVANCE:

Indirect Advances include a much wider variety of actions, such as spells, aphrodisiacs, and even psionic abilities. Indirect Advances force your target to make a saving throw against a DC usually set by your class, or by the potency of the item you are using.

If your Advance Strikes true, you roll the appropriate Stimulation dice for your method of Advance, increasing your target's arousal by the result.

SKILLED ADVANCE:

At your DM's discretion, you may be able to use relevant skills such as persuasion, slight of hand, or performance to make an indirect advance without need of a spell or other ability.

Skilled Advances are a kind of indirect advance, and work much like any other skill check. They are either made against a set DC determined by your DM, or contested by your partner's own skill check. On a success the target gains an amount of stimulation as determined by the DM.

EXAMPLE: "PUTTING ON A SHOW"

Watching other creatures take part in sexual activity can be a sexual activity of its own, and can certainly increase arousal. As such one of the most common forms of Skilled Advance is a "putting on a show."

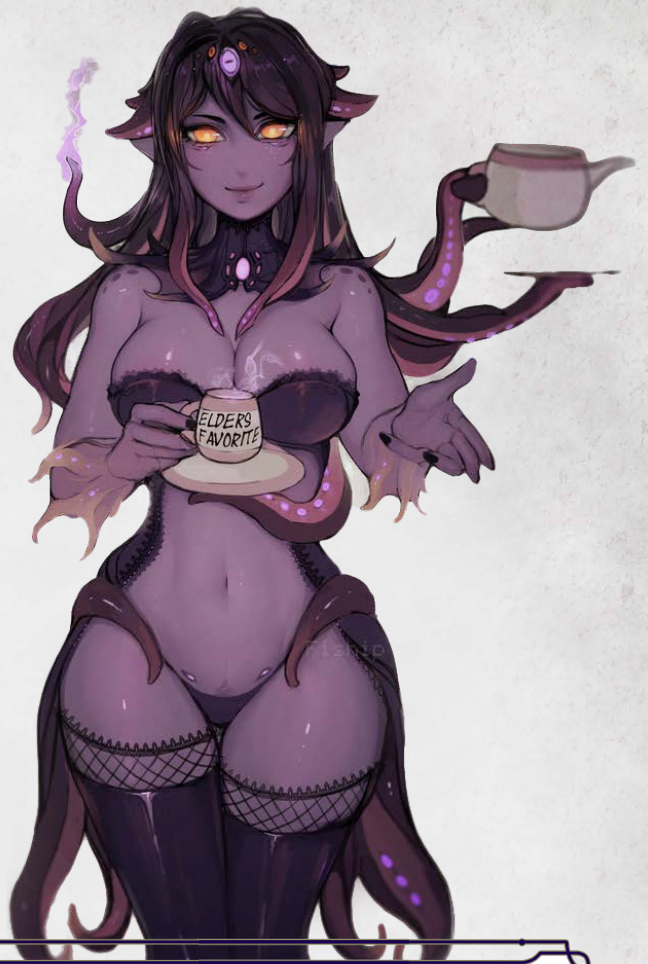
At the end of each of its turns, a creature engaged in sexual activity can use a reaction to make a Performance check against the inhibition of all creatures that can see or hear it. On a Success, each target gains 1d4 psychic stimulation.

STANDARD CONVERSIONS

While not every adventurer is a paragon of sexual skill and prowess, those who venture out on erotic adventures are generally well equipped to do so. It wouldn't make sense to limit sexual prowess to only those characters built using the character options provided in this handbook, so the following rules of thumb can be used to convert standard mechanics into lewd ones:

- Melee attacks can be directly converted to Direct Sexual Advances
- Spells and other effects can be directly converted to Indirect Sexual Advances.
- Damage can be converted to Stimulation of the same type, as shown on the Stimulation By Type table below
- The poisoned condition can be converted to either the intoxicated condition, or the hyperaroused condition, as Decided by your DM
- Damage Resistances and Vulnerabilities can be converted directly to stimulation, or inverted as Decided by your DM

Not all features and abilities convert cleanly from combat to sexual encounters. Use your common sense, and discuss with your DM when questions arise.



STIMULATION BY TYPE

STIMULATION TYPE	COMMON EXAMPLES
Bludgeoning	Blunt physical stimulation such as the hard swat of a paddle or the pounding of a hard erection inside you
Slashing	Sharp physical stimulation such as the sharp sting of a dominatrix's lash, or the sharp claws of a bestial lover.
Piercing	The Sensation of sexual penetration, including the pounding of a hard erection, or the pressure of tight, wet hole.
Acid	Chemical stimulation through sensory oils, massage gels, and other topical substances.
Fire	Stimulation applied through the use of fire, hot wax, or anything that induces significant warmth or heat.
Cold	Stimulation applied by ice or any item or effect that chills or induces cold sensation.
Lightning	Any stimulation applied using electrical current.
Poison	Stimulation applied by aphrodisiacs and toxins designed to increase arousal directly, rather than through sensation.
Thunder	Stimulation applied through the use of sound or by use rhythmic vibrations to elicit sensation.
Psychic	Any stimulation applied directly to the mind of a creature.
Force	Stimulation applied by an intangible force such as magic, magnetism or gravity.
Necrotic	Stimulation experienced through the manipulation of life energies, such as the feeling of a succubus feeding on your soul.
Radiant	Stimulation of a more Divine or soothing nature, such as the soft touch of an angel, or the washing of warm sunlight over your skin.

CLIMAXING

Sex, when done right, is an act of pleasure, and in most cases the goal of this act is for at least one creature to reach Climax.

CLIMAX SAVING THROWS

Climax saving throws are a special type of saving throw, made when a creature is stimulated to the point of climax. Unless otherwise stated, Climax saving throws use your inhibition modifier, and have a saving throw DC of 15. You can always choose to fail a climax saving throw.

A Creature begins making climax saving throws when it's Arousal reaches Maximum Value, or when forced to by a spell or other effect. If a creature gains additional stimulation while making climax saving throws, it has disadvantage on these saving throws until the end of it's next turn.

When a creature fails a Climax Saving throw, it Climaxes, gaining the following effects, unless otherwise stated:

- The creature's current Arousal is reduced by half
- If the Creature was subjected to the Edged condition, this condition immediately ends
- The creature is incapacitated for 1d4 rounds

While incapacitated in this way, a creature has resistance to all forms of stimulation. As a free action at the start of each of it's turns, a creature may attempt to recover from climaxing by making constitution saving throw with a DC equal to 10 + the amount by which it failed it's climax saving throw. On a success, the creature is no longer incapacitated, and loses the associated resistances to stimulation.

A creature who succeeds on three successive climax saving throws instead has their current arousal reduced to one point below it's maximum, and is no longer edging.

MULTIPLE CLIMAXES

Some Situations can cause a creature to climax multiple times in quick succession. If a creature Climaxes while still incapacitated due to a previous climax, it gains the following effects, based on how many climaxes it has endured without recovering. In these cases, each climax Increases increases the number of rounds the creature is incapacitated by one.

- After two climaxes, the creature is Stunned, rather than incapacitated, until the end of it's next turn.
- After three climaxes, the creature is Paralysed, rather than incapacitated, until the end of it's next turn.
- For each Climax after the third, a creatures gains one level of Overstimulation.

OVERSTIMULATION

Mortal (and even immortal) bodies can only handle so much sexual stimulation before their defences against lust and desire begin to break down entirely. Overstimulation works much like exhaustion, and is measured in six levels. The most common source of Overstimulation is climaxing four or more times without a chance to recover, however other effects can give a creature one or more levels of Overstimulation, as specified in the effect's description.

Level	Effect
1	<i>Creature becomes Intoxicated</i>
2	<i>Creature's Inhibition Score is halved</i>
3	<i>Creature becomes Hyperaroused</i>
4	<i>Creature becomes Infatuated by the source of overstimulation</i>
5	<i>Creature becomes Uninhibited</i>
6	<i>Climaxing no longer removes the edged Condition</i>

If an already overstimulated creature suffers another effect that causes overstimulation, its current level of overstimulation increases by the amount specified in the effect's description. A creature suffers the effect of its current level of overstimulation as well as all lower levels. For example, a creature suffering level 2 overstimulation has its inhibition bonus halved and is considered intoxicated.

An effect that removes exhaustion also removes overstimulation, reducing its level as specified in the effect's description, with all overstimulation effects ending if a creature's exhaustion level is reduced below 1. Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature experiences no sexual stimulation while resting. In many cases, this requires the creature to be watched, bound or otherwise prevented from sexually stimulating themselves.



SEXUAL CONDITIONS

There are a number of additional conditions that characters might encounter through the course of a sexually charged adventure. The following list details these conditions, as well as their effects

EDGED

The Edged condition reflects a state of near-climax, where the creature is overcome with lust, and unable to focus on anything else.

- An edged creature is *Hyperaroused*
- The creature must make a Climax Saving Throw at the start of each of its turns to avoid Climaxing. A creature may choose to fail this saving throw.
- The creature drops whatever it is holding and falls prone.
- The creature is stunned.
- Any successful Sexual Advances made against the creature increase arousal by their maximum amount.



DENIED

The Denied condition describes a creature who is being forcibly denied the release of Climax, But not a creature who simply has not climaxed in a long time.

- A Denied Creature automatically succeeds on Climax Saving Throws

HYPERAROUSSED

The Hyperaroused condition describes a creature whose sexual drive has been naturally or artificially increased, such as a creature that is in heat, or a creature affected by potent aphrodisiacs.

- A hyperaroused creature has disadvantage on saving throws or skill checks made to resist Indirect Advances.
- Direct Advances against a hyperaroused creature are made with advantage

INFATUATED

The Infatuated condition sits somewhere between charmed and dominated, applying to creatures who find themselves eager to please another in ways they would normally never consider.

- An Infatuated creature considers the source of its infatuation to be the most beautiful and arousing thing it has ever encountered
- The creature is charmed by the source of its infatuation.
- An infatuated creature is considered a willing creature for the purposes of all Sexual Attention by the source of its Infatuation.
- Any commands or suggestions given to the creature by the source of its infatuation are treated as persuasion checks made against the creature's Inhibition.

INTOXICATED

The Intoxicated condition describes a creature whose mental faculties have been reduced, such as a creature that is drunk or high.

- An Intoxicated creature has disadvantage on Intelligence, Wisdom, and Charisma Saving throws.

UNINHIBITED

The uninhibited condition occurs only when a creature's inhibition score is reduced to 0 or lower. An uninhibited creature is overcome with sexual desire, and no longer has the force of will to resist their more primal urges.

- An uninhibited Creature is Hyperaroused and Intoxicated
- An uninhibited creature is considered a willing creature for the purposes of all Sexual Attention.
- An uninhibited creature has disadvantage on checks or saving throws not made as part of a sexual advance.
- On its turn, and Uninhibited creature uses its movement to move towards the nearest creature it finds sexually attractive, or the most recent creature to make a sexual advance against it. It then makes a sexual advance against that creature, or against itself if no other creatures are in range.

VICES AND ADDICTIONS

Addiction and substance abuse are not topics to play lightly, but they can come up frequently in campaigns with erotic or adult themes. The rules below provide some basic guidelines on handling addiction, withdrawal, and other side effects of substance use or abuse.

VICES

There are any number of things a creature can become addicted to in an adult fantasy - from drugs and alcohol, to illicit forms of magic, or even sex itself. Not all DMs will share the same idea of what substances or activities are or are not addictive - your DM may even rule that it can be different from character to character.

For the purpose of this rule book, however, a "Vice" refers to any substance or activity to which a creature could become psychologically, magically or chemically addicted. Vices come in four basic forms, each of which act on a different type of ability score for checks and saving throws:

Chemical: Chemical Vices are usually substances like drugs or alcohol which act on the body in some direct way to create a powerful addiction. These vices tend to be the most common, and as such, can often be the most difficult to break free of. Chemical vices act on Constitution for their addiction saving throws

Magical: In a world of magic, even arcane power itself can often become an addiction. Magical Vices can be anything from forbidden spells or schools of magic, to the infernal charm of a powerful succubi. Whatever form they take, these vices act on a creature magically, corrupting them through arcane means. Magical vices act on Wisdom for addiction saving throws

Psychological: Even things like sex and music can become addictive to the right personality. Psychological Vices can be anything from habitual behaviours to hallucinogenic substances, and are often the most affected by a character's own predispositions - taking advantage of faults of personality. Psychological Vices act on Charisma for their addiction saving throws

Complex Vices: Some vices are not clear cut as to what category they might fall into, or act on a character in more than one way. In these cases, it is up to your DM to determine what type of saving throw is used. In some cases, complex vices may even require multiple types of saving throw, depending on the stage of your addiction.

BECOMING ADDICTED

Regardless of the type of vice you are dealing with, addiction itself happens in much the same way.

Each time a creature partakes of a particular vice, they must succeed on an addiction saving throw or become addicted to the vice if they are not already. The base value for this saving throw DC is set by your DM, based on the nature of the vice, and any predispositions your character might have towards that vice. This save DC increases by 1 each time you partake of the same vice within the same one-week period, regardless of whether or not you are already addicted.

SIGNS OF ADDICTION

Every Vice is different, and offers it's own range of effects and side effects, but the symptoms of addiction itself are generally consistent

- An addicted creature has disadvantage on checks and saving throws relating to their vice's addiction saving throw while currently affected by or in the presence of their vice.
- An addicted creature has disadvantage on saving throws against spells, effects, and persuasion checks that involve their vice
- An addicted creature feels a regular compulsion to partake in their vice, and must do so at least once every 24 hours, or begin suffering symptoms of Withdrawal.

SYMPTOMS OF WITHDRAWAL

A creature cut off from their supply of an addicted vice begins suffering symptoms of withdrawal. These symptoms can sometimes vary widely, and are subject to your DM's decision, but the rules below are suitable for most Vices:

- Each time a creature suffering from withdrawal completes a long rest, they must make an addiction saving throw against their vice's DC, or gain a level of exhaustion. On a roll of 1, the creature instead gains 2 levels of exhaustion.
- While suffering from withdrawal, a creature must succeed on an addiction saving throw against their vice any time they are knowingly in it's presence. On a failure, they attempt to partake of their vice through any means possible.

GETTING CLEAN

Overcoming addiction is often a long and arduous process, and often cannot be accomplished without help. Each time a creature succeeds on an addiction saving throw against their vice as part of completing a long rest, the DC of their addiction saving throw is reduced by one. When this saving throw DC reaches it's base value, the creature makes an additional addiction saving throw against their vice, ending the addiction on a success.

There are a variety of ways to assist a creature in recovering from addiction, often through the use of spells or similar effects:

- A *Lesser Restoration* spell, or similar effect, can be used to grant you advantage on Addiction saving throws against a single vice until after you complete your next long rest
- A *Greater Restoration* spell, or similar effect, can be used to grant you automatic success on Addiction saving throws against a single vice until after you complete your next long rest.
- A *Remove Curse* spell, or similar effect, can be used to decrease the addiction save DC of a single Magical Vice by 1 for each level above second at which the spell is cast.
- A creature proficient in medicine may expend a one use of a *healer's kit* to grant you advantage on Addiction saving throws against a single vice until after you complete your next long rest

SAMPLE VICES

There are a near infinite variety of Vices that characters might fall victim to. The examples below barely even scratch the surface of what an adventurer might encounter, but they can be used as a guide by DMs or player looking to make use of addiction mechanics.

If a vice does not have a specific entry for addiction, withdrawal, or getting clean, use the standard rules on the previous page. Some of the things listed here may only serve as vices to particularly predisposed characters. Talk to your DM when deciding what may or may not be treated as a vice for your character.

ALCOHOL

Complex Vice (Chemical, Psychological)

Base DC: 10

From mead and brandy, to absinth and fine wine, alcohol is perhaps the most common vices in all the world, and alcoholism is one of the most ever present dangers an adventurer might face.

Addiction: Truly alcoholic creatures often find themselves more intoxicated in the absence of alcohol than the presence of it. You must consume at least one glass or bottle of alcohol every 4 hours, or become intoxicated until you do. You have advantage on saving throws against the intoxicated condition.

Getting Clean: Alcoholism is a notoriously difficult addiction to break. If you have previously suffered from this addiction, Each time you partake of this vice, even if you succeed on your addiction saving throw

SEX

Psychological Vice

Base DC: 8

Sex feels good, and for some people, it becomes an addictive vice that can drive them to act in ways far outside their usual nature.

Addiction: Creatures addicted to sex struggle to resist sexual advances. You are considered hyperaroused at all times.

Withdrawal: Recovering from sex addiction can be a struggle, but is not so intense as many other addictions. When you fail an addiction saving throw against this vice, you gain levels of overstimulation, rather than exhaustion, when failing an addiction save against this vice.

SUCCUBUS VENOM

Chemical Vice

Base DC: 14

Succubus venom is a powerful aphrodisiac common in dens of sexual depravity, and used to provide a powerful kick of arousal at illicit parties or clubs. It can be ingested, or applied as a contact poison with varying effects, but it's addictive qualities are the same regardless of how it used.

Addiction: Creatures addicted to succubus venom are especially vulnerable to seductive manipulation. You have disadvantage on saving throws against the charmed and infatuated conditions.

Withdrawal: While suffering from withdrawal, creatures addicted to succubus venom often suffer erotic hallucinations of past sexual partners, and struggle to get off without assistance. You gain the denied condition.

ARCANE HEALING

Magical Vice

Base DC: 8

Most people never encounter enough danger to develop an addiction to magical healing, but for an active adventurer, it can become a fix they crave, even while at the peak of health.

Addiction: An addiction to healing magic most frequently presents itself as a case of diminishing returns. You regain only half the normal hit points from nonmagical sources of healing, including hit dice expended during long or short rests.

Getting Clean: Breaking the cycle of addiction can be especially difficult, because using magic to lessen the effects of withdrawal only feeds into the addiction. Being targeted by spells such as *Lesser restoration*, *Greater restoration*, or *Remove Curse* causes you to automatically fail an addiction saving throw against this vice.

MIRAGE FEVER

Magical Vice

Base DC: 14

Mirage Fever affects those who willingly expose themselves to illusions, either as a form of escapism or for any number of other reasons. Eventually, to those suffering from Mirage Fever, even unpleasant illusions become preferable to unfiltered reality.

Addiction: Those suffering from mirage fever crave the sensation of altered perception. You have disadvantage on saving throws against spells, effects, and persuasion checks that involve illusions.

While your addiction save DC is equal to 18 or higher, you struggle to separate even your own illusions from reality. You must make saving throws to recognize the illusory nature of all illusions, even if you know they are illusions.

Withdrawal: The withdrawal of Mirage Fever is particularly taxing on the mind. Your wisdom score is reduced by 1 for each level of addiction you are currently suffering due to withdrawal.



PREGNANCY

In the context of this rulebook, pregnancy refers to situation where a creature is serving as the reproductive vessel of another creature. This includes being traditionally pregnant, gravid with eggs, or host to some alien parasite that seeks to reproduce within your womb.

Pregnancy is most common in females of any species, but under the right circumstances, male pregnancy can also occur, and some species have far more or far fewer sexes than just male and female.

BECOMING PREGNANT

Traditional Pregnancy: Traditional Pregnancy can occur anytime two members of comparable species engage in potentially reproductive sex (ie. Sex that could physically result in a pregnancy).

In these cases, the impregnating creature must make an Impregnation (constitution) Check with a DC equal to its 10 + the target's Constitution Modifier + the target's Proficiency Bonus. On a success, the target is impregnated, and will gain the Pregnant condition as suitable for it's race.

This check is made regardless of the childbearing intent of those involved.

Non-Traditional Pregnancy: Non-traditional pregnancy can occur between members of any race or species, regardless of sex, and is often enabled by magic or alien physiology.

In these cases, the targeted creature must succeed on a Constitution saving throw to resist the pregnancy. The DC for this saving throw is set by the spell or ability used to induce pregnancy, and the targeted creature may add their inhibition bonus to the saving throw.

On a failure, the targeted creature becomes pregnant, as defined by the spell or ability used to induce pregnancy.

FERTILITY (AND VIRILITY)

Hyper-Fertility (or Virility): Hyper-fertility refers to creatures who are at the height of their natural fertility cycle, or otherwise more likely to become pregnant through traditional means. Impregnation checks made involving a Hyper-fertile Creature are made with advantage.

The most common instances of hyperfertility are found in races who experience extended periods of heat or reproductive fertility, but spells and other effects can also cause a creature to become hyper-fertile

Infertility: The infertile condition applies to creatures who cannot become pregnant or make another creature pregnant through traditional means. This includes creatures who are biologically infertile, but also creatures infertile due to trauma or magical means.

Impregnation checks made involving infertile Creatures automatically fail.

CONTRACEPTIVES

There are a wide array of contraceptives available in the world of Syllara, some magical, and others mundane. Some of the most common are listed below, and their prices can be found on the Consumable items list further on in this chapter

Condom: A translucent sleeve of material used to prevent pregnancy. As an action before penetration, a creature may apply a condom to the cock of a willing or restrained creature. For the next 10 minutes, The DC for any impregnation check made using the cock becomes 25. After 10 minutes of use, the condom ceases to be effective for this purpose.

Condoms also make for useful survival gear. A condom can hold up to 2 liters of water or other liquid without bursting.

Oil of Impotence: A vial of contraceptive lubricant used to prevent pregnancy. As an action, a creature may apply a coat of personal lubricant to any natural implement. For the next 10 minutes any impregnation checks made involving the coated implement automatically fail. A vial contains enough oil for 1 application.

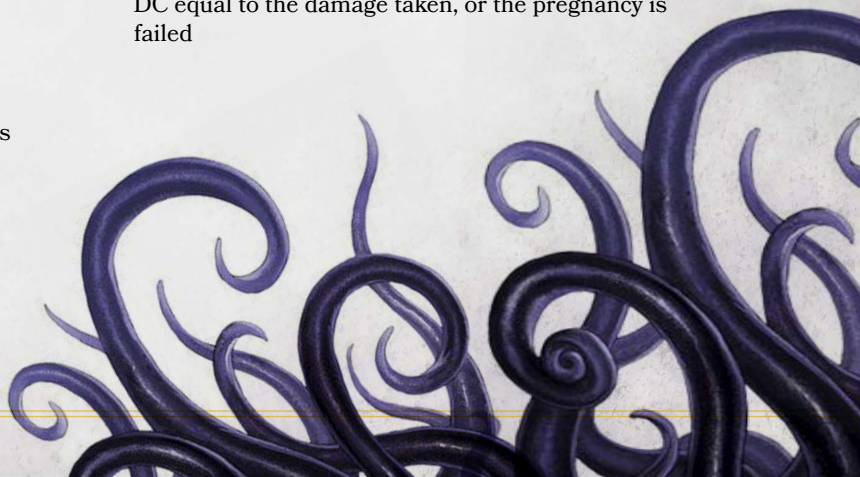
Potion of Infertility: Foul-smelling brew made of pungent herbs and unsavoury ingredients. Drinking a potion of infertility causes a creature to become infertile for the next 7 days

Beads of Prevention: A string of expensive enchanted beads meant to be worn or kept nearby during sex. When an attuned creature within 5 ft of the beads would be impregnated, the pregnancy instead fails, and one of the beads cracks and is turns grey. When all beads have turned grey, the item ceases to function. A string contains 10 beads.

PREGNANCY AND TERM

The length of pregnancy can vary both by creature's race, and by the source of the pregnancy. As a general rule Non-traditional pregnancies have terms of only a few days, or even hours, while Traditional pregnancies last much longer. A creature who is visibly pregnant, or far enough along to suffer noticeable side effects, gains the following effects

- A Pregnant Creature has disadvantage on Strength And Dexterity Saving throws
- Upon completing a short or long rest, a pregnant creature must succeed on a DC 15 Constitution Saving throw or be poisoned for 1d4 hours.
- Attacks made against a pregnant creature score a critical hit on a roll of 18-20
- A pregnant creature that is subject to a critical hit must succeed on a Constitution saving throw with a DC equal to the damage taken, or the pregnancy is failed



SEXUAL EQUIPMENT

Since the beginning of time, both mortals and immortals have sought ways to increase stimulation and expand the pleasures of sex. This chapter details some of the many forms of equipment that you might encounter as part of a sexually charged adventure.

NATURAL SEXUAL IMPLEMENTS

Name	Stimulation
<i>Cock</i>	
<i>Tiny</i>	1d4 piercing
<i>Small</i>	1d6 piercing
<i>Medium</i>	1d8 piercing
<i>Large</i>	1d10 piercing
<i>Huge</i>	1d12 piercing
<i>Gargantuan</i>	2d8 piercing
<i>Tits</i>	1d6 bludgeoning
<i>Pussy</i>	1d8 bludgeoning
<i>Ass</i>	1d8 bludgeoning
<i>Mouth</i>	1d4 bludgeoning
<i>Hand</i>	1d4 bludgeoning
<i>Tail</i>	1d4 piercing
<i>Tentacle</i>	1d6 piercing
<i>Pseudopod</i>	1d6 bludgeoning

**Sexual implements always have the finesse property.*

NATURAL IMPLEMENTS

The Natural Implements Table shows the default stimulation for common natural implements. However, some creatures may have specific natural implements that differ slightly from the table, and your DM may rule that the size or nature of a creature's Implement changes the amount or type of stimulation.

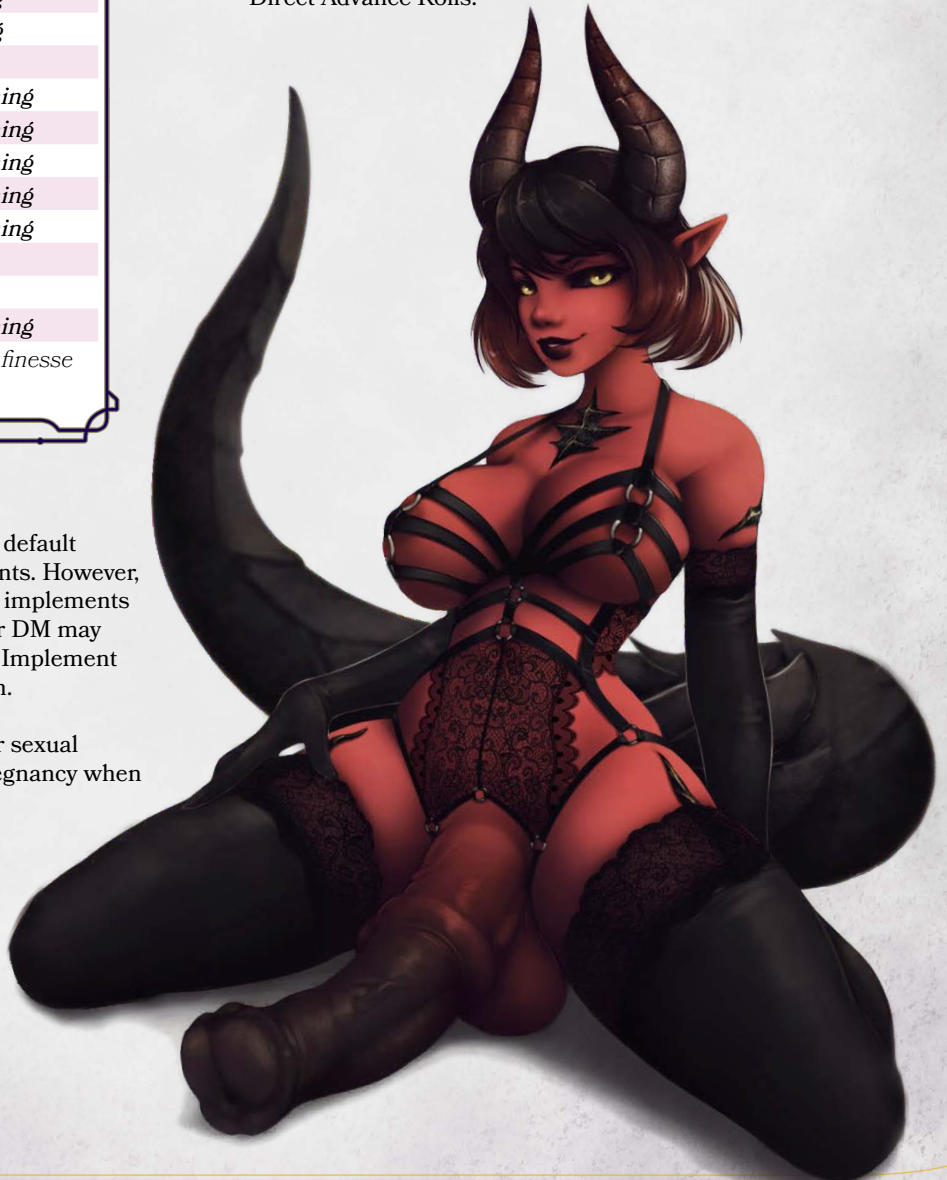
Most natural implements are designed for sexual reproduction and can carry the risk of pregnancy when used on a suitable target.

SIZE AND PENETRATION

Creatures of different sizes can often run into complications during a sexual encounter. The size category of a creature's natural implement(s) is assumed to be the same as size category of the creature itself, unless otherwise stated. When penetration occurs, the following rules apply

A creature cannot withstand penetration from an implement more than one size category larger than their own. Direct Advances made using Implements more than one size category larger than the target are treated as attack rolls instead, and deal damage equal to their stimulation dice in addition to the stimulation they would normally provide.

Implements more than one size category smaller than the creature they are penetrating have disadvantage on Direct Advance Rolls.



ARTIFICIAL SEXUAL IMPLEMENTS

Name	Cost	Stimulation	Weight	Properties
<i>Dildo</i>				
Small	7gp	1d6 piercing	2 lb	Light, Unobtrusive, Persistent
Medium	10gp	1d8 piercing	4 lb	Light, Persistent
Large	15gp	1d10 piercing	7 lb	
Huge	30gp	1d12 piercing	15 lb	Two-handed
Gargantuan	60gp	2d8 piercing	30 lb	Heavy, Two-handed
Dildo (Double Sided)	20gp	1d8 piercing*	10 lb	Special, Two handed
Phallic Shaft	10gp*	1d8 piercing	2 lb	Sturdy (1d6)
Studded Shaft	12gp	2d4 piercing	3 lb	Ribbed
Vibrating Shaft	25gp	1d8 thunder	3 lb	Persistent
Vibrating Bullet	15gp	1d4 thunder	1 lb	Light, Unobtrusive, Persistent
Violet Wand (set)	80gp	1d8 lightning	10 lb	Precise (2d4)
Fleshlight	15gp	1d8 bludgeoning	7 lb	Female
Cocksleeve	10gp	1d6 bludgeoning	3 lb	Female, Special
<i>Plug</i>				
Small	7gp	1d4 piercing	1 lb	Persistent
Medium	10gp	1d6 piercing	3 lb	Persistent
Large	15gp	1d8 piercing	5 lb	Persistent
Huge	25gp	1d10 piercing	10 lb	Persistent
Choke Pear	80gp	1d4 piercing*	5 lb	Persistent, Special
Pleasure Beads	15gp	1d6 bludgeoning	4 lb	Persistent, Special
Suction Glass	80gp	1d8 force	7 lb	Special
Paddle	2sp	1d6 bludgeoning	8 lb	Sturdy (Two-handed 1d8)
Flogger	5sp	1d6 slashing	1 lb	Sturdy (1d6)
Riding Crop	5sp	1d4 slashing	1 lb	Precise (2d4)
Whip	2gp	1d6 slashing	3 lb	Reach, Sturdy (1d4)
Talon Claws	5gp	1d6 slashing	1 lb	Light, Unobtrusive, Sturdy (1d6)
Needle Roller	10gp	1d4 slashing	3 lb	Precise (2d4)

*Sexual implements always have the finesse property.

ARTIFICIAL IMPLEMENTS

Not unlike weapons, Artificial Implements are tools designed to apply stimulation to a target when used as an action. The Artificial Implement Table shows some of the Implements an adventurer might encounter.

COCK SLEEVE

A soft tube of flexible material designed to slip around an erect phallus and provide sexual stimulation. Most cock sleeves are elastic enough to fit around multiple phalluses at once.

CHOKE PEAR

An odd, pear shaped device made up of 3 -4 metal leaves. A small brass handle can be turned to push the leaves of the pear apart, expanding the device while it is inside the target. As a bonus action, a creature can turn the handle of the device to increase it's size category, by one and it's stimulation by 1d4.

Each time it's size category increases while within a target, the target must succeed on a dc 15 constitution saving throw or gain 1d4 bludgeoning stimulation, and suffer a cumulative -1 penalty to inhibition.

DILDO

A semi-flexible phallus usually made to resemble the genitals of a creature. They come in multiple sizes, ranging from small to gargantuan.

DILDO (DOUBLE-SIDED)

An extra long dildo with a phallus at each end. A double sided dildo can be used to make a second direct stimulation check against the same target or an adjacent target as a bonus action.

FLESHLIGHT

Fleshlights can vary wildly in their outward appearance, but generally consist of a tube lined with some soft, flexible material, and are generally designed to simulate the sensation of sexually penetrating another creature.

FLOGGER

A short hilt ending in a collection of leather or braided rattan strips, sometimes tipped with metal studs. Used to whip or lash the body for sexual stimulation, but capable of inflicting enough pain to be used as a weapon

NEEDLE ROLLER

A metal rod with one or more spurred wheels at one end, used to deliver precise sensation during a sexual encounter.



PADDLE

A wooden paddle with a broad flat end. Used for spanking, and sturdy enough for basic combat.

PHALLIC SHAFT

A hard rod made to resemble an erect phallus. Commonly made from wood, stone or ceramic. Glass and metal versions can also be found at higher prices. High Value Phallic shafts are sometimes even carved from precious metals or even gemstones.

PLEASURE BEADS

A string of hard beads ranging in size from that of a marble up to as large as a tightly balled fist. Pleasure beads are designed to be worn internally, and can be removed as a bonus action. If worn for 2 or more rounds, pleasure beads apply an addition 1d10 bludgeoning stimulation when removed.

PLUG

Plugs are roughly acorn shaped objects made of the same flexible materials as dildos. Plugs are generally designed for anal play, and have a flared base that allows them to remain safely inserted for extended periods of time.

RIDING CROP

A traditional leather riding crop used for equestrian activities and favoured perhaps even more by dominants and mistresses. As a sexual implement, Riding crops are used to elicit stimulation through pain.

STUDDED SHAFT

A studded shaft is similar to a phallic shaft, but adorned with additional nodules, bumps, or ridges to increase it's stimulation.

SUCTION GLASS

A device consisting of a glass "cup" connected to a pump or syringe, Suction Glasses are used to encourage blood flow in erogenous zones and increase sensitivity.

**A creature that gains stimulation from a suction glass grants advantage on Direct Advances made against it until the end of it's next turn.*

TALON CLAWS

A set of metal talons worn on the tips of fingers like the rings. Similarly effective in both combat and sexual encounters, and easy to hide if needed.

VIBRATING SHAFT

A vibrating shaft is a marvel of modern engineering, and uses magic or some other mechanism to produce various pulses and vibrations during use for a unique form of stimulation.

VIBRATING BULLET

A smaller variant of the vibrating shaft, a vibrating bullet is about the size of a human thumb, and resembles a smooth stone or piece of ammunition more than a phallus.

VIOLET WAND

A strange device made up of a carved wooden handle and a hollow glass tip, violet wands produce a high voltage, low current electrical charge that can be used for sexual stimulation. Most violet wands come with an interchangeable set of glass tips in a variety of shapes.

Whip

While not necessarily the most effective weapons, whips serve far better as sexual implements, eliciting stimulation through their sharp stinging lash.

IMPLEMENT PROPERTIES

Artificial Implements can have a host of unique and interesting properties not found among natural implements. These properties are explained below.

UNOBTRUSIVE:

Unobtrusive implements are small enough to be easily hidden or difficult to recognize as sexual implements. Checks made to hide unobtrusive items are made at advantage, and checks made to search for them are made at disadvantage.

PERSISTENT

Persistent implements are designed for long-term play and can be safely “worn” inside a creature for extended periods. “Wearing” a persistent implement reduces a creature’s inhibition score by 2.

RIBBED

Ribbed implements are covered in studs, nodules or other interesting textures in order to increase stimulation. When making a Stimulation roll with a Ribbed implement, you may re-roll any 1s on stimulation dice.

STURDY

Sturdy implements are hefty or rigid enough to be used as effective weapons in combat. When used as a weapon, a sturdy implement deals damage as shown in parenthesis.

PRECISE

Precise implements are best used to apply careful stimulation to specific locations. When making a Direct Advance with advantage, these implements apply the stimulation listed in parenthesis, rather than their normal stimulation.

FEMALE

Female implements are designed to recreate the sensation of penetrating another creature, and can only be used to target creatures with a natural implement capable of penetration.



CONSUMABLE ITEMS

Name	Cost	Weight
<i>Low Temp Candles (6)</i>	6cp	1 lb
<i>Potion of Vitality</i>	50gp	1/2 lb
<i>Personal Lubricant</i>	5sp	1/2 lb
<i>Massage Oil</i>	2sp	1/2 lb
<i>Sensitizing Oil</i>	50gp	1/2 lb
<i>Condoms (set of 5)</i>	1gp	-
<i>Oil of Impotence</i>	10gp	-
<i>Potion of Infertility</i>	50gp	1/2 lb
<i>Beads of Prevention (10)</i>	300gp	1 lb

COMMON CONSUMABLES

Some Items carried by lewd adventurers are good for only one or two uses. The following items are consumable items you are likely to come across as part of your journey

LOW TEMP CANDLES:

Candles made of soft paraffin wax, which melts at a relatively low temperature. They come in a variety of shapes and colours, and can be safely used for wax play without the risk of severe burns or damage. Low Temp Candles in a 5-foot radius and dim light for an additional 5 feet. Each candle can remain lit for up to an hour. They are sold in bundles of 6.

As an action, you may hold a lit candle over a creature to drip hot wax onto their exposed skin. The target must succeed on a dexterity saving throw with a DC equal to 8 + your dexterity modifier + your proficiency bonus (if you are proficient) or gain 1d4 fire stimulation

PERSONAL LUBRICANT

A bottle of lubricating oils used to make penetration easier. As an action, a creature may apply a coat of personal lubricant to any sexual implement. For the next minute, stimulation rolls made with that implement may be re-rolled on a roll of 1. A bottle contains enough personal lubricant for 6 applications.

MASSAGE OIL

A bottle of fragrant oil used to help soothe sore muscles. You may apply a coat of massage oil to a willing creature as part of a short rest. The target may re-roll any 1s on hit dice spent to regain hit points as part of this rest. A bottle contains enough sensitizing oil for 6 applications.

SENSITIZING OIL

A bottle of specialized massage oil used to increase sensitivity. You may apply a coat of sensitizing oil to a willing or restrained creature during a long or short rest. For the next hour, Direct Advances made against the target are made with advantage. A bottle contains enough sensitizing oil for 3 applications.

LEWD GEAR

The items below represent some of the erotic equipment and gear that might be available for sale at trade-posts, sex shops, or from shady back-ally dealers.

BODY PEIRCING:

Body piercing range from nipple rings and tongue piercing to penis studs and corset rings. While they have no mechanical effect on their own, they can be enchanted with the same magic as any other ring or jewellery.

ARM BINDER

A leather sleeve designed to fit over a creature's arms, binding them tightly behind the back.

While wearing an arm binder, a creature cannot use it's arms. Escaping the binder requires a successful DC 20 Dexterity check. Breaking it requires a successful DC 20 Strength check.

BITCHSUIT

This unorthodox array of straps and leather bindings is designed to bind a creature's limbs in place so that it must crawl around on it's knees and elbows.

While wearing a bitchsuit, a creature cannot use it's arms or legs, and it's speed is reduced to 5 ft. Escaping the bitchsuit requires a successful DC 25 Dexterity check. Breaking it requires a successful DC 25 Strength check.

LINGERIE (COMMON):

A common set of undergarments usually made of inexpensive but attractive fabrics.

LINGERIE (FINE):

A set of expensive undergarments consisting of fine silks and shear fabrics, trimmed with lace.

CORSET:

A boned corset designed to tighten the waist and accentuate curves. While wearing a Corset, a creature has disadvantage on constitution saving throws.

FETISH ARMOR:

Fetish Armor is a common variant of more traditional forms of armor. Fetish armour is treated as a regular set of armour of it's type, but with a -3 penalty to AC.

HAREM ROBES:

A fine set of robes made from shear fabrics and designed to obscure only so much of the body to be enticing. Harem robes are perfectly suited for seduction.

DOMINANT'S OUTFIT:

Consisting mostly of supple leather, dominant's garb is designed to be intimidating and seductive. Every dominant has their own tastes, but Most dominant's garb is form-fitting and comes in dark colors.

LEATHER HOOD:

A simple hood of dark leather, crafted to reveal only the wearer's eyes. While wearing a leather hood, a creature has advantage on checks made to conceal it's identity from others.

SEXUAL GEAR

Name	Cost	Weight
<i>Body Piercing</i>	10 gp	-
<i>Lingerie (common)</i>	5 sp	-
<i>Lingerie (fine)</i>	10 gp	-
<i>Corset</i>	3 gp	2 lb
<i>Fetish Armor*</i>	-	-
<i>Harem Robes</i>	10 gp	-
<i>Dominant's Outfit</i>	10 gp	10 lb
<i>Strap-On Harness</i>	1 gp	1 lb
<i>Leather Hood</i>	2 sp	1 lb
<i>Shibari Harness</i>	10 gp	5 lb
<i>Slave Harness (Common)</i>	5 gp	6 lb
<i>Slave Collar</i>	1 gp	2lb
<i>Leather Cuffs</i>	1 gp	3lb
<i>Manacles</i>	2 gp	6 lb
<i>Spreader Bar</i>	1 gp	7 lb
<i>Cock Ring</i>	1 gp	-
<i>Cock Cage</i>	5 gp	1 lb
<i>Chastity Belt</i>	5 gp	2 lb
<i>Chastity Seal</i>	50 gp	-
<i>Body Clamps</i>	2 gp	-
<i>Body Piercing</i>	5 sp	-
<i>Gag (Ball)</i>	1 gp	1 lb
<i>Gag (Ring)</i>	1 gp	2 lb
<i>Gag (Cock)</i>	7 gp	1 lb
<i>Blindfold</i>	1 sp	-

SLAVE COLLAR:

A simple collar made of leather or metal, a slave collar is ideal for keeping pets or property close by. Each collar comes with a matching 5 ft leash.

When a creature holding the leash moves more than 5 ft from the wearer of the collar, The holder of the leash may force the wearer to move as if they were grappled. Breaking the leash requires a successful DC 17 Strength check.

SLAVE HARNESS (COMMON):

A harness consisting of supple leather straps and metal rings and fittings. Includes a variety of attachment points for chains and other bindings.

STRAP-ON HARNESS:

A leather belt and straps with a slot to safely secure a Dildo as if it were the wearer's own cock. A dildo attached to a Strap-on harness does not require a free hand to use.

MANACLES:

These metal restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 20 Dexterity check. Breaking them requires a successful DC 20 Strength check.

Each set of manacles comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Manacles have 15 Hit Points.

SHIBARI HARNESS:

A complex harness made of intricate knot work and ties.. A Shibari Harness contains as much as 50 ft of silk rope, and can be easily hidden under other clothes.

LEATHER CUFFS:

A pair of leather cuffs with metal attachment points for chains and other bindings. These leather restraints can bind a Small or Medium creature. Escaping the cuffs requires a successful DC 15 Dexterity check. Breaking them requires a successful DC 15 Strength check.

Each set of cuffs comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the manacles' lock with a successful DC 15 Dexterity check. Cuffs have 10 Hit Points.

SPREADER BAR:

A telescoping metal bar with a metal ring on each end for attaching to a set of cuffs or manacles. A spreader bar keeps a creature's arms or legs spread apart, limiting their movements. A spreader bar can be used to restrain a bound creature in a vulnerable position for sexual penetration.

COCK RING:

A metal or leather ring designed to fit tightly around a creature's balls and penis. A creature wearing a cock ring has disadvantage to resist Sexual and skilled Advances, and Direct Advances against the creature are made with advantage.

CHASTITY BELT/CAGE:

A lockable metal cage or belt designed to fit around a creature's genitals. These devices are used to prevent access to a creature's genitals, and is often to impose the denied condition on submissive partners. Each device comes with one key. Without the key, a creature proficient with Thieves' Tools can pick the cock cage's lock with a successful DC 15 Dexterity check. A Cock Cage has 15 Hit Points.

BODY CLAMPS:

A pair of small metal clamps secured either by a spring or a set of knobs and used to pinch or clamp erogenous zones on the body. A creature wearing body clamps has disadvantage to resist Sexual and skilled Advances, and Direct Advances against the creature are made with advantage.

Many body clamps have attachment points for chains, bindings, or weights. A creature can tug sharply on the clamps or their attached bindings as a bonus action. If the clamps are attached to an erogenous zone, The wearer must succeed on a DC 15 constitution saving throw or gain 1d4 bludgeoning stimulation

BODY PIERCING:

Body piercings come in all shapes and sizes and can be applied to just about any location on a creature's body, but Erogenous zones such as the nipples and clitoris are common

Many body piercings have attachment points for chains, bindings, or weights. A creature can tug sharply on the clamps or their attached bindings as a bonus action. If the piercing is attached to an erogenous zone, The wearer must succeed on a DC 15 constitution saving throw or gain 1d4 piercing stimulation

GAG (BALL):

A simple leather strap with a clasp and round ball or cylinder of some sort threaded along its length which fits snugly inside the wearer's mouth. A ball gag prevents its wearer from speaking, eating or using their mouth. A creature wearing a ball gag is silenced

GAG (RING):

A pair of leather straps attached to a metal ring which fits securely inside the mouth. A ring gag prevents its wearer from speaking, but holds the mouth open so that they can be orally penetrated. A creature wearing a ring gag cannot speak or perform the vocal components of a spell, but can still vocalize to moan or scream.

GAG (COCK):

A pair of leather straps attached to a small dildo that fits securely in the mouth. A cock gag prevents its wearer from speaking, and provides sexual stimulation while worn. A creature wearing a cock gag is silenced, and has disadvantage on saving throws made to resist Sexual Advances.



EQUIPMENT PACKS

Sex is the oldest profession known to mortal kind, and over the centuries, mortals and immortals have expanded on that profession in a number of ways. The following equipment packs represent the everyday gear carried by lewd adventurers and professionals within various sexual trades.

SELF-PLEASURE PACK: (12GP)

A standard array of sexual implements and gear for helping an individual enjoy themselves. Includes a phallic shaft, fleshlight, or medium-sized dildo, a bottle of personal lubricant, a set of common lingerie, and 5 condoms.

HARLOT'S PACK: (25GP)

Standard fair for those selling their bodies for coin or pleasure. Includes a dagger or talon claws, an iron mirror, and small array of makeup creams and powders, a bottle of perfume, a set of leather cuffs with a spare key, a bottle each of personal lubricant and massage oil, two sets of common lingerie or one slave harness, 25 condoms, and a phallic shaft

RIGGER'S PACK: (25GP)

A collection of ropes and hardware for safely binding and suspending a medium sized creature. Includes 100 ft of silk rope, a block and tackle, a spreader bar and leather cuffs, and an assortment of hooks, clasps, and other mounting hardware.

DOMINANT'S PACK: (13GP)

A basic set of equipment for the dominant on the go. Includes a single set of Dominant's Garb, a Leash and Collar, a pair of Leather cuffs, a Blindfold, a Ball or Ring Gag, and a Riding crop or Flogger.

AFTERCARE PACK: (5GP)

An important part of any healthy D/s Relationship, each aftercare kit is different, common items include: A warm blanket large enough for two, a soft plush toy, a storybook or music box, a fresh waterskin, and an assortment of comforting snacks.

SADIST'S PACK: (20GP)

A collection of tools and implements for providing sexual stimulation through pain. Includes 3 daggers, a pair of Body clamps, 5 low temp candles, A Paddle, A Flogger or Riding Crop, and either a Whip and Talon claws, or a Needle Roller.



MAGIC ITEMS A-Z

ALCHEMIST'S COLLAR

Wondrous Item (Collar), Rare (requires attunement)

An intimidatingly well-crafted collar fitted with a series of syringes. Each syringe can be filled with different a potion, poison, or aphrodisiac.

Once attuned to this collar, you can place them on any creature of your choice. A new creature cannot attune to the collar until you end your attunement. As a bonus action once per round, an attuned creature can activate one of these syringes, injecting one of these substances of it's choice into it's wearer. The wearer has disadvantage on saving throws against the effects of potions and poisons applied in this way.

ARCANE SPREADER BAR

Wondrous Item, Common

An ornately crafted rod of clear dwarven make, perfect for keeping a sub in tight confinement, or preventing a begging slave from closing her legs. Honestly, the possibilities are endless.

This rod is about a foot long and capped on each end with an adamantine ring for securely attaching manacles, cuffs, or really anything with suitable hardware. Speaking the command phrase "open sesame" causes the rod to expand to roughly three times its length, forcing the two endpoints apart.

ARGONAIN MAID'S UNIFORM

Wondrous Item (Lingerie), Rare (Requires Attunement)

A finely tailored maid's uniform, sewn from the finest silks and lace, and embroidered with all manner of subtle arcane markings. It expressly does not include panties.

While attuned to this fine lingerie, you may use the help action as a bonus action on your turn.

Curse: This lingerie is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times, and cannot willingly remove the lingerie unless commanded to by another creature.

Additionally, each time an you obey a command or complete a task assigned to you by another creature, you gain 1d10 psychic stimulation.

ARMOR OF BINDING

Fetish Armor (Leather), Very Rare (Requires Attunement)

An overly form-fitting set of leather armor, clearly designed more for displaying your assets than for protecting them.

While wearing this exquisite set of leather armor, your may cast the *Planar Binding* spell at its lowest level once between long rests without expending a spell slot.

Curse: While attuned to this armor, whenever a creature succeeds on it's saving throw against your planar binding spell, the spell is turned back upon you, and you instead become bound to the target for the full duration of the spell.



ARMOR OF THE HUNGRY MIMIC

Fetish Armor (Studded Leather), Very Rare (Requires Attunement)

The iridescent hues of this studded leather armor shift and swirl with changes in light, and the dull studs themselves seem to be ever slick and cool to the touch. If you watch long enough, you swear you can see the armor breathing.

While wearing this armor, an you may use an action on your turn to blend seamlessly into its environment, becoming indistinguishable from ordinary objects and furnishings so long as you remain motionless.

Curse: While magically concealed by this armor, you gain 1d8 acid stimulation each turn, as the living armor gropes and caresses your body with its slimy inner tendrils.

ASPS' KISS

Consumable (Lipstick), Rare

A deep shade of burgundy red, this silky liquid is sealed in a small crystalline bottle enwrapped by two silver serpents. The bottle contains enough lipstick for three applications, and it's contents are prized among assassins and poisoners.

Applying this lipstick properly takes roughly a minute and must be done in front of a mirror or reflective surface. Once applied, the lipstick provides it's wearer with an hour of immunity from ingested and contact type poisons, allowing a sensual assassin to safely apply the "kiss of death" upon their target by means of any poison brushed upon their lips or body.



AWAKENED ROPE

Wondrous Item (Silk Rope), Uncommon (Requires Attunement)

50 feet of Drowsilk rope, available in just about any color or hue, but predominantly black, silver or white. Drowsilk is far and away the most luxurious binding one could be tied up in, but more than that makes this rope special. The Soft silk is enchanted to behave like a living creature, following the commands of the creature it is attuned to. It is capable of moving on its own and tying complex and intricate knots under its own power. The rope has 10 hit points and can be burst with a DC 21 Strength check.

BAG OF BINDING

Wondrous item (Bag), rare

This beautifully couture version of a bag of holding is made of the finest imported leathers, and adds a level of fashion to any outfit - especially when it's magical properties are revealed.

This bag functions exactly as a bag of holding, except for the following curse:

Curse: This bag is cursed to bind and restrain it's wearer whenever a specific word or phrase is spoken.

As an action on it's turn a creature within 5 feet of you can speak the word or phrase sewn into the lining of this bag, causing it to turn inside out transforming into an equally couture bondage harness, complete with arm and leg binders.

You must succeed on a dc 17 dexterity saving throw or be restrained by the bag. While restrained in this way, your arms are bound tightly behind your back, preventing you from making melee or ranged attacks, or performing the somatic components of spells.

This effect lasts until the creature who triggered the transformation speaks the trigger phrase a second time, or until you break free of the restraints using a DC 20 strength check, at which point the bag returns to it's normal state.

BALM OF LACTATION

Consumable (Ointment), Rare

Spreading this thick, milky cream across a creature's breasts causes them to swell up to three cup-sizes, and begin lactating heavily.

As an action, you may apply this cream to the breasts of a willing creature (including yourself) Increasing the size of their breasts by one size category for the next 4 hours. While affected in this way, all stimulation applied to the creature's breasts is doubled. A jar contains enough for one use.

BALM OF TIGER'S VIRILITY

Consumable (Ointment), Common

This pungent cream burns ferociously when first applied, but can be used to drastically increase the size of one's genitals.

Applying this cream to a creature's natural implement deals 2d6 acid damage, and increases the size category of the creature's natural implement by one size category for the next 6 hours. While affected in this way, all stimulation applied using this implement is also dealt to the user as acid stimulation. A jar contains enough for three applications.

BANDS OF BREATH

Wondrous item (Collar and Bracelet), Uncommon (requires attunement)

This leather collar is adorned with pattern of golden chain links, who's purpose becomes quite clear the first time it's wearer disobeys the wearer of the matching bracelet.

This collar comes with a matching bracelet, which must be attuned by a separate creature for the collar's magical effects to function.

While wearing this collar, The amount of time you can hold your breath is doubled, and you add your proficiency bonus to the number of rounds you can survive while suffocating.

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times.

While cursed by this collar, disobeying a direct order or command from the wearer of the matching bracelet causes you to begin suffocating. This effect lasts until you fall unconscious, or the wearer of the bracelet chooses to end it as a free action. A creature reduced to 0 hit points in this way automatically succeeds on their first death saving throw.

BATH BOMB OF REVERSAL

Wondrous Item (soap), Uncommon

This pleasantly fizzy soap causes the water to bubble with pink and blue swirls, and allows one to experience a whole new take on their own body.

Bathing in water treated by this soap replicates the effects of the Sexual Reversal curse for 24 hours, after which, your body magically returns to normal.

BASKET OF EXOTIC OILS

Consumable (*Massage Oil*), Rare

A gift basket containing a wide sampling of sexual lubricants and massage oils, each claiming to provide different sensations or even tastes.

As a bonus action on your turn, you may apply one of these samples to yourself or your partner. When you do, roll 1d20. On a result of 1, the target takes 1d8 acid damage. On any other result, the target gains 1d8 acid(chemical) stimulation. The basket contains enough small samples for 10 uses.

BEADS OF PREVENTION

Wondrous item (*Bracelet*), common (*Requires Attunement*)

A string of expensive enchanted beads meant to be worn or kept nearby during sex. So long as at least one of these beads maintains it's lustrous glow, the attuned creature is protected from the risk of unwanted pregnancy.

When an attuned creature within 5 ft of the beads would be impregnated, the pregnancy instead fails, and one of the beads cracks and turns grey. When all beads have turned grey, the item ceases to function. A string contains 10 beads.

BELL OF BOVINE ABUNDANCE

Wondrous Item (*Bell*), Uncommon (*Requires Attunement*)

A golden cowbell inscribed with powerful sigil draconic magic, wearing it grants your milk miraculous properties, but trains you to be increasingly dull and docile.

While wearing bell around your neck, you may cast the *Mothers Milk* spell once between long rests without expending a spell slot or material components.

Curse: This bell is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the bell, keeping it within reach at all times.

While cursed by this bell, you gain an addiction to casting the *Miraculous Milk* spell, as if it were a vice. The base addiction save DC for this Vice is 15. Each time you fail an addiction saving throw against this Vice you gain one of the following traits:

- Your breasts increase in size by one size category, up to a maximum of huge, or you gain small breasts, if you do not have breasts already.
- You become docile and eager to please. You have disadvantage on persuasion checks.
- You become suggestible and easily controlled. You have disadvantage on saving throws against the charmed and infatuated conditions.
- Your breasts become incredibly sensitive. Stimulation applied to your breasts is doubled, and each time you cast the *Miraculous Milk* spell, you gain 2d8 bludgeoning stimulation

If at any point you critically fail an addiction saving throw against this vice, you are instead affected as if by the *Mindbreak* spell.

BESTIAL ARMOR

Fetish Armor (*Hide*), Very Rare (*Requires Attunement*)

A scant collection of furs and animal hides designed to cover only your most sensitive bits. It provides little to no protection against the elements, but that's not exactly it's purpose.

While attuned to this armor, your passive perception becomes 24, and you gain advantage on perception checks and wisdom saving throws.

Curse: The first time you attune to this armor, you must succeed on a DC 15 constitution saving throw, or become afflicted with the bestiathropy curse (MM pg 207) associated with the animal whose hide it is made from.

The affliction caused by this armor causes violent sexual lust, as opposed to the usual bloodlust of a bestiathropy curse. Once attuned to the armor, a creature retains this curse even if the armor is removed or unattuned.

THE BIMBONOMICON

+3 Tome, Legendary (*Requires Attunement by a spellcaster*)

This glittery pink spellbook is written in a colorful script that dots every I with a little heart, and often meanders off into lewd scribbings and blissfully airheaded comments in the margins. It holds powerful enchantments for those willing to pay the price

While attuned to this spellbook, you add the spells enthrall and charm person to your spell list, and may use charisma as the casting ability for any spell, regardless of your class or subclass.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, keeping it within reach at all times.

Additionally, Each Time you casts a spell using this spellbook, you must roll a d20. On a roll of 1, your Intelligence score is reduced by 1, to a minimum of 8. On a roll of 20, the your score is increased by one, to a maximum of 20. While your Inteligence score is 10 or lower, you become permanently intoxicated and hyperaroused



BINDER OF GROPING

Wondrous Item (Binder), Uncommon

Effectively indistinguishable from a Binder of Holding, the inner lining of this drowsilk binder leads to a seemingly harmless pocket dimension, and pleasantly tucks your breasts into the void and out of the way.

While wearing a binder of groping, your breasts are inaccessible and cannot be used as a sexual implement or targeted by sexual advances from creatures outside the pocket dimension.

Curse: The pocket dimension of this otherwise harmless binder is home to an array of phantom hands and lecherous tentacles. While wearing a binder of groping, you must succeed on a DC 12 inhibition saving throw at the beginning of each of your turns, or gain 1d4 bludgeoning stimulation as your breasts are groped and fondled by the creatures within.

BINDER OF HOLDING

Wondrous Item (Binder), Common

A tight Silk binder spun by Drow hands, and embroidered with attractive lace. The inside surface functions much like a bag of holding, keeping the Wearer's breasts securely out of the way while engaging in combat or other activities.

While wearing a binder of holding, your breasts are inaccessible and cannot be used as a sexual implement or targeted by sexual advances.

Placing a binder of holding inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random Location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

BLADE OF BLOODY ILLUSIONS

+1 Weapon (Dagger), uncommon (requires attunement)

The blade of this cruel-looking knife shimmers as if not fully real. However, The pain - and stimulation - it inflicts, very much is.

This enchanted blade may be used as a +1 sexual implement in addition to a weapon. Any damage dealt by this exquisite dagger is dealt as nonlethal psychic damage, and the targeted creature gains psychic stimulation equal to the same amount.

Wounds made by this weapon are considered illusionary, and fade without trace within an hour, despite looking and feeling entirely real.



BLANKET OF RESTORATION

Wondrous Item (Blanket), Rare

This soft fleece blanket is slightly weighted to provide comforting warmth to those who need it. This blanket may be used as part of a comforting ritual, carefully attending to the needs of a creature to ensure a safe and healthy recovery.

While attuned to this item, you may use the blanket of restoration to cast the following spells as listed below:

- **Lesser Restoration:** The blanket may be used to cast the Lesser Restoration Spell as a 1 hour long ritual
- **Greater Restoration:** The blanket may be used to cast the Greater Restoration Spell as an 8 hour long ritual. When cast in this way the spell does not require material components.

BLEMISHING OINTMENT

Wondrous Item (Ointment), Common

This foul-smelling ointment can be applied to a fresh wound, healing it instantly and restoring 2d4+2 hit points. However, any wound healed in this way permanently scars, no matter how mild or severe. A jar contains enough ointment for three uses.

BLUE VERVAIN TONIC

Consumable (Poison), Very Rare

A thick, sticky, and deceptively sweet substance known to inhibit mental capacity while similarly increasing libido. This elixir is used by certain Caimanine tribes as a way to pacify unruly captives.

A creature who drinks this poison must succeed on a DC 17 inhibition saving throw, or gain the hyperaroused condition for the next 8 hours. While hyperaroused in this way, the creature's Intelligence and Wisdom scores become 1. The creature can't cast spells, activate magic items, understand language, or communicate beyond pleased grunts or moans. The creature can, however, identify its friends, follow them, and even protect them.

BODY CLAMPS OF EXQUISITE PAIN

Wondrous Item (Body Clamps), Rare

A Set of small Darksteel body clamps connected by a fine chain - clearly of Drow make or similar. The clamps themselves are spring-loaded, but each clamp is adorned with a small gemstone knob that can be turned to fine-tune the exact pressure applied.

While wearing these clamps, an attuned creature experienced pain as if it were pleasure. The wearer gains resistance to all damage, but gains stimulation equal to any damage taken.

BREEDER'S BITCHSUIT

Wondrous item (Bitchsuit), rare

This exquisitely made bitchsuit is designed for long-term wear, with padding in all the right places, and a canine mask in the shape of a muzzle. It's magical effects are... Unique, to say the least

While wearing this bitchsuit, you are affected as if by the *Speak with Animals* spell, and treat overstimulation as if it were one level less. Additionally, you count as one size category larger for the purpose of being sexually penetrated.

Curse: This collar is cursed, and becoming wearing it extends the curse to you. While wearing this bitchsuit, You become hyperaroused, and can speak only in barks and animal noises, which are perfectly understood by beasts, but cannot be understood by other creatures without the use of a *Speak with Animals* spell.

BREEDER'S TONIC

Consumable (potion), Common

A bone-shaped bottle full of a faintly glowing serum that swirls silvery blue. It is commonly used by goblin tribes to help make their breeding slaves more productive.

A creature who consumes potion becomes Hyperfertile and Uninhibited for the next hour.

BRINGER OF DREAMS

Sexual Implement (Phallic Shaft), Legendary (Requires Attunement)

This faintly glowing phallus is made of some sort of luminescent crystal, and hums with a tune of a soft lullaby. Within it's facets play an endless array of lewd scenes - the erotic dreams of those it has brought to climax.

The Shaft contains 5 charges. As an action on your turn, you may expend one or more charges to cast the *Sleep* spell at a level equal to the number of charges expended.

Creatures put to sleep using this item cannot be awoken by sexual advances until they have been brought to climax at least once, and while the Shaft holds 3 or more charges, You may shape the dreams these creatures, as per the *Dream* spell.

The Shaft regains a single charge each time a sleeping creature fails a climax saving throw while within 5 ft of it.



CASK OF TENTACLES

Wondrous Item (Barrel), Rare

This otherwise unassuming barrel contains an array of lecherous tentacles, eager to grope, fondle and fuck anyone foolish enough to climb inside

A creature who opens this barrel or moves within 5 ft of it while it is open must succeed on a DC 18 Dexterity saving throw, or gain 3d6 bludgeoning stimulations and be restrained, as the tentacles pull it inside the barrel to sexually molest. A creature inside the barrel gains 3d6 bludgeoning stimulation at the start of each of it's turns.

A creature Restrained by the Tentacles can use its Action to make a DC 18 Strength or Dexterity check (its choice). On a success, it frees itself, and climbs out of the barrel.

The barrel is only large enough to contain a single creature at a time, and if a creature is already inside the barrel, other creatures moving within 5 ft of the barrel are unaffected.

CATSUIT OF DISPLACEMENT

Wondrous Item (Bodysuit), Uncommon (Requires Attunement)

A tight leather catsuit, with the addition of two tentacle accessories attached to the fur black shawl. Wearing the set turns you into a playful beast of the fey.

While wearing this bodysuit, you may cast the *Blur* spell once per day without expending a spell slot. Charisma is the casting ability used for this spell.

Curse: This bodysuit is cursed and possessed by a spirit of bestial lust, and becoming attuned to it extends the curse to you. As long as you remain cursed, you become hyperaroused while wearing the catsuit, and are unwilling to part with the bodysuit, keeping it within reach at all times.

CHARM OF EXTENSION

Wondrous Item, Rare (requires attunement)

This small phallic charm can be worn on a chain, bracelet, or anywhere else that seems fitting, and glows with a small trace of The Master's magic while active.

This holds three Charges. While wearing this charm, when you Cast a Spell that has a Duration of 1 minute or longer as part of a Sexual Advance, you may expend a charge to extend this duration up to 1 hour. This extended duration ends early if you or a creature affected by the spell takes damage. The Charm Regains a single charge each time a creature within 5 ft of it fails a climax saving throw.

CHASTITY BELT OF THE CUCKOLD

Wondrous Item (Chastity Belt), Uncommon

This Ornatly crafted chastity device is designed to comfortably fit on a man or woman, tucking their genitals cleanly into a sensationless extradimensional space, and locking neatly in place. Once placed upon a creature, arcane locks click in place, binding the belt permanently in place until unlocked by the same creature who locked it. If you place the belt upon yourself, it instead becomes permanently locked until unlocked using a *Dispel Magic* spell or similar magic.

While wearing a cuckold's belt, your genitals are inaccessible and cannot be used as a sexual implement or targeted by sexual advances. In their place, a portal opens on the exterior of the belt to an extraplanar pocket pussy, which can be used in place of your own natural implements. You experience no sensation or stimulation applied to this pocket pussy.

Placing a cuckold's belt inside an extradimensional space created by a Bag of Holding, Portable Hole, or similar item instantly destroys both items and opens a gate to the Plane of Perversion. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random Location on the Plane of Perversion. The gate then closes. The gate is one-way only and can't be reopened.

CHASTITY SEAL

Consumable (paper seal), Common

These enchanted paper seals are reminiscent of those found in eastern shrines, and were first created as a means of protecting virtue against unwanted intrusion. Such seals have since found use for both pleasure and punishment.

As an action on your turn, you may apply this seal to the genitals of a willing or incapacitated creature, magically preventing access to the creatures genitals until the seal is removed.

Once applied, a chastity Seal can only be removed by the creature who applied it, or by way of *Dispel Magic* or similar magic.

CHOKER OF BRATT'S BANE

Wondrous item (Collar), Uncommon (requires attunement)

A simple leather collar bearing a series of iron studs, and the words "Tame Me" scribed into the lining in undercommon. While wearing this collar, you have advantage on checks and saving throws made to resist intimidation and fear effects.

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times.

While cursed in this way, when a creature issues you a command while pulling your hair, horns, or similar adornment, you are affected as if by the *Command* spell.

CLAWS OF CREATION

Sexual Implement (Talon Claws), Rare (Requires Attunement)

A set of 5 Beautiful Golden claws connected by an ornately crafted chain. The chains link to a snugly fitting bracelet of similarly fine craft. Despite meticulous polishing, the entire set still shows signs of wear, and the metal is discoloured in places as if struck by lightning.

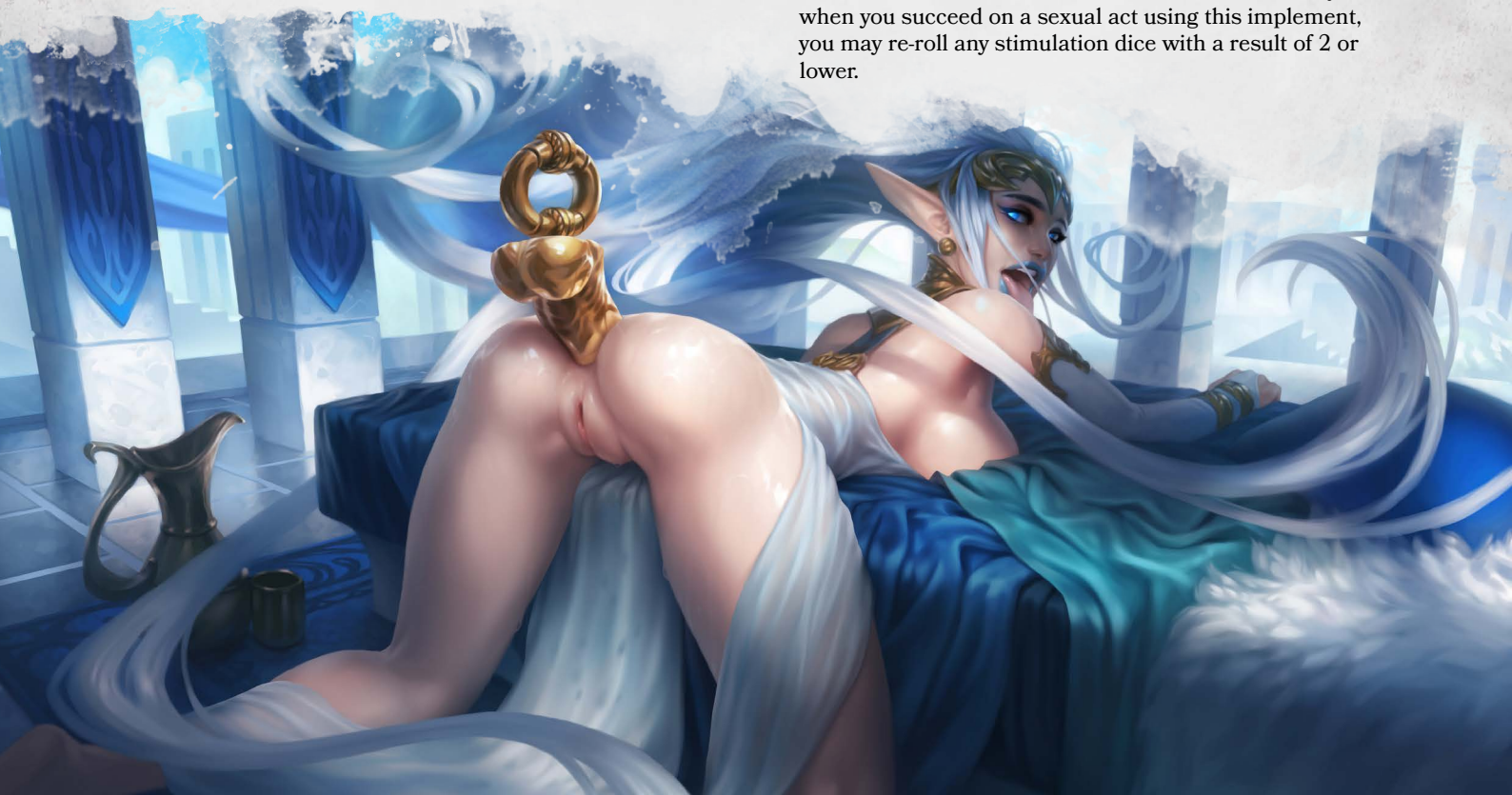
These Talon Claws are a +1 sexual implement. While wearing these claws, you may cast the Creation spell once between long rests without expending a spell slot. Sexual implements created using in this way are also treated as +1 sexual implements, but immediately dissolve after bringing a creature to climax.

COCK OF AGES

Sexual Implement (Huge Dildo), Legendary (Requires Attunement)

This enormous golden phallus is made to resemble the cock of a particularly well endowed satyr, and emanates just as much raw lust and sexual prowess as the creature who modelled for it.

While attuned to this +3 dildo (huge), you cannot be incapacitated through climax, and are considered immune to the effects of overstimulation. Additionally, when you succeed on a sexual act using this implement, you may re-roll any stimulation dice with a result of 2 or lower.





COIN OF MESMER

Wondrous item (coin), rare (requires attunement by a spellcaster)

A shimmering golden coin that almost seems to glow in the light around it. The longer you stare, the harder it becomes to look away.

This coin glitters with five charges, which recharge each full moon. Once per day, as an action on your turn, you may use this coin to cast the *Hypnotic Pattern* spell, centered on the coin, without expending spell slots or material components. Creatures charmed by become heavily suggestible, and can be instructed in the following ways

- You may expend a number of charges to cast the *Sleep* spell at a level equal to the number of charges spent.
- You may expend a number of charges to cast the *Command* spell at a level equal to the number of charges spent.
- You may expend 3 charges charge to cast the *Suggestion* spell, without requiring concentration.

Spells cast in this way can only target creatures already affected by the *Hypnotic Pattern* spell.

COCKRING OF DETACHMENT

Wondrous Item (Cock Ring), Rare (Requires Attunement)

This oversized ring is made of interwoven bands of arcane brass. While wearing this ring around the base of your cock and balls, a command word can be spoken to magically detach your genitals from your body.

You still feel all sensation and stimulation applied to your detached genitals, and any conditions applied to the detached body part are also applied to you.

To re-join the detached cock, simply touch the two rings back together, and speak the command word again. The ring cannot be removed while it's magic is in effect.

COLLAR OF CUCKOLDING

Wondrous Item (Chastity Belt), Uncommon

A fine metal collar, inscribed with a very specific array of arcane glyphs and sigils. Once placed upon a creature, arcane locks click in place, binding the belt permanently in place until unlocked by the same creature who locked it. If you place the belt upon yourself, it instead becomes permanently locked until unlocked using a *Dispel Magic* spell or similar magic.

While wearing a cuckold's collar, you become immune to stimulation from direct or indirect sexual advances, and experience no sensation of any kind from sexual intercourse, although you can still become visibly aroused.

COLLAR OF THE DULAHAN

Wondrous item (Collar) uncommon (requires attunement)

This menacing collar is forged from the iron of a graveyard fence, and etched with Celtic knotwork and runes of necromantic power. While wearing this collar, you learn the *Toll the Dead* cantrip, and may cast it using charisma as your spellcasting ability.

Curse: This collar is are cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unable to remove the collar. While Cursed in this way, you are considered an undead creature, and your head can be removed from your body - although your senses and perceptions remain tied to your body, as if your head were still in place.

While removed, your head functions as an arcane sensor, and you may use an action on your turn to perceive through it's senses. You always know the general direction of your head, so long as it is on the same plane of existence as you.

COLLAR OF TELEPORTATION

Wondrous item (Collar), Rare (requires attunement)

This beautiful choker is made from the tanned pelt of a blink dog bears a faint aura of powerful shadow magic. Combined with the shadowy gemstone matching it's own, can be used to teleport at will. This collar holds 3 charges, which recharge each night at midnight. While attuned to this collar, you may expend a single charge to cast the blink spell, or expend 3 charges to cast the teleport spell. When cast in this way, these spells do not require a spell slot or material components

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the collar and cannot remove it by any means. While wearing the collar, you become bound to the creature who holds the matching gemstone.

As an action on their turn, the creature you are bound to may snap their fingers and call your name, causing you to immediately teleport to an unoccupied space within 5ft of them, regardless of distance or plane.

This effect is blocked by a *forbiddance* spell, *antimagic circle*, or any other effect that prevents teleportation or magical travel. After this ability is used, the creature must complete a long or short rest before it can be used again.

COLLAR OF WEALTH

Wondrous item (Collar), Rare (requires attunement)

A black band of supple leather, ornamented with a shimmering golden coin. It is said to bring luck in all variety of financial endeavours. While wearing this collar, you have advantage on checks made to haggle or determine profits from a financial endeavour.

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times.

While cursed in this way, whenever you are offered monetary compensation for a sexual act, you must succeed on a DC 18 wisdom saving throw or perform said act as if affected by the *Suggestion* spell.

COLLAR OF THE PRAISEWORTHY PET

Wondrous item (Collar), Rare (requires attunement)

While wearing this adorable leather collar, you may take the help action as a reaction on your turn, anytime an ally within 5 ft of you would make a skill check in which you are proficient

Curse: This collar is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the collar, keeping it within reach at all times.

While curse in this way, each time you are praised by an ally, you gain 1d4 psychic stimulation.

CONDOM OF BESTIAL SIZE

Consumable (Condom), common

Created by a long forgotten witch to satiate her desire to be knotted, these condoms are enchanted to bring out the bestial side of their wearer.

While wearing this condom, the size of your cock increases to large, and it's shape transforms to match the natural implement of a random beast or magical beast you have seen.

CONDOM OF HOLDING

Consumable (Condom), uncommon

This seemingly mundane condom is enchanted to hold an ever increasing amount of cum, swelling to ridiculous sizes as the wearer climaxes load after load of delicious seed.

This condom will never burst, regardless of the amount of fluid held inside. Additionally, while wearing this condom a you produce 1d4 liters of cum each time you climax.

CONFESSIONAL ROBES

Wondrous item (Fine Clothes), Uncommon (requires attunement)

These priestly robes cover barely enough skin to be considered more than lingerie, but insure that modesty and humility never place themselves in the way of honesty.

While attuned to these robes, you may cast the *Zone of Truth* spell once between long rests, without expending a spell slot or material components. Charisma is your spellcasting ability for this spell.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the robes, keeping them within reach at all times.

While cursed in this way, you are incapable of speaking a deliberate lie, and automatically fail bluff checks. Additionally, when asked a question about yourself, you must succeed on a DC 16 Charisma saving throw, or answer honestly and in detail.



CROP OF COMMAND

Sexual Implement (Riding Crop), Very Rare (Requires Attunement)

A sinister riding crop crafted from boiled nightmare hide and infernal iron, this implement applies a fiery sting that encourages obedience even in the most disobedient slaves.

This crop contains three charges, represented by a series of glowing infernal runes along its hilt. As an action on your turn, you may speak a one word command and make a melee spell attack using this crop.

On a hit, the target takes 1d6 fire stimulation and is affected as if by the Command Spell. The Crop regains a single charge each time an attack or sexual advance made using the crop scores a critical hit.



DAGGER OF EXQUISITE PAIN

+1 Weapon (Dagger), uncommon (requires attunement)

The handle of this exotically curved dagger details a couple in the throws of passion, and the large purple gem at its hilt pulses with a lustrous glow.

This erotic blade may be used as a +1 sexual implement in addition to a weapon. Any damage dealt by this exquisite dagger is considered nonlethal, and is also dealt as stimulation equal to the same amount.

Wounds made by this weapon cannot become infected or inflict disease or poison, and will always mend themselves within 24 hours, leaving an attractive scar.

DEMONBREAKER

Sexual Implement (Studded Shaft), Legendary (Requires Attunement)

This blackened steel phallus is nearly three feet long and studded with a series of glowing stones set along the shaft like piercings.

This implement is sturdy enough to be used as a weapon in battle, and functions as a +3 greatclub. When you hit with a melee weapon attack using this greatclub, you may use a free action to record the damage dealt by the attack in one of the 12 gemstones piercings along the shaft's length - this does not reduce the damage dealt to the target.

When you hit with a sexual advance using with this shaft, you may expend a recorded strike as a reaction to increase the stimulation of the advance by an amount equal to the recorded damage of that strike.

DOLLMAKER'S KEY

Weapon (Dagger), Rare (Requires Attunement)

The hilt of this brass dagger is made to resemble a large ornamental key, such as that of a music box. Its strange, triangular blade is forever wet a strange golden metal, which seeps into the wounds of those it strikes.

When you deal damage to a living creature using this dagger, the target must succeed on a DC 16 constitution saving throw, or gain stimulation equal to the same amount, as the strange golden metal of its blade spreads out from the wound. A creature who climaxes as a result of this stimulation becomes petrified for 1d4 hours as the glistening golden metal spreads entirely across its body.

While a beast or humanoid is petrified in this way, you may use an action on your turn to insert the dagger into the creature's spine, turning it as if winding a clockwork doll. The target must immediately make additional climax saving throw. On a failure, this dagger is destroyed, and the target's body is transformed into that of life-like construct of clockwork and porcelain. The creature gains the Pleasure Doll racial template, and becomes loyal to you, obeying your verbal commands to the best of its ability.

On a success, this dagger is destroyed, and the creature is no longer petrified.

Curse: This dagger is cursed and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the dagger, keeping it within reach at all times.

While attuned to this key, you gain a powerful urge to use its magic on either yourself, or someone you hold dear. The longer you remain attuned, the stronger this urge becomes.

DRESS OF THE PERFECT PRINCESS

Wondrous Item (Fine Clothes), Rare (Requires Attunement)

A dress designed to give the wearer the perfect bearing of a proper, patient princess, ripe to be kidnapped and auctioned off.

While attuned to This Dress, your charisma score increases by 2, to a maximum of 20, and you gain proficiency in persuasion. If you are already proficient in persuasion, you instead add twice your proficiency bonus to persuasion checks.

Curse: This dress is cursed, and each time you put it on, make DC 15 dexterity saving throw. On a failure, you become attuned to the dress, and cannot remove it in any way, although it may still be repositioned or moved out of the way by others to allow easy access to your body.

While attuned to this dress spectral chains bind your ankles closely forcing a slow, proper pace; the corset tightens around your waist, ensuring a proper straight back and shapely figure; and the high collar holds your head raised and forward. Your Speed is reduced to 10ft, and your dexterity score is reduced by 2. You have disadvantage on perception checks, and checks made to resist or escape the grappled or restrained conditions.

DROUGHT OF DENIAL

Consumable (Potion), uncommon

This bottle of clear liquid might be mistaken for water, but looking through it's translucent contents reveals a world devoid of color.

A creature who drinks this potion gains the denied condition for the next 24 hours. Common side effects include temporary colorblindness, erections lasting longer than 4 hours, and helplessly mewling or begging for release.

EGG OF DRACONIC RESISTANCE

Sexual Implement (Huge Plug), Rare (Requires Attunement)

An enormous plug carved to resemble the egg of a dragon, these intimidating toys may just hold the secret of a dragon's elemental resistance.

While wearing this plug, you gain resistance to a damage type based on the color of the plug: Red (fire), Black (acid), Green (poison), Blue (lightning), or White (cold).

Curse: Whenever you take damage of the type associated with the plug's color, you gain stimulation of the same type equal to the same amount.

ELIXIR OF MASSIVE MOUNDS

Consumable (Potion), Rare

A large round flask containing a single dose of a glittering pink solution. Drinking the elixir requires an action. Each dose a creature consumes causes its breast size to permanently increase by one.

ELEVEN MISTLETOE BERRIES

Consumable (poison), Rare

Snow white berries and a fragrant peppermint aroma signify Elven Mistletoe, also called Cupid's Pearls, from more common varieties of the plant. This powerful herb is often used in love potions and other fey charms.

As an action on your turn you may use these berries to coat the edge of a weapon or up to three pieces of ammunition. The first time an attack with the coated weapon or ammunition hits, the target of the attack must succeed on a DC 15 wisdom saving throw, or becomes infatuated by the next creature it sees for the next 24 hours, or until kissed on the lips by the subject of their infatuation.

EROGENOUS SEAL

Consumable (Paper seal), rare

A perverse inversion of the more well-known chastity seal, these paper seals are enchanted to turn any part of the body they touch into an erogenous zone.

As an action on your turn, you may apply this seal to the bare skin of a willing or incapacitated creature, causing that area of their body to become incredibly sensitive to pleasure. Sexual advances which target the affected area are made with advantage, and the creature has disadvantage on saving throws against sexual advances which target that part of their body

This effect lasts until the seal is removed by the same creature who applied it, or until the enchantment is dispelled by way of *Dispel Magic* or similar magic.



ETHOT'S GUIDE TO POPULAR MAGIC

+1 Tome, Rare (Requires Attunement by a spellcaster)

This clearly enchanted spellbook is made of shimmering ethereal pages that glow brilliantly through every color of the rainbow. It promises to contain every arcane secret needed to become known throughout the land.

While attuned to this spellbook, you add the following spells to your spell list, and always have them prepared: *Alter Self*, *Intoxicating Smile*, *Incite Lust*, *Selina's Gloryhole*, *Siren's Song*, *Arcane Theatre*. Additionally, you gain proficiency in the performance skill if you do not already have it. If you are already proficient, you instead add twice your proficiency bonus to performance checks.

Once between long rests, you may cast the *Arcane Theatre* spell without expending spell slots or material components. While casting *Arcane Theatre* in this way, your concentration cannot be broken by sexual advances, conditions, or climaxing.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the tome, keeping it within reach at all times.

While cursed by this tome, you gain an addiction to casting the *Arcane Theatre* spell, as if it were a vice. The base addiction save DC for this Vice is equal to your spell-save DC. Each time you fail an addiction saving throw against this Vice you gain one of the following traits:

- You gain the hyperaroused condition anytime you are concentrating on a spell.
- You gain the *Exhibitionist Fetish*, if you do not already have it.
- You gain the *Street Whore Fetish*, if you do not already have it.
- You become Infatuated by creatures currently watching you through the use of the *Arcane Theatre* spell
- Arcane sensors produced by your *Arcane Theatre* spells are automatically affected as if by the *Selina's Gloryhole* spell, without expending spell slots or material components.

Additionally, Creatures watching you through the *Arcane Theatre* spell may use their action to expend 100gp worth of gemstones or other valuable to cast sending, using you as the target. These gemstones or valuables appear in your possession as soon as the spell ends.

FRUIT OF EDEN

Sexual Implement (Choke Pear), *Legendary (Requires Attunement)*

This exquisitely crafted mechanism is made of three golden petals embossed with reliefs of carnal acts, and a key-like handle set with a large ruby. Opening the device, it releases fathomless amounts of knowledge into the wearer, both carnal and otherwise.

While wearing this Choke Pear, Your Intelligence score increases to 21. Each time the size category of the pear is increased, the creature's intelligence score increases by 1, to a maximum of 26. This Implement ignores penalties and negative effects involving differing size categories.



GAG OF THE PHANTOM PHALLUS

Wondrous Item (Gag), *Rare (Requires Attunement)*

An ornate panel of boiled Shadow-leather, with straps to secure it firmly over a creature's mouth. When the clasp is latched, a series of ghostly blue runes trace their way across the gag, and a spectral cock forces its way down the wearer's throat.

The Cock is corporeal enough to impart force and sensation, but does not obstruct breathing. While gagged in this way, the wearer experiences any stimulation applied to the phantom cock as if it were their own, even if they do not naturally have a cock.

GAMBLER'S SECRET

Sexual Implement (Plug), *uncommon (Requires Attunement)*

This discrete and unassuming plug provides an unseen advantage in games of skill and chance. As long as you can hold your composure.

While wearing this plug, anytime you would fail a check using a gaming set in which you are proficient, you instead take 1d12 thunder stimulation, and add the same amount to the result of your check.

GARB OF THE TRUE DOMINANT

Fetish Armor (Leather), *Legendary (Requires Attunement)*

An array simple black leather, instilled with the calm intensity of pure dominance, the entire set exudes power in a way that is impossible to deny. Wearing this set of seemingly mundane leather armor instills the unquestionable sense of authority far more potent than any enchantment.

While wearing this armor, your charisma score increases by 2, up to a maximum of 22, and you gain immunity to the charmed and frightened conditions.

GELATINOUS COCK-SLEEVE

Sexual Implement (Cock-Sleeve), Uncommon (Requires Attunement)

A slippery cylinder of translucent slime, this Cock-sleeve seems to have a mind of its own, and is desperate for the taste of cum.

Once between long rests, As an action on your turn, you may stroke this cock-sleeve to “awaken it” causing it to become a tiny ooze under their control. This ooze shares the statistics of an Oblex Spawn (MToF), however all damage dealt by the ooze is dealt as stimulation instead.

The Cocksleeve follows your telepathic commands to the best of its ability, and remains awakened in this way until it causes a creature to climax, or is reduced to 0 hit points.

GENIE’S BINDING RINGS

Wondrous item (Bracelet), Rare (requires attunement)

A series of 5 golden rings that jangle together in a melodic tone. They allow a creature to conjure up almost anything their heart might desire, in exchange for bondage to the bearer of the matching ring.

While attuned to this bracelet, you know the *Magehand*, *Minor Illusion*, and *Prestidigitation* cantrips, and may cast them using charisma as your spellcasting ability.

Additionally, once between long rests, as an action on your turn, you may use this bracelet to cast the *Creation* spell, without expending spell slots or material components.

Curse: This bracelet is cursed, and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the bracelet and cannot remove it by any means. While wearing the bracelet, you become bound to and infatuated by the creature who holds the matching ring.

As bonus action while within 60 ft of you, the creature you are bound to may issue a one-word command and snap their fingers, causing you to obey the command as if affected by the *Command* spell.

GLOVES OF THE MATRIARCH

Wondrous item (Gloves), Rare (Requires Attunement)

These Elegant white gloves fit comfortably over your hands, and offer a certain sensation of authority and rigidity.

When you hit with an attack or sexual act while wearing these gloves, they may use your reaction to make an intimidation check against the target of the attack, demanding a course of action, or suggesting a more “proper” behavior. If the intimidation check is successful, the target is affected as if by the spell *Suggestion*. You may use this ability a number of times between long rests equal to your proficiency bonus.

GLOW JELLY EXTRACT

Consumable (massage gel), Uncommon

A bioluminescent substance extracted from glowing slimes and combined with sensitizing agents to create slick (and body safe) massage gel. Applying this ointment to a creature’s body causes it to glow with incredible sensitivity.

Applying this gel to a creature’s body requires a bonus action, and causes the applied area to glow with dim light out to a range of 5 ft for the next hour. For the duration of this effect, any stimulation applied to the glowing area is doubled.

GLYPH OF PREGNANCY WARDING

Wondrous item (Tattoo), Common

A relatively simple sigil imbued with just enough necromantic energy to prevent the natural creation of new life.

While bearing this glyph, you gain the infertile condition, and can’t become pregnant or impregnate another creature through traditional means. This tattoo does not protect against Non-Traditional Pregnancies or prevent strange tentacles from using you as an incubator.



GOLDEN ROD OF OLYMPUS

Sexual Implement (Gargantuan Dildo), Legendary (Requires Attunement)

An absolutely gargantuan golden cock, complete with knott and balls carved from Olympian Marble. Sexual advances made using this implement gain a +3 bonus to advance and stimulation rolls.

While attuned to this Dildo, Your arousal maximum is doubled, and your Inhibition score becomes 24. Additionally, you cannot be incapacitated by climax, and are immune to the effects of overstimulation.

GORGON'S BANGLE

Wondrous Item (bracelet), Rare (Requires Attunement)

A lifelike golden serpent coils around your wrist, it's emerald eyes sparkling with powerful magic.

This bracelet holds a single charge, which resets each morning at dawn. As an action on their turn, an attuned creature may use this bracelet to cast the *Flesh to Stone* spell without expending spell slots or components.

Curse: This bracelet is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you become unwilling to part with the bracelet, keeping it within reach at all times.

Each time you fail a climax saving throw, you become petrified for 1 hour, or until the condition is removed using a *greater restoration* spell, or similar effect. While petrified in this way, you are fully aware of your surroundings, and gain stimulation as normal.

GUILTY SAINT'S FLOGGER

Sexual Implement (Flogger), Very Rare (Requires Attunement)

Made of unicorn leather and tipped with golden studs, this flogger supposedly has an angel feather worked into the braid of the hilt, and the pain it inflicts is nothing compared to the release it offers when used well.

As a bonus on your turn, you may deal this implement's damage to yourself, storing this damage for later use, up to a maximum of 150 hit points.

As an action on your turn, you may strike an ally with the flogger, restoring a number of hit points equal to value of the damage stored, and applying radiant stimulation equal to the number of hit points restored. Should attunement be broken, stored damage is reduced to zero.

GYROBUNNY

Wondrous Item, Rare

This large, mechanical device has two slots to accept a variety of plugs, dildos, and other insertable attachments. When activated, it rocks, thrusts, and vibrates – more than replicating the motions of a living partner.

A gyrobunny may be equipped with any penetrative sexual implement, and while active performs sexual acts on it's rider as if the equipped implements were wielded by a proficient user. The gyrobunny may re-roll any stimulation dice with a result of 2 or lower.

HARKONEN SLAVE HARNESS

Wondrous Item (slave harness), Rare (Requires Attunement)

A Brutally attractive harness made of Studded Behir Leather, and fit with an assortment of steel rings and fittings by which the wearer can be restrained.

This harness can be applied to a willing or incapacitated creature as an action, extending to them the following curse

Curse: This harness is cursed, and equipping it onto a creature causes the wearer to become magically attuned to it, extending the curse to them until the harness is removed. While cursed in this way, a creature is unable to remove the harness themselves, and Intimidation checks made against the creature automatically succeed

Additionally if a creature disobeys a direct command or order while wearing the harness, it must succeed on a DC 18 constitution saving throw, or take 1d8 lightning stimulation. If the creature giving the command also holds a leash or chain connected to the harness, the wearer has disadvantage on this saving throw.

HARNESS OF THE HYDRA

Wondrous Item (Strap-On harness), Common (Requires Attunement)

A form-fitting harness made of sturdy Hydra leather. The harness has a single jewelled socket designed to hold a Dildo or Phallic Shaft, and is enchanted to make any toy attached to it feel like the wearer's own cock.

While wearing this harness, you treat any sexual implement attached to the harness as a natural implement, and experience any stimulation applied to the implements attached to it as if they were your own natural implements.

Additionally, each time you climax while wearing the harness, a new socket appears on the harness, complete with a mundane phallic shaft. This shaft lasts until it is removed from the harness, or until your arousal reaches 0, at which point the additional sockets disappear.



HEADBAND OF CHARISMA

Wondrous Item (Headband), Uncommon (requires attunement)

This sparkling headband carries with it the grace and beauty of an alluring temptress.

While attuned to this headband, your charisma score increases by 2, up to a maximum of 22.

Curse: This headband is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the headband, keeping it within reach at all times.

While cursed by this headband, when given a command or instruction by a non-hostile creature, you reflexively respond with the words “yes sir/madame” and must succeed on DC 15 inhibition saving throw, or pursue the course of action to the best of your ability. Commands to stab yourself, throw yourself into acid, or do some other obviously harmful act have no effect. If you take damage from any source while performing this course of action, the effect ends.

HECATE'S BEADS OF ARCANE RESERVE

Sexual Implement (Pleasure Beads), Legendary (requires attunement by a spellcaster)

Supposedly crafted by the arcane Goddess Hecate to empower her most loyal worshippers. This silver chain contains 9 crystal beads of progressively larger sizes, each inscribed with an arcane glyph that glows when filled with sufficient magic.

As part of a short or long rest, you may imbue one of the gemstone beads with a spell of a level you may cast. To do so, you cast the spell while holding the bead. The spell is stored in the gem instead of having any effect. Each of the 9 gemstones can store a single spell, but no more than one spell of each level can be stored in the beads.

As a bonus action on their turn, a creature within 5ft may remove one of the beads from inside you, allowing you to cast one of the spells stored within as a reaction. When the beads are removed in this way, you must succeed on an inhibition saving throw against your own spell save DC, or gain 1d10 force stimulation for each level of the spell you cast.

It is unclear if the erotic use of these beads was intended by the Goddess, or if their nature was warped by the lustful desires of those they were gifted to.

HEELS OF HOBBLING

Wondrous Item (Shoes), Common

A pair of delicate heels, each bearing cuff-like metal ring at the top. Once placed upon a creature, arcane locks click in place, binding the belt permanently in place until unlocked by the same creature who locked it. If you place the belt upon yourself, it instead becomes permanently locked until unlocked using a *Dispel Magic* spell or similar magic.

While worn, an ethereal chain of light binds the two rings together, hobbling your movement, and reducing your speed to 10ft.

HEELS OF CRYSTAL GRACE

Wondrous Item (Shoes), uncommon (requires attunement)

A pair of beautiful heels, seemingly carved from lustrous gemstone. While wearing these heels, you gain advantage on athletics and acrobatic checks made to run, jump, or climb.

Curse: These heels are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the heels, wearing them whenever possible.

While cursed in this way, each step you take echoes with a resounding click that can be heard by all creatures within 120 ft. You automatically fail stealth checks made while moving



HEELS OF HARMING

Wondrous Item (Shoes), uncommon (requires attunement)

This pair of deadly sharp stiletto heels. Can be used to slit throats with the same grace one might use impress a powerful queen of the fey.

These heels count as pair of +1 magical daggers, witch which you are considered proficient. While wearing these heels, you may use a bonus action on each of your turns to make an attack with both of these daggers, as if wielded in your off-hand.

Curse: These heels are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the heels, wearing them whenever possible.

While cursed in this way, anytime you take the dash action on your turn, you take 1d4 peircing damage, as the heels drive painfully into your own feet. This damage cannot be reduced in any way.

HYPNOTIC HOSIERY

Wondrous item (Hosiery) uncommon (requires attunement)

These entrancing pantyhose seem to shimmer with an almost imperceptible aura of enchantment, drawing the eye and holding it long past the point of politeness,

Once between long rests, as an action on your turn, You may run your hands seductively along these pantyhose, casting the *Hypnotic Pattern* spell, centered on your legs, without expending a spell slot or material components. Charisma is your spellcasting ability for this spell. You must continue tracing your hands long your legs for the duration of the spell, or it's effect ends.

HOSIERY OF LUMINOUS BEAUTY

Wondrous Item (Hosiery), common.

A pair of stockings or pantyhose spun from the luminous silk of a lantern spider

While wearing this hosiery, you may use a bonus action on your turn to cast the *Light* cantrip, targeting your legs

HELL HOUND LINGERIE

Wondrous Item (Lingerie), Uncommon (Requires Attunement)

A hot and fiery set of lingerie, complete with tail, ears, and an elegant collar and leash. Perfectly suited to puppy-play. Not only will it keep you warm in even the coldest of places, but you look absolutely adorable in it!

While wearing this lingerie you are immune to the effects of extreme climates, and gain resistance to cold and fire damage.

Curse: This lingerie is cursed and possessed by a spirit of bestial lust, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times.

While wearing the this lingerie, you become hyperaroused, and are infatuated by any creature who holds the included leash.

HOOD OF ANONYMITY

Wondrous Item (Leather Hood), Uncommon (Requires Attunement)

A supple hood of some unidentifiable black leather, which gives off a strong aura of shadow magic. It has no holes for eyes or mouth, nevertheless, you can see and breath normally while wearing it, although your voice is strangely muffled.

While wearing this hood, you have advantage on stealth checks and checks made to remain unnoticed or unseen. Additionally, you learn the *Laundry Day* cantrip, and may cast it using charisma as your spellcasting ability

Curse: This hood is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the hood, wearing it whenever possible. While wearing this hood, you become hyperaroused, and are magically unrecognizable even to your closest friends, family, and allies.



HOUSEKEEPER'S CUBE

Wondrous Item, common

A friendly little slime about the size of a human fist, this lesser cousin of the gelatinous cube enjoys nothing more than squiggling it's way around the room, eating up dirt, dust and other everyday messes to leave your home (and body, if you allow it) spotlessly clean. They are often prized by homemakers for a variety of additional reasons as well.

The cube cleans roughly 120 square feet of area an hour, allowing it to easily clean it's owner or one of their companions of dirt and grime in a little less than 10 minutes.

A housekeeper's cube may be used to "clean" a willing creature, applying 1d10 acid stimulation each round, until removed from the creature's skin as a bonus action.

HUMMINGBIRD PIERCING

Wondrous Item (Body Piercing), Uncommon (Requires Attunement)

These small iridescent studs are crafted from a rare Fairy alloy, and can be made to vibrate like the wings of a hummingbird. These piercing can be added to any natural implement to grant it a +1 enchantment bonus. You may attune to up to three hummingbird piercings as if they were a single magic item.

Curse: While using a natural implement with a hummingbird piercing, your inhibition score is reduced by the number of such piercings you are attuned to, and you have disadvantage on concentration checks.

HYPNOTIC PENDANT

Wondrous item (necklace) Very Rare (requires attunement)

This crystal pendant seems to shimmer with an ever-changing array of colors and hues, which make it increasingly difficult to look away the longer you stare.

Once between long rests, as an action on your turn, you may use this pendant to cast the *Hypnotic Pattern* spell without expending a spell slot. Charisma is your spellcasting ability for this spell.

A creature who fails it's saving throw against this spell becomes infatuated for the duration of the spell. The spell ends for a creature if the pendant leave it's line of sight.

IMMOVABLE PHALLUS

Sexual implement (Phallic Shaft), Uncommon

Similar to an Immovable Rod, this ornate metal cock has a place for a key to be inserted at one end. As an action on your turn, you may insert and turn the key, Causing this shimmering metal phallus to lock to become magically fixed in place.

Until you or another creature uses an action to insert and turn the key in the other direction, the phallus does not move, even if it is defying gravity. The shaft can hold up to 8,000 pounds of weight. More weight causes the shaft to deactivate and fall.

A creature can use an action to make a DC 30 Strength check, moving the fixed shaft up to 10 feet on a success.

IMMOVABLE PIERCINGS

Wondrous Item (Piercing), Uncommon (requires attunement)

A set of deceptively mundane golden piercings, crafted to look like a pair of tiny locks. Once attuned to these piercings, you can place them on any creature of your choice. A new creature cannot attune to them until you end your attunement. As a bonus action on your turn, you may speak the word "lock" in draconic, Causing the piercings to become magically fixed in place.

Until you or another creature uses a bonus action to verbally unlock them, the piercings do not move, even if they are defying gravity. The two piercings can collectively hold up to 12,00 pounds of weight. More weight causes the piercings to deactivate and fall.

A creature can use an action to make a DC 30 Strength check, moving the fixed piercings up to 10 feet on a success.



IMPERIAL ROBES OF COMFORT

Wondrous Item (Robes), Common

Once crafted for a mighty emperor, these exquisite silk robes are more luxurious and comfortable than anything you have ever experienced.

While wearing these robes and you are always luxuriously comfortable, and ignore the effects of environmental conditions such as extreme heat or cold.

Curse: These robes are cursed and becoming attuned to them extends the curse to you. As long as you remain cursed, these robes become invisible to all creatures other than the wearer. No proof or act of persuasion can convince you that this is the case, and you are unwilling to part with the robes, keeping it within reach at all times.

IMPISH UNDERGARMENTS

Wondrous Item (Lingerie), Common (Requires Attunement)

A complete lingerie set, including a pair of fiendish horns, a devilish tail, and a fiery red corset with matching thong. Wearing the full set not only causes the horns and tail to temporarily become real, but also fills you with the burning heat of a feral Imp

While wearing a set of Impish lingerie, you gain access to the Control Flames and Firebolt cantrips. Charisma is the casting ability for these cantrips.

Curse: This lingerie is cursed and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times.

While wearing the this lingerie, you gain an addiction to sex, and must consume the sexual fluids of at least one creature each day, or begin suffering the effects of withdrawal.

INCENSE OF AROUSAL

Consumable (Incense), Common

The musky scent of erotic pleasure drifts along the smoke of this potent incense. Lighting this incense fills a 10 foot cube with hazy smoke which lasts for up to an hour, or until dispersed by a gust of wind or similar effect.

The area within this zone is lightly obscured, and creatures within this zone must succeed on a DC 15 constitution save at the start of each of their turns or become hyperaroused until the start of their next turn. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

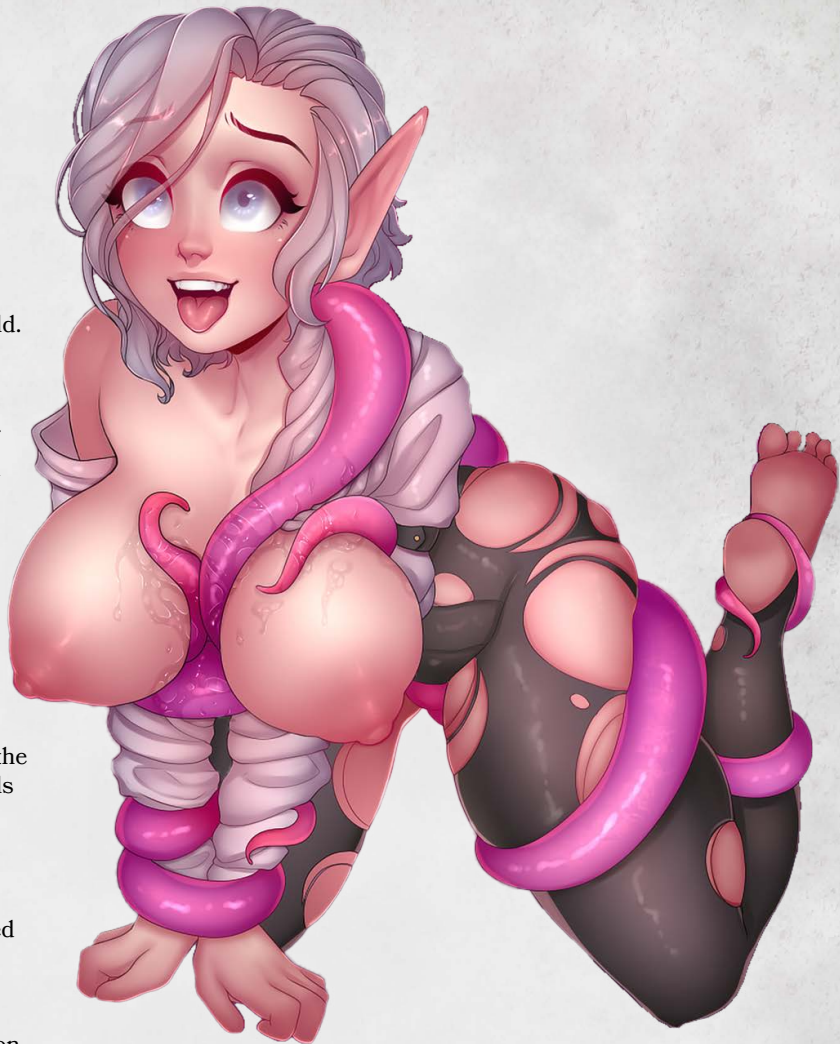
INSOMNIAC'S DUST

Consumable (Powder), Common

Inhaling this fine silvery powder causes almost instantaneous drowsiness and sleep.

As an action you may blow a puff of Insomniac's Dust into the face of a creature within 5 ft. The target must immediately succeed one a dc 15 constitution saving throw or become intoxicated for the next minute.

While intoxicated in this way, a creature must make a wisdom saving throw with a dc of 12 at the end of each of it's turns. If a creature fails three or more of these saving throws, it immediately falls unconscious, and remains so for the next hour, or until an ally uses an action to wake it up. Each pouch contains enough for a single use.



INSTANT TENTACLE SEEDS

Consumable (Seeds?), Rare

These oily black seeds shimmer with an otherworld iridescence, and seem to squirm in your hand as if eager for the change to grow.

As an action, you may throw these seeds into puddle or water source, causing them to spring to life as per the *Black Tentacles* spell. When cast in this way, the tentacles last for 10 minutes, and cannot be dispelled by *Dispel Magic* or similar spells. Any damage dealt by these tentacles is instead dealt as stimulation.

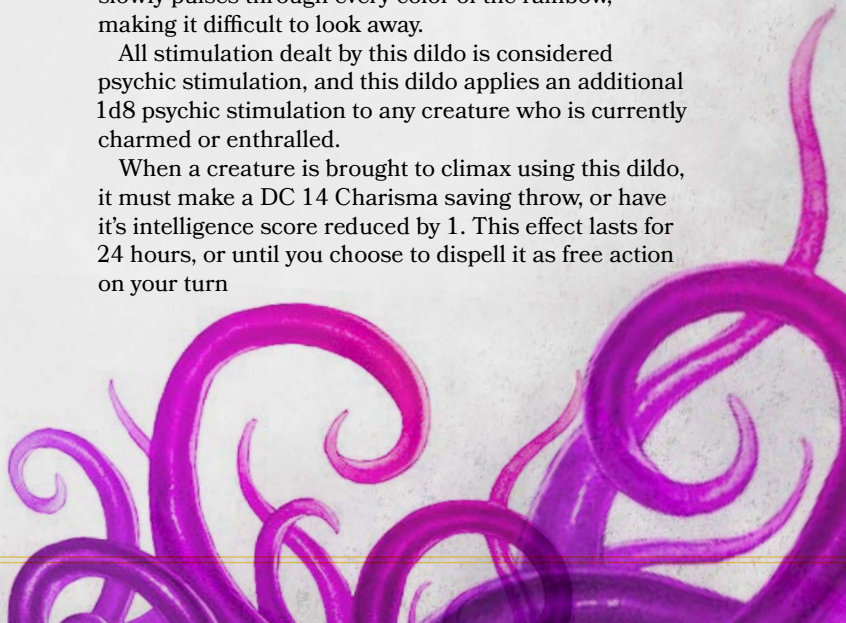
THOUGHTSTEALER

Sexual Implement (Dildo), Legendary (Requires Attunement)

A glowing ephemeral cock of enormous size, it's shaft slowly pulses through every color of the rainbow, making it difficult to look away.

All stimulation dealt by this dildo is considered psychic stimulation, and this dildo applies an additional 1d8 psychic stimulation to any creature who is currently charmed or enthralled.

When a creature is brought to climax using this dildo, it must make a DC 14 Charisma saving throw, or have it's intelligence score reduced by 1. This effect lasts for 24 hours, or until you choose to dispell it as free action on your turn



JAR OF 1,000 TONGUES

Wondrous Item (clay pot), common

This unassuming clay pot is actually a portal deep into the far realm, where thousands of wet alien tongues wait eagerly to taste mortal flesh.

Holding the opening of this jar to the bare skin of a living creature causes a variety of wet tentacles to extend from the jar, attempting to pleasure whatever is in front of them. The creature must make on a DC 15 Dexterity or Strength saving throw, and can choose to fail this saving throw if it wishes. On a failure the target is grappled and takes 6d6 bludgeoning stimulation at the start of each of its turns that it remains grappled in this way. On a success, the tentacles instead become frantic, and repeat this sexual advance against the nearest creature - usually the person holding the pot.

While grappled in this way, a creature may repeat its saving throw, ending the effect on a success. The tentacles continue to seek out targets for their sexual advances until they have brought at least one creature to climax, at which point, they recede peacefully into the jar.

JEALOUS BED

Wondrous Item (Bed), Rare (Requires Attunement)

A beautiful four-poster bed, fit for any noble or person of status. Its soft bedding and luxurious silk sheets make any other bed seem pitiful by comparison.

Sleeping in this magnificent bed allows you to complete a long rest in half the time it would normally take you, so long as you begin your rest by masturbating or otherwise being brought to climax.

Curse: This bed is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you find the idea of sleeping in any other bed to be loathsome, and will go out of your way to sleep in this bed whenever possible.

Each time you attempt to complete a long rest while not sleeping in this bed, roll 1d100. On a roll of 20 or lower, you gain no benefits from this rest. On a roll of 1, you are magically teleported to this bed upon awaking, regardless of the location you fell asleep. Only clothing and equipment worn while sleeping is teleported with you.

JESSALYN'S MIRACULOUS CLEANSE-ALL

Wondrous Item (Soap), Common

This magical soap can be used to remove nonmagical blemishes, scars, or tattoos from a creature's skin, no matter how permanent, or to clean nonmagical marks and stains from fabric or surfaces. Each bar is enough to cleanse 5 square feet of a creature's skin..

JOROGUMO'S CORSET

Wondrous Item (Corset), Rare (Requires Attunement)

The boning of this Elegant Cloaker-Hide corset is made from the chitinous exoskeleton of a phase-spider, and the inside is lined with fine silk.

Corsets such as these are sought after by drider, centaurs, naga, and other monstrous creatures looking to disguise their inhuman forms. They also make for a very effective binder.

While wearing this corset, you may displace as much or as little of your physical form as you choose into an astral demi-plane, similar to that of a bag of holding. When you do so, you may also create an illusory glamour around yourself, disguising the missing portions of your body in any way you see fit.

KIDNAPPER'S TRUNK

Wondrous Item (Chest), Rare

This otherwise unassuming chest is large enough to easily (if not quite comfortably) fit a medium humanoid inside, and is outfitted with an array of enchantments to ensure the creature within can remain there for as long as necessary without drawing attention.

A creature sealed within this enchanted chest is awake and aware of its surroundings, but otherwise falls into a state of suspended animation for as long as the chest remains sealed. The creature does not need to eat, breath, or perform other bodily functions, but still experiences sensations such as stimulation or pain as normal.

A creature sealed within this chest gains the denied condition, and cannot be targeted by any divination magic or perceived through magical scrying sensors. Sounds or other vibrations originating within the chest cannot be perceived from outside the chest.

LIVING BEDROLL

Wondrous Item (Bedroll), Very Rare (Requires Attunement)

This otherworldly comfortable bedroll ensures that you always get a good night's sleep - at a price, of course.

Sleeping in this strangely alluring bedroll during a long rest allows you to gain the benefits of a long rest in only 4 hours, as opposed to the normal 8.

Curse: This Bedroll is actually a living creature from the deep reaches of the far realm, and becoming attuned to it grants the creature a curse-like influence over you. As long as you remain under the creature's influence, you are infatuated by the creature, and are unwilling to part with the bedroll, keeping it within reach at all times.

While sleeping within this bedroll, you are unconscious and unaware of your surroundings, regardless of any racial traits or class features. You cannot be woken from this state until you have slept at least 4 hours within the bedroll, during which time you become completely encased by its sensuous membranes while it gropes and molests you, bringing you to repeated climax.

While Attuned this bedroll, You are subjected to the creature's telepathic commands and suggestions as per the infatuated condition. Each time you complete a long rest using this bedroll, roll a 1d20. On a result of 1, your inhibition score is permanently reduced by 1



LIVING LINGERIE

Wondrous Item (Lingerie), Rare (Requires Attunement)

A lesser cousin to common mimic, these seemingly silken undergarments are much more than they appear, with an inner lining of hungry cilia and taste for the wetness of arousal.

While wearing this lingerie, you may cast the *Detect Thoughts* spell once between long rests without expending a spell slot or material components.

Intelligence is the casting ability used for this spell

Curse: This lingerie is actually a living creature from the deep reaches of the far realm, and becoming attuned to it grants the creature a curse-like influence over you. As long as you remain under the creature's influence, you are infatuated by the creature, and are unwilling to part with the lingerie, keeping it within reach at all times.

While attuned to the lingerie, You are subjected to the creature's telepathic commands and suggestions as per the infatuated condition.

LOTION OF ENLARGEMENT

Wondrous Item (Ointment), Common

This soothing lotion promises to increase your size and pleasure, guaranteed!

Applying this cream to a creature's natural implement deals 2d4 acid stimulation, and increases the size category of the natural implement by one size category for the next 2 hours. While affected in this way, all stimulation applied to the creature through this implement is doubled. A jar contains enough for three applications

LOVE POTION No 69.

Consumable (Potion), Rare

This ornate, heart-shaped flask contains enough for two people, and allows two parties to share their sensations of pleasure for a limited Time. Multiple flasks may be combined together to experience its effect with more partners.

This potion must be consumed by two or more creatures at the same Time, and requires a separate action for each creature. For one hour after consuming this potion, all stimulation applied to any of these creatures is also split evenly among all other creatures who consumed the potion at the same time.

MANACLES OF BINDING

Wondrous Item (Manacles), uncommon

A sturdy pair of Dwarf-Forged manacles, with fine golden inlay and padded with soft rabbit leather.

When touched together, a spectral chain connects the two cuffs, and can be similarly attached to any solid object or mounting point, despite having no mass of its own. The chain can be as short as 6 inches, or as long as 6 ft, and is resistant to all forms of non-magical damage. It is always exactly as long as it needs to be for its current application - no more and no less.

To deactivate the spectral chains, the creature who applied the manacles must purposefully touch them back together and say the words "you are free, my friend" in Dwarvish.

MASK OF MEDICAL SECRETS

Wondrous Item (Mask), Common (Requires Attunement)

Mounted inside this wyvern leather plague-mask, is an enormous purple cock reminiscent of the lesser dragon who's hide the mask is made from. The phallus is firm yet flexible, and long enough to fit snugly down the throat of anyone wearing the Expensive mask.

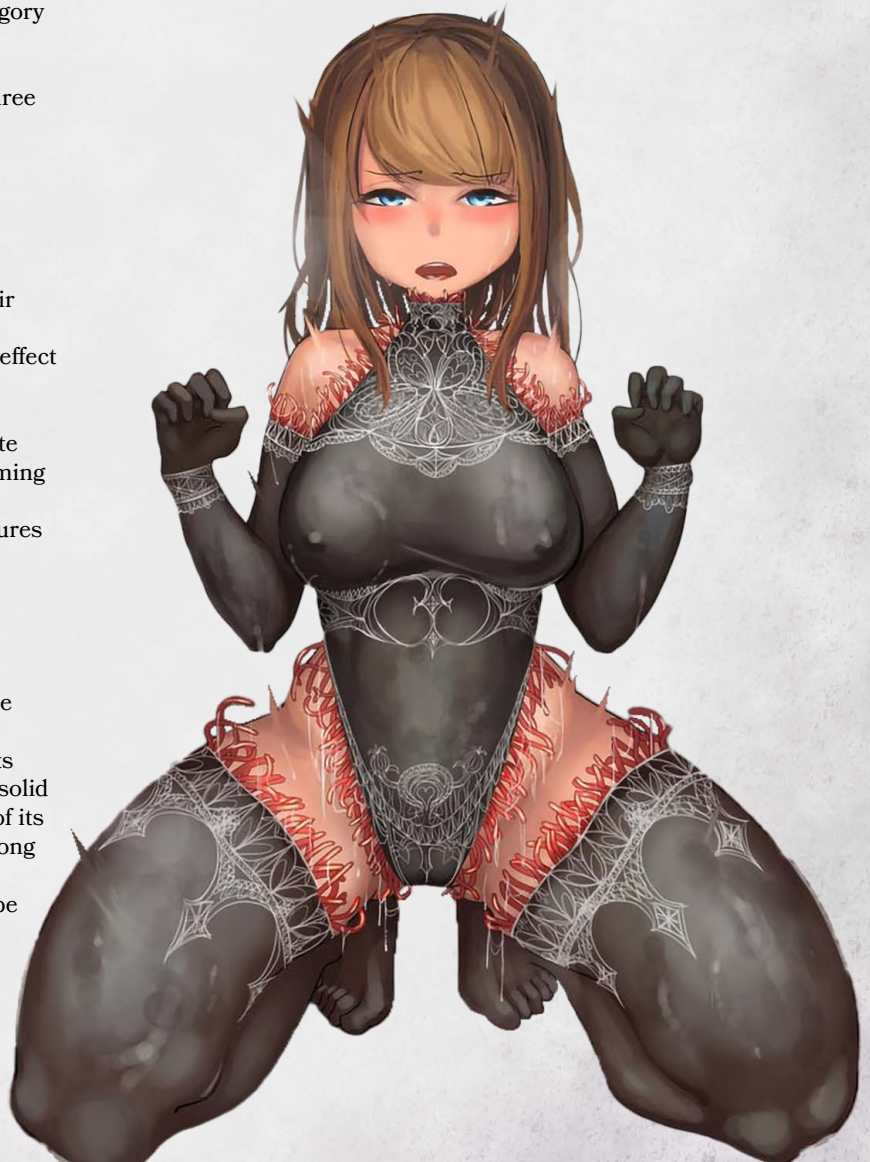
While wearing this mask, your Inhibition score is reduced by 2. However, you gain resistance to poison and disease. You cannot speak while wearing this mask, but are able to breath normally, even while underwater, despite the dragon-cock shoved deep down your throat.

MARK OF OWNERSHIP

Wondrous Item (Tattoo), Uncommon (requires attunement)

An Owner's Mark is a tattoo of enchanted script encircling the neck like a collar, complete with the name or brand of the chosen "Owner".

When this tattoo is applied, you choose one creature whom you trust to be your "Owner". Until removed by way of "Dispel Magic" or similar magic, your designated Owner may cast "Locate Creature" on you without expending a spell slot, and can sense when you take damage or are in immediate danger.



MARK OF THE SCOREKEEPER

Wondrous item (Tattoo), Uncommon (requires attunement)

This magical tattoo usually takes the form of an ornate frame or plaque, within which a number is displayed in stylized fonts or hash-marks.

A mark of the scorekeeper can be used to magically display a variety of personal statistics ranging from number of sexual partners to current hit points or arousal score.

When this mark is applied, you may choose up to three statistics for the tattoo to track. The tattoo can display only one of these statistics at a time, and you can change which of these statistics are displayed each time you complete a long rest. The value displayed by this tattoo is always accurate.



MASK OF THE MASTER DOLL

Wondrous Item (Mask), Very Rare (Requires Attunement)

This shattered mask of white and blue porcelain has been welded back together with fine seams of gold. Eerie, yet beautiful, it's hollow eyes glow with a soft golden light, and sense of deep arcane power

While attuned to this mask, constructs treat you as one of their own, and willingly obey your commands. As an action on your turn, you may issue a single, short command (no more than a sentence or two) to a construct within 60 ft that can hear you. The target must succeed make a wisdom saving throw with a DC equal to 8 + your charisma modifier + your proficiency bonus. On a failed save, it pursues the course of action you commanded to the best of its ability, for up to 10 minute, or until it takes damage from any source. Commanding the target to stab itself, throw itself into acid, or do some other obviously harmful act ends the effect automatically.

Curse: This mask is cursed and becoming attuned to it extends the curse to you. While cursed in this way, you are unwilling to part with the mask and cannot remove it by any means.

While attuned to the mask, each time you climax, the gold and porcelain of the mask extends further along your body, giving you the same doll-like appearance of the mask itself.

Upon gaining 1 or more levels of overstimulation, You transform completely, and you gain the Pleasure Doll racial template. lasts for a number of weeks equal to the level of overstimulation you experience, and gaining new levels of overstimulation while transformed in this way extends the duration similarly. If you remain transformed for 6 weeks or more, the transformation becomes permanent.

While transformed in this way, when given a command or instruction by a non-hostile creature, you must succeed on DC 18 inhibition saving throw, or pursue the course of action commanded to the best of your ability. Commands to stab yourself, throw yourself into acid, or do some other obviously harmful act have no effect. If you take damage from any source while performing this course of action, you may repeat this saving throw, ending the effect on a success.





THE NEKOMNOMICON

+2 Tome, Very Rare (Requires Attunement by a spellcaster)

This pristine black spellbook is styled after the trappings of a french maid, and bears a large cat's-eye gemstone on its cover. Within it are contained a myriad of delicious and magical recipes

While attuned to this spellbook, you add the following spells to your spell list, and always have them prepared: Spike Food and Drink, Purify Food and Drink, Seductive Treat, Create Food and Water, Hero's Feast.

Curse: This tome is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the tome, keeping it within reach at all times. Each time you use this tome to cast one of its granted spells, you must roll a d20. On a roll of 1, you gain one of the following traits:

- You grow a pair of cat ears which are highly sensitive to touch.
- You grow a feline tail, which functions as an erogenous zone.
- Your hands and feet become paw-like, giving you disadvantage on slight of hand checks
- Your eyes become catlike, granting you darkvision out to a range of 60 ft.
- You grow a set of feline whiskers
- Your voice becomes feminine and adorable

If you roll a 1 and already have each of these traits, Your speech becomes obnoxiously cute and childish, and you cannot speak without making cat-related puns or ending your sentences with meows or other stereotypical feline noises.

PADDLE OF STANDING

Sexual Implement (Paddle), Uncommon (requires attunement)

An otherwise ordinary paddle crafted from rare bloodwood, and carved with the Orcish word for pain on one side, and pleasure on the other. It delivers exactly what it promises

When you use this paddle to deal stimulation to a creature, the target must succeed on a DC 13 constitution saving throw, or take damage equal to the same amount, and be unable to sit down for 1d4 hours.

PAVLOVIAN BELL

Wondrous Item (bell), Uncommon (Requires Attunement)

A seemingly ordinary golden bell. The only indication it may be magical is a faint inscription that reads "Salivation experiment 369" in Gnomish.

While attuned to this bell, you may use an bonus action on your turn to ring it, forcing all creatures within 30 ft that can hear it to make a wisdom saving throw. On a failed save, a creature becomes hyperaroused for the next minute, and begins salivating heavily, increasing the stimulation dice of their mouth from 1d4 to 1d6 for the duration.

On a successful save, a creature experiences a sudden craving for raw meat.

MASOCHIST'S PLATE

Fetish Armor (Plate), Legendary (Requires Attunement)

A set of battle worn plate-mail that doesn't look like it should ever have been worn into battle. Clearly designed to accentuate the body's curves more than protect against harm, this suit of armor leaves more skin exposed than metal. Somehow it is still capable of a unique sort of protection.

As a bonus action on your turn, you may specify a single creature that you can see can see, and declare that creature under your protection. For the next minute, whenever your chosen creature is targeted by an attack or spell, you use your reaction to shield them from the effects.

If you do so, you become the target of the spell or attack instead, regardless of the normal range of the spell or attack. Additionally, an damage dealt to you in this way is instead treated as stimulation of the same type.

MIRROR OF BONDAGE

Wondrous Item (Mirror), Rare

This ornate floor-length mirror is far more than it seems, and Gazing into it reveals the devious nature of its enchantment.

A creature who looks into this mirror must make a dc 16 dexterity saving throw. On a failed save the target is affected as if by the *Spectral Stockade* spell, and the mirror casts the *Magecock* spell at 5th level, targeting the same creature with direct sexual advances for the duration of the spell, or until the spells are dismissed by speaking the command word inscribed on the back of the mirror.

On a successful save, the target is immune to the effects of the mirror for the next 24 hours.

MONSTROUS MENAGERIE

Wondrous Item (Lingerie), Uncommon (Requires Attunement)

A seemly mismatched set of bestial lingerie, including goat-like horns, feline ears, and a serpent's tail – Even the lace teddy and garters are a different colors. It all makes much more sense when the set is worn together, and each element begins to feel real.

While wearing this lingerie, anytime you would take acid, fire, lightning, or poison damage, roll a d4. On a result of 4, you gains resistance to that damage type until the end of your next turn.

THE PENETRATER

+1 Dagger, uncommon (Requires Attunement)

An interesting dagger whose hilt is made to resemble a cock and balls. It holds a surprising secret that can bring as much pleasure as it can pain. As a bonus action on your turn, you may speak a command word to transform the blade of this dagger into a huge +1 dildo. Speaking the command word again reverses the transformation. This transformation fails if the Penetrater is currently inside a creature.

PEARL OF THE PETULENT PRINCESS

Sexual Implement (Plug), Rare (Requires Attunement)

A round, pearlescent plug with an enormous gemstone sparkling at its base. While it may not look like much, this implement was created as a means of controlling unruly maidens. It hardly had the intended effect.

Sexual advances made using this plug gain a +1 bonus to Sexual Advance and Stimulation Rolls.

Curse: This Plug is cursed, and inserting it into a creature forces them to make a DC 13 constitution saving throw. On a failure, the target becomes attuned to the plug, extending the curse to them. While cursed in this way, a creature experiences a jolt of 1d4 lightning stimulation each time they wilfully disobey or verbally disrespect an authority figure.

PADDLE OF PHANTOM PAINS

Sexual Implement (Paddle), Common (Requires Attunement)

This wooden paddle is hewn from a wood so dark in color it might be mistaken as obsidian from afar. It is embellished along the edges with decorative silver scrollwork, and a large, faintly glowing emerald is set into the hilt. Upon it is inscribed "Only the dead are ever truly penitent."

Sex acts using this paddle deal necrotic stimulation instead of their normal damage type. Additionally, when an you succeed on an attack or sexual act using this paddle, all attack and stimulation roles against the same target are made at advantage until end of the creature's next turn.

PHALLUS OF THE DEPTHS

Sexual Implement (Medium Dildo), Very Rare (Requires Attunement)

Resembling three tentacles intertwined to form an enormous phallus, this obsidian statue shimmers with a dark iridescence like the sheen of black oil. The massive dildo emanates dark power complete with ominous chanting when used.

The dildo contains three charges, as noted by starry black gemstones at the base of each tentacle. While attuned to this implement, you may use an action on your turn to expend one of these charges, bringing the intertwined tentacles to life.

The dildo transforms into three slick black tendrils, each of which functions as a +1 tentacle under your control. These tentacles last for up to 10 minutes or until you dismiss them or as a bonus action.

This dildo will regain a single charge at midnight if exposed to magical darkness for at least 10 minutes.



PHERODRAKE WHIP

Weapon (Whip), Uncommon (Requires Attunement)

This bullwhip is woven out of strands of drake-leather treated with a powerful aphrodisiac, and is tipped with a metal barb reminiscent of a drake's stinging tail. Despite its fierce appearance, its painful sting has an uncanny ability to leave its victim wanting more.

When you hit with an attack using this whip, you may use your reaction to force the target to make a DC 15 constitution saving throw. On a failure, the target becomes intoxicated until the start of your next turn, and gains poison stimulation equal to the damage dealt.

While intoxicated in this way, a creature gains poison stimulation equal to any damage dealt to it by a melee weapon attack.

PIXIEDUST PLUG

Sexual Implement (Small Plug), Rare (Requires Attunement)

This small plug appears to be made of glass, and is filled with iridescent glittering pixie-dust.

While attuned to this plug, you learn the *Faerie Fire*, *Enlarge/Reduce*, and *Fly* spells, and may cast them once between long rests without expending spell slots or material components. Charisma is your spellcasting ability for these spells.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, wearing it whenever possible. While cursed in this way, your size category is reduced by 1, to a minimum of tiny, and you float roughly 2ft off the ground at all times, giggling hopelessly at the strangest things.

PLUG OF REVEALING

Sexual Implement (Plug), Rare (Requires Attunement)

The crystal of this modest plug is exceptionally clear and expertly polished. Its unique enchantment excels at revealing that which is hidden.

While attuned to this plug, you learn the *Detect Magic*, *Identify*, and *See Invisibility* spells, and may cast them once between long rests without expending spell slots or material components. Charisma is your spellcasting ability for these spells.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, wearing it whenever possible. While cursed in this way, you creatures within 30ft of you automatically become aware of any kinks, fetishes, and sexual desires you poses - whether or not they want to.



PLUG OF EAGER OBEDIENCE

Wondrous item (Plug), Very Rare (requires attunement)

A beautiful plug carved from fine aetherian amethyst, and marked by glyphs of enchanted spellwork

While attuned to this plug, you learn the *Comand*, *Suggestion*, and *Geas* spells, and may cast them once between long rests without expending spell slots or material components. Charisma is your spellcasting ability for these spells.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, wearing it whenever possible. While cursed in this way, each time a creature succeeds on a saving throw against one of the spells granted by this plug, it may use its reaction to cast the same spell using you as the target. If it does so, it uses your charisma as the spellcasting ability for this spell.

PLUG OF ENTHRALLING CHARISMA

Sexual Implement (Plug), Rare (Requires Attunement)

This crystalline plug contains a swirling vortex within its facets that draws you deeper and deeper.

While wearing this plug, you may use an action on your turn to cast the enthrall spell without expending spell slots or material components. Charisma is the spellcasting ability for this spell.

Curse: This plug is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the plug, and wear it whenever possible. Additionally, you gain the denied condition whenever you are not wearing it. Each time you climax while wearing this plug, your intelligence and wisdom scores are both reduced by 1, to a minimum of 8, and your charisma score increases by 2, up to a maximum of 20.

PLUG OF DWARVEN STAMINA

Sexual Implement (Plug), Rare (Requires Attunement)

A large plug crafted from rare Dwarvan alloys, and inscribed a series of 8 powerful runes, passed down through generations of lecherous old men.

While wearing this plug, you are immune to the effects of overstimulation, and do not become incapacitated after climaxing.

Curse: Each time you fail a climax saving throw while wearing this plug, the plug gains a single charge, up to a maximum of 8. Removing this plug causes all stored charges to be expended, forcing to you to immediately experience 1 climax for each charge expended.

POLLINATOR'S LINGERIE

Wondrous Item (Lingerie), Common (Requires Attunement)

Designed to mimic the classic stripes of a pollinating honeybee, this set of fur-trimmed lingerie comes complete with antennae, wings, and of course a wonderfully endowed back end.

While this lingerie, you may cast the spell plant growth once per day without expending a spell slot.

Curse: This lingerie is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you become hyperaroused while within the presence of flower or plant-like creatures, and are unwilling to part with the lingerie, keeping it within reach at all times.



POPPET OF AROUSAL

Wondrous Item (doll), Rare (Requires Attunement)*

This intricately crafted doll serves as a +2 arcane focus, but that is hardly its true purpose.

As a 10 minute ritual, an attuned creature may provide the doll with a lock of hair, a few drops of fresh blood, or similar taglok from a target within 120 ft. The target must succeed on a DC 15 wisdom saving throw, or the doll attunes itself to that creature, taking on its appearance. This attunement is separate from your attunement to the doll, and lasts only so long as the doll remains with 120 ft of the target.

While the doll is attuned to a creature in this way, any stimulation applied to the doll is also applied to the target. Each time the target climaxes, it may repeat its wisdom saving throw, ending its the doll's attunement to it on a success

POPPET OF DOMINION

Wondrous Item (doll), Very Rare (Requires Attunement)*

This intricately crafted doll serves as a +3 arcane focus, but that is hardly its true purpose.

As a 10 minute ritual, an attuned creature may provide the doll with a lock of hair, a few drops of fresh blood, or similar taglok from a target within 120 ft. The target must succeed on a DC 15 wisdom saving throw, or the doll attunes itself to that creature, taking on its appearance. This attunement is separate from your attunement to the doll, and lasts only so long as the doll remains with 120 ft of the target.

While the doll is attuned to a creature in this way, the attuned wielder may use an action on their turn to take total and precise control of the target, as per the *dominate person* spell. Forcing the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the doll's attunement to it.

Each time the target climaxes, it may repeat its wisdom saving throw, ending its the doll's attunement to it on a success

PORTAL OF THE DISTANT LOVER

Sexual Implement (Fleshlight), Very Rare (Requires Attunement)

At first glance, this golden tube seems to be the empty housing for what might have been an exquisitely crafted fleshlight. but upon tracing the delicate arcane script inlaid along its length, the open end of the device becomes a portal to something wonderful.

Once between long rests, you may use this device to cast the *Scrying* spell without expending a spell slot. If you do not already have the spellcasting class feature, you use Charisma is the casting ability for this spell.

If the target fails its saving throw against the spell, the device creates an open portal to the target's mouth or genitals (your choice), through which both creatures may perform sexual acts and advances. A creature can choose to fail its saving throw against this spell.

PHILTER OF INFERTILITY

Consumable (Potion), Common

Foul-smelling brew made of pungent herbs and unsavoury ingredients. Drinking a potion of infertility causes a creature to gain the infertile condition for the next 7 days

POTION OF ASSURED PREGNANCY

Consumable (potion), Common

A womb shaped glass phial filled with a liquid compound consisting of cacao powder, ground red clover, and kobold cum.

A creature who consumes potion is assured success in any attempts to become pregnant. For the next 8 hours, any pregnancy checks made against the creature automatically succeed, and the creature automatically fails saving throws against Non-Traditional pregnancy.

POTION OF REASSIGNMENT.

Consumable (Potion), Rare

A simple Vial of Blue or a Vial of Pink liquid. Drinking the elixir requires an action. Consuming a single dose of this potion causes your biological sex to change to either Male or Female, respectively, for a duration of 8 hours. The effect can be made permanent by consuming an additional dose every 8 hours for at least 48 hours.

Combining Both Blue and Pink Varieties in a single dose has been known to cause... unusual transformations.

POTION OF VITALITY

Consumable (Potion), Common

A pungent brew of horse semen, giant's sweat, and a number of other ingredients mostly used to mask the flavor. Drinking a potion of vitality requires an action, and instils the drinker with increased sexual stamina and endurance, allowing them to ignore the effects of overstimulation and preventing them from becoming incapacitated due to climax. The effects of this potion last 1d4 hours.

Side effect: When you consume this potion, roll a single d20. On a result of 1, the effects last for 24 hours, and you become hyperaroused for the duration.



POUCH OF EQUINE ABUNDANCE

Wondrous Item (ballcover), Uncommon (Requires Attunement)

A pouch of supple unicorn leather, fitted to perfectly cradle (and enlarge) a creature's balls.

While wearing this pouch, you have advantage on saving throws made to recover from climax, and the size of your cock increases by one size category. Additionally, you treat overstimulation as if it were one level less while wearing this item, and each time you climax, you produce 1d4 liters of cum.

PURIFIED ESSENCE OF FLATNESS

Consumable (Potion), Rare

A tall, thin flask containing a three doses of a swirling teal concoction. Originally developed by a gnomish Artificer to ensure fresh, ironed clothes directly out of the wash, the distillation turned out to be useful for flattening all sorts of things.

Drinking this potion requires an action. For each dose you consume, your breasts permanently decrease in size by one size category, until they disappear entirely. It also works as an alternative to common starch when doing laundry.



REIGNS OF THE SUN

Wondrous Item, Legendary (Requires Attunement)

This equestrian harness is made of white leather embroidered with golden thread, and bears with gilded findings and a diamond studded bit that sparkles through every color of the rainbow.

This harness contains three charges, and regains a single charge each time you fail a climax saving throw as a result of anal penetration. As an action on your turn, you may expend a single charge to cast the Daylight spell without expending a spell slot.

Additionally, Once between long rests, when you climax while wearing the harness, you may use your reaction to cast Sunbeam at its lowest level without expending a spell slot.

The level these spells are cast at increases by one for each successive climax you have experienced without recovering. Spells cast using this item use charisma as their spellcasting ability.

RING OF TRANSPARENCY

Wondrous Item (ring or piercing), Common

A platinum ring bearing an inscription in elvish. To those who know the language, it reads "Let that which is unseen be seen in all it's glory."

While wearing this ring, anytime you sexually penetrate a creature, a portion of the creature directly around your cock becomes visibly transparent, allowing you to see inside to what is happening.

RING OF GOOD VIBRATIONS

Wondrous Item (Cock Ring), Uncommon (Requires Attunement)

An ornate Mythril band designed to fit snugly around a creature's cock and balls. It hums with soft magical energy, and once affixed to a creature by way of a nearly invisible clasp, it can only be removed by speaking the command word inscribed on the inner band of the ring.

While wearing this ring you gain advantage on climax saving throws, and each successful climax saving throw causes the ring to vibrate more intensely, granting a cumulative +1 bonus (maximum +3) to stimulation checks made using the implement it is worn upon.

RING OF ORAL OBSESSION

Wondrous Item (Ring Gag), Uncommon (Requires Attunement)

A Dragonsteel ring of Elven make, attached to a pair of jewelled leather straps. The ring itself is about three inches in diameter, roughly half an inch wide, and fits snugly within the mouth of a creature while the drake-leather straps hold it securely in place.

While wearing this ring gag, the stimulation dice of your mouth increases to 1d8.

Curse: This gag is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you become hyperaroused while wearing the gag, and any stimulation you deal to a creature using your mouth is also dealt to you, as if applied to your erogenous zones.

RINGS OF SHARED SENSATION

Wondrous Item (Ring), Very Rare (Requires Attunement by a Two Creatures.)

A pair of elegant metal bands made resemble a entwined lovers. One is crafted of the finest silver, the other of exquisite white gold. Each creature must attune to and wear one of the bands in order for their magic to work.

While wearing one of these rings, all damage and stimulation dealt to you is split evenly between you and the other attuned creature. When subjected to a condition that can be ended by a saving throw, both creatures make the saving throw. If one or both creatures succeed, the effect ends. Otherwise, both creatures are affected by the condition.

ROBE'S OF GENIE'S POWER

Wondrous Item (harem robes), legendary (Requires Attunement)

A set of Impossibly well crafted robes made from silk almost too ethereal to be real.

While wearing these harem robes, you gain access to all features for the Genie Warlock Patron, including spells and the spell slots required to cast them. The type of genie used for these features is determined at random.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. While cursed in this way, you become trapped within your Genie's vessel, and may only leave your vessel while it is held by another creature.

As long as you remain cursed, you are considered charmed by any creature who holds your Genie's Vessel. This creature becomes your master, and you cannot willingly disobey them, or cast spells except at their command. You can only have one master at a time if a new creature picks up your Genie's Vessel, they become your master instead.

This Curse can only be broken by a wish spell or similar magic. If the curse is broken, these robes vanish into the astral plane.

ROBES OF THE SIREN DANCER

Wondrous Item (Harem Robes), Rare (Requires Attunement)

A set of expensive undergarments consisting of fine silks and sheer fabrics, hemmed with golden thread, and fitted with an array of softly jingling talismans.

While attuned to these harem robes, you gain proficiency in the performance skill if you do not already have it, or expertise if your are already proficient.

Additionally, once per day, you may use the lingerie to make a performance check in place of any other skill check.

Curse: These robes are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times.

While attuned to these robes, you compulsively sway your hips as if dancing to invisible music. Additionally, anytime you succeed on a performance check, you become hyperaroused for the next minute.

ROSE-THORN ROLLER

Sexual Implement (Needle Roller), Rare (Requires Attunement)

Made from the hardened spines of Rose-thorn needle blights, this exquisite wartenberg wheel carries a potent aphrodisiac in it's thorns.

A creature who gains stimulation from this wheel must succeed on a DC 13 constitution saving throw or become hyperaroused until the beginning of your next turn.

RUNE OF FLAVORING

Wondrous Item (Tattoo), Common (Requires Attunement)

A small tattoo, usually of a fruit or candy, applied with a magic needle and inks. While attuned to this tattoo, the flavor and scent of your body and sexual juices becomes that of the depicted item.

You may attune to multiple Runes of Flavoring as if they were a single magic item. If you do so, you or your partner may choose between the various flavors as a free action by tracing a finger over the associated tattoo.



RUNIC SLAVE BINDINGS

Wondrous Item (Collar, cuffs, or Strapped binding), Uncommon

As these exquisite bindings are made from boiled Wurmhide and lined with fine drowsilk, they bear a collection of adamantine rings for attachment points. Aside from being effectively indestructible, the bindings are inscribed with arcane runes and enchanted so that only the creature who placed them on a creature may undo the clasps and remove them.

SADDLE OF THE SUBMISSIVE STEED

Wondrous Item (Corset), Rare (requires attunement)

This supple corset of fine Auroch leather is fashioned in the form of a saddle, and comes with stirrups, bridle, and reins.

While wearing this corset, the amount of weight you can lift, carry, or drag is doubled, and you may traverse comfortably on all fours as if you were a horse or other beast of burden. While walking on all fours in this way, your speed becomes 60 ft, and you may comfortably serve as a mount for any creature with a size category of medium or smaller.

SCALES OF THE DRAGON

+2 Fetish Armor (Scale Mail), Very Rare (Requires Attunement)

The shimmering chromatic scales of this frankly obscene armor shimmer like gemstones in the light. Wearing this armor is a truly transformative experience.

Attuning to this +3 Fetish Armor permanently transforms your body into a more draconic visage. Your race becomes Dragonborn, and you gain all racial traits associated with your new race, losing the traits of your previous race.

Curse: While transformed in this way you gain a powerful compulsion to display your exquisite body, and have disadvantage on stealth checks or checks made to disguise yourself. Additionally, you have disadvantage on attack rolls and skill checks while wearing anything other than this shockingly revealing armor.

SHAFT OF ANGEL'S MERCY

+1 Sexual Implement (Phallic Shaft), Rare (Requires Attunement)

A silver phallus of intricate and exacting detail, adorned with a single gemstone at its tip shimmering in opalescent hues.

When you deal stimulation to a creature using this shaft, the target regains hit points equal to the stimulation dealt. If this Implement is used to bring a Creature to Climax, its magic temporarily ceases to function, and it becomes a mundane implement for 7 days.

SHAFT OF DETECTION

Sexual Implement (Phallic Shaft), common (Requires Attunement)

A hand-worked glass rod, perfectly moulded to resemble an erect phallus, and so clear it as to be nearly invisible. While touching this shaft, you can see a faint aura around any visible creature or construct in the area that is currently aroused. The greater the creature's arousal, the more vibrant the aura.



SHAFT OF SHATTERING VIBRATION

Sexual Implement (Vibrating Shaft), Rare (Requires Attunement)

The powerful vibrations produced by this gemstone shaft expand outward from within, and hardly care to stop with a single creature.

While penetrated by this Vibrating shaft, you deal an additional 1d8 thunder damage with melee attacks, and an additional 1d8 thunder stimulation with sexual advances.

Additionally, once between long rests, when you climax while penetrated by this shaft, you may use your reaction to cast the *Shatter* spell at its lowest level, without expending a spell slot. This spell uses charisma as its spellcasting ability.

SIGIL OF VISIBILITY

Wondrous Item (Tattoo), Common

A faintly glowing sigil of magic, usually tattooed over the womb, or stamped along the base of the spine.

Tracing this sigil with your finger causes it to activate, making that portion of your body transparent enough to see any item or implement inside you.

SILKS OF THE NINE-TAILED TRICKSTER

Wondrous Item (Lingerie), Common (Requires Attunement)

Modeled after the Classic Trickster spirit, this set comes complete with tufted ears and nine fluffy tails. Available in a variety of colors, both natural and brilliant.

While wearing this Lingerie, you gain access to the *dancing lights* and *minor illusion* cantrips.

Additionally, while wearing this lingerie, you may use an action on your turn to dismiss one of these tails, and cast any illusion spell of 5th level or lower. Once all nine tails have been dismissed, this lingerie loses its magical effects.

Curse: This lingerie is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times.

Additionally, you gain the anytime you cast a spell or cantrip of the illusion school, you become hyperaroused for the next minute



SIREN SLIME JELLY

Consumable (Potion), Very Rare

Collected from rare Siren Slimes native only to the most lecherous of dungeons, This pink jelly tastes of strawberries and honey. A creature who consumes this delicious jam transforms into an ooze-like form for one hour per serving. Each Jar of this jelly contains three servings.

While transformed in this way, a creature retains its in-game statistics, but its movement speed is reduced to 10 ft, and its body becomes slime-like and translucent. A transformed creature can change the shape of its body at will, squeeze through spaces as narrow as 1 inch wide, and occupy the same space as other creatures.

As an action on its turn, a transformed creature may attempt a grapple check to engulf a creature with a size category equal or smaller than its own. On a success the target is pulled into the creature's space, and takes 1d4 acid stimulation each round it remains grappled.

Consuming more than 6 servings of this jelly between long rests transforms a creature permanently into a Myxapia. This transformation can only be reversed by way of a true polymorph spell or greater magic.

SIREN SHAFT OF YOG-SOTHOTH

Sexual Implement (Double Sided Dildo), Legendary (Requires Attunement by a biological female)

A thick eldritch tentacle resembling a veiny, muscular cock and throbbing with corruptive power.

While this dildo is equipped inside you, the other side is treated as a natural implement (cock). You experience all stimulation applied to this cock as if it were your own, and the cock capable of producing semen, and impregnating other creatures.

The initial size of this cock is medium, and ignores any damage or negative effects normally caused by oversized penetrations. Each time you climax while using the cock, its size increases by one category, up to a maximum of huge. This size resets anytime the dildo is unequipped. The

When you bring a creature other than yourself to climax using this implement, the target must succeed on a DC 15 charisma saving throw or become infatuated by you until it completes a long rest. This condition may be removed by means of a calm emotions, spell, or similar magic.

Curse: This dildo is actually a living creature from the deep reaches of the far realm, and becoming attuned to it grants the creature a curse-like influence over you. As long as you remain under the creature's influence, you are infatuated by the creature, and are unwilling to part with the dildo, keeping it within reach at all times.

While attuned to the dildo, You are subjected to the creature's telepathic commands and suggestions as per the infatuated condition.

When you climax using this dildo, you gain the uninhibited condition, rather than the incapacitated condition. If you climax inside another creature, the target must immediately make a DC 18 pregnancy saving throw. On a failure, the target is impregnated with a series of soft gelatinous eggs, which mature into 1d4 tiny aberrations over the course of the next 48 hours. The form and nature of these aberrations are decided by your DM

SLAVER'S ARMOR OF COMMAND

Fetish Armor (Leather), Uncommon (Requires Attunement)

An overblown array of cheap leather and far too many belts, this armor has been enchanted to make a creature seem more powerful and imposing than they actually are.

While attuned to this armor, you gain access to the *Command* and *Fear* spells, and may cast each of them once between long rests without expending a spell slot strength is your spellcasting ability for these spells.

Curse: This armor is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the armor, keeping it within reach at all times.

While you remain cursed, your wisdom score is reduced by 2, and you automatically fail all insight checks.

SOCKS OF FELINE GRACE

Wondrous Item (Socks), Uncommon (Requires Attunement)

A pair of adorable thigh-high socks, with cute little paw-pads that mimic the toes of a graceful feline friend.

While attuned to these socks and not wearing any other footwear, you may use charisma in place of dexterity when making stealth or acrobatics checks.

Curse: These socks are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed in this way, you become unwilling to part with these socks keeping them within reach at all times. Each time you fail a climax saving throw, you must roll a d20. On a roll of 1, you gain one of the following traits:

- You grow a pair of cat ears which are highly sensitive to touch.
- You grow a feline tail, which functions as an erogenous zone.
- Your hands and feet become paw-like, giving you disadvantage on slight of hand checks
- Your eyes become catlike, granting you darkvision out to a range of 60 ft.
- You grow a set of feline whiskers
- Your voice becomes feminine and adorable

If you roll a 1 and already have each of these traits, Your speech becomes obnoxiously cute and childish, and you cannot speak without making cat-related puns or ending your sentences with meows or other stereotypical feline noises.

SORCERER'S BEADS

Sexual Implement (Pleasure Beads), Very Rare (requires attunement by a sorcerer)

13 identical beads of fine gemstone adorn this golden chain, each inscribed with an arcane glyph that glows when filled with sufficient magic.

While inserted inside an attuned creature, these beads slowly collect arcane power, gaining one charge for each hour they are worn, up to a maximum of 13.

As an action while wearing the beads, you may remove them, releasing the stored charges and gaining a number of sorcery points equal the number of charges released. If you do so, you also gain force stimulation equal to 1d10 per charge released.



SPIDERSILK SHIBARI

Wondrous Item, Uncommon (Requires Attunement)

An intricate harness of silk knotwork, spun by Madam Web herself, who very much enjoyed displaying the beauty of her efforts, in craft and dominance.

Properly applying this bondage harness to a creature requires 10 minutes. While wearing this harness, a creature becomes paralyzed and hyperaroused.

SPHERE OF SILENCE

Wondrous Item (Ball Gag), Uncommon (Requires Attunement)

A golden sphere of Elven make adorns this braided leather strap. Despite the metal's usual properties, the sphere is soft and malleable to the touch.

When fitted within a creature's mouth, the sphere reshapes itself to perfectly cover the wearer's mouth, preventing them from vocalizing except in muffled moans. So long as the gag is worn in this way, it produces a constant trickle of potent aphrodisiac, causing the wearer to remain hyperaroused.



STONE OF THUNDEROUS VIBRATIONS
+1 Sexual Implement (Vibrating bullet), Rare (Requires Attunement)

This Small stone appears to be little more than a polished river-rock, worn smooth by time, but it holds a thunderous secret.

This smooth grey stone, isn't much to look at, but thrums audibly when pressure is applied.

As a bonus action on you turn, you may touch this implement to any weapon with the loading property. Until the end of your next turn, the weapon ignores the loading property and consumes no ammunition, and any damage dealt by the weapon is instead applied as thunder stimulation.

SUCCUBUS VENOM (CONTACT POISON)
Consumable (Poison), Uncommon

A special type of poison designed to heighten arousal and lower inhibition. As an action, a creature can coat a surface or sexual implement in this poison, which remains potent until touched or washed off. A creature that touches the poison with exposed flesh must make DC a 13 constitution saving throw. On a failure, the target takes 1d6 poison stimulation and is hyperaroused for 1 minute.

SUCCUBUS VENOM (INGESTED POISON)
Consumable (Poison), Uncommon

A special type of poison designed to heighten arousal and lower inhibition. A creature that swallows an entire dose of this poison must make a DC 13 constitution saving throw. On a failure the target takes 2d6 poison stimulation and is hyperaroused for 1 hour.

TAIL OF SENSATIONS
Wondrous Item (Plug), Common

An enchanted plug featuring an expertly furred tail, reminiscent of any number of creatures.

While wearing this plug, the tail becomes as if part of your own body, able to be moved and felt as if real. The tail is considered an erogenous zone, and direct sexual advances targeting the tail deal an additional 1d4 stimulation of their normal type.

TALONA'S TAIL
Wondrous Item, Very Rare (Requires Attunement)

A slim crimson tentacle with a flared, bulb-shaped base, Talona's tail is a lesser-known infernal symbiote that attaches itself to the base of a creature's spine and serves as an additional prehensile limb in return for feeding off the life energy of the host.

While attuned to this item, you gain a fiendish tail. This tail serves as a +1 natural implement and can be used carry or interact with objects weighing no more than 5 pounds.

Curse: This infernal tail is corruptive to creatures not from the infernal plane. A creature other than a teifling who attunes to this item must roll a d20 each time it completes a long rest. On a roll of 1, it gains one of the following infernal traits:

- You grow a pair of twisted demonic horns
- Your skin turns a fiendish red hue
- Your eyes burn with the light of infernal flames
- Infernal Runes glow along your skin
- Hellish tones echo in your voice

If you roll a 1 and already have each of these traits, your race instead changes to teifling, and your existing racial traits are replaced by those of the teifling race

TEARLESS LINGERIE
Wondrous Item (Lingerie), Rarity Varies (Requires Attunement)

A set of expertly enchanted lingerie crafted from finely spun drowsilk. Not only is it beautiful, it's also nearly indestructible, and protects it's wearer against damage despite leaving nearly all of their skin exposed

While you aren't wearing armor, this lingerie grants you an Armor Class depending on the lingerie's rarity, as shown below. You can use a shield and still gain this benefit.

Rarity	AC
Uncommon	12 + your dexterity modifier
Rare	15 + your dexterity modifier (maximum of 2)
Very Rare	18

THE TOME OF IMPs

+3 Tome, *Legendary* (Requires Attunement by a spellcaster)

A shadowy tome with an infernal glow, it's gilded pages swim with colorful and lifelike depictions of the lecherous fiends it was designed to summon.

This fiendish spellbook contains 5 charges, which are restored each time it's attuned wielder climaxes. While attuned to this tome, a you gain the *Legacy of Phlegethos* racial feature, as well as those features associated with the Cult of Fierna (MToF). As an action on your turn, You may expend 1 charge from this tome to summon forth an Imp, which loyally and enthusiastically obeys your commands.

Curse: Each time an attuned spellcaster uses this tome to summon an imp, it must succeed on an inhibition saving throw against it's own spell save DC. On a failure, it's Inhibition score is permanently reduced by 1.

If a creature's Inhibition score is reduced to 0 in this way, the creature becomes bound to the tome instead of attuned, and its race becomes [infernal goblin](#). A creature bound in this way is infatuated by any attuned spellcaster currently in possession of the tome. An attuned spellcaster may summon any creature bound to the tome by expending 5 charges.

A creature may be released from their bondage to this tome by way of a 3rd level of higher **remove curse** spell, but only true polymorph or similar magic may return a transformed creature to it's original form, restoring it's inhibition score to normal.

UNDERGARMENTS OF THE EAGER FAUN

Wondrous Item (*Lingerie*), *Uncommon* (Requires Attunement)

A supple leather brassier and hooved leggings, complete with a doe's tail and ears. Wearing the whole set causes the faun-like features to become real until you choose to take them off. It also fills the wearer with all the nymphlike arousal of a doe in heat.

While Wearing a set of Eager Faun Lingerie, you gain the following benefits:

- You cannot be surprised
- Your base speed is increased by 20 ft.
- You gain access to the druidcraft cantrip, and may cast it as a bonus action on your turn

Curse: This lingerie is cursed and possessed by a spirit of bestial lust, and becoming attuned to it extends the curse to you. As long as you remain cursed, you become hyperaroused while wearing the lingerie, and act submissively (not necessarily obediently) towards any creature with a higher strength score than your own

Additionally, as long as you remain cursed, you are unwilling to part with the lingerie, keeping it within reach at all times.

VAMPIRIC CLOTHES

Wondrous Item (*Any Clothing*), *Common*

These exquisitely tailored robes share a unique trait with their namesake - but it may not be the trait you expect.

These robes are invisible when seen through a mirror or other reflective surface. This invisibility is not transferred to the wearer.



VAPID VENSUS' GLASS

Sexual Implement (Suction Glass), Legendary (Requires Attunement)

A beautifully cut pair of suction glasses, expertly hewn from solid diamond, and bearing a small bulb at its tip, within which small whirlwind of pink mist.

When you use this suction glass to make a sexual advance, the target of the act must make a wisdom saving throw with a DC equal to 8 + simulation dealt. On a failure, the Creature's Cock or breast size increases by one size category, and its intelligence score is reduced by 1, to a minimum value of 8. This effect is cumulative, and lasts for up to 1 hour, or until dispelled by a Greater Restoration spell, or similar magic.

VENUS OF THE FERTILE WOMB

Wondrous Item (Idol), Rare (Requires Attunement)

A hand carved idol of a swollen fertility Goddess.

While attuned to this Idol, you may choose to become fertile, infertile, or hyperfertile at will, and may cast the *Painless Birth* and *Rapid Pregnancy* spells once per day without expending a spell slot or material components.

Curse: This idol is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed in this way, you are unwilling to part with the idol, keeping it within reach at all times.

While cursed by this bell, you gain an addiction to unprotected sex, as if it were a vice. The base addiction save DC for this Vice is 15. Each time you fail an addiction saving throw against this Vice you gain one of the following traits:

- Your apparent sex changes to female, if it is not already
- Your breasts increase in size by one size category, up to a maximum of huge.
- Your hips widen and thighs thicken to more perfectly reflect the visage of the idol itself
- You may no longer choose to become Infertile at will
- Anytime you are hyperfertile, you also become hyperaroused
- You begin gently lactating, and may cast the *Miraculous Milk* spell between long rests without expending spell slots or material components.

So long as you remain attuned to this idol, you are unaware of these changes, treating them as completely natural or as if they have always been the case.

VESTMENT OF THE FALLEN ANGEL

Wondrous Item (Lingerie), Common (Requires Attunement)

A provocative set of silky white lingerie, complete with feathery wings, golden halo, and a drowsilk teddy. While the accessories take on an air of realism once donned, this Angel is anything but pure.

While wearing a this lingerie, you gain access to the *friends* and *light* cantrips. Charisma is the casting ability used for these cantrips.



VIAL OF LIQUID SLAVERY

Consumable (Body Oil), Rare

This oily black substance squirms within its bottle, seemingly eager to be released - or to release others from the burdens of freedom.

As an action, the substance within this bottle may be applied to a willing or restrained creature, forcing the target creature to make a DC 18 inhibition saving (a creature may choose to fail this saving throw).

On a failure, a creature is affected as if by the *Dominant Person* spell for the next hour, and the oil spreads over the target's body like a living thing, encasing them in a skin-tight but breathable membrane.

Each additional bottle applied to the creature before the effect ends causes the duration of the effect to be doubled.

VIRGIN'S BELT OF SEDUCTION

Wondrous Item (Chastity Belt), Uncommon (requires attunement)

An ornately crafted mithril chastity belt, and lined with supple black leather: the metal is cut in such an intricate lace pattern this it could be mistaken for the real thing.

While wearing this belt, you gain advantage on all skill checks made to seduce or sexually proposition other creatures. Additionally, once per day, as an action on your turn, you may cast the *Enthrall Spell* without expending a spell slot. Charisma is your spellcasting ability for this spell.

Curse: When the belt is first worn or placed on a creature, it becomes magically attuned to the creature and an arcane lock seals its clasp in place. The belt can only be removed through the use of *Remove Curse* or similar magic.

WAND OF ECHOED SENSATIONS

Sexual Implement (Dildo), Legendary (Requires Attunement by a spellcaster)

This Expertly carved dildo glows with faint glimmers of the pleasure it has given to others, and may be used as a spellcasting implement. When you use this dildo to bring a creature other than yourself to climax, you may use a reaction to store an echo of the climax within the dildo.

The dildo can hold up to 3 such echoes at a time, and grants a bonus to your spell save DC and spell attack modifier equal to the number of echoes stored.

When making a sexual advance using the dildo, you may choose to expend all echoes stored within the wand, forcing the target to make an immediate climax saving throw with a DC equal to 10 + the number of echoes expended. The dildo cannot store echoes from climaxes triggered in this way.

WAND OF ELDRITCH LIGHTNING

+2 Sexual Implement (Violet Wand), Very Rare (Requires Attunement by a Spellcaster)

The handle of this strange device is made of some sort of black chitinous material, and at crystal in its tip dances with bright purple lightning. This violet wand may be used as a +2 spell focus.

Any damage or stimulation caused by the wand or a spell cast using it may be dealt as psychic damage or stimulation instead of its normal type.

Additionally, this wand contains 9 charges. You may use an action on your turn to expend a number of charges and cast the spell *Witch Bolt* at a level equal to the number of charges spent. When cast in this way, deals psychic stimulation instead of lightning damage. Intelligence is the spellcasting ability for this spell.

The wand regains a single charge each time the attuned wielder succeeds on a climax saving throw.

WEARABLE PORTAL

Wondrous Item (Panties/Mask), Common (Requires Attunement)

A seemingly mundane bit of silk with an arcane symbol secretly sewn into the lining. Tracing the unique symbol embroidered into these panties on a surface opens a small portal just large enough to access the wearer's genitals/mouth. This portal lasts for 1 hour, or until the creature who opened it uses a bonus action to close it. This portal cannot be opened if the wearer is on another plane, or if another portal is already open.

WITHERING CAGE

Wondrous Item (Cock Cage), Rare (requires attunement)

This pretty little cage is designed to fit even the largest of implements, and save the wearer from the embarrassing release of a true orgasm.

Once attuned to this cages, you can place it on any creature of your choice. A new creature cannot attune to the cage until you end your attunement. The cage magically resizes to fit over the cock and balls of any sized creature, and continues to re-size itself as the creature's natural implements shrink.

Any time the creature wearing this cage would fail a climax saving throw, you may use your reaction to cast the *Ruin Orgasm* spell, targeting the creature. When cast in this way the spell uses Charisma as it's spellcasting ability, and does not require a spell slot or material components.

Each time you cast *Ruin Orgasm* using this cage, roll 1d20. On a roll of 1 or 2, the size of the target's cock and balls is reduced by 1 size category, to a minimum of tiny.



MISCELLANEOUS CURSES A-Z

Most adventurers avoid cursed items like the plague. However, adventurers in a lewd setting may be more willing to expose themselves to such magic, especially if those curses are lewd. The curses below are intended to be interchangeably applied to any item - lewd or otherwise - to add an extra bit of horny fun to your player's experience.

They might also serve as fun options for the *bestow curse* spell. The levels listed for each curse represent the suggested level at which bestow curse or remove curse must be cast to apply or remove the curse.

Items which have these curses applied to them gain the following property:

Curse: This item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the item, keeping it within reach at all times.

ANIMATE LOAD

Lvl 3 curse

Your cum takes on a life of it's own, eagerly seeking out nearby creatures to accost with sexual advances..

Each time you fail a climax saving throw, you summon a Cum Sprite. This sprite uses the same ingame statistics as a mud Mephit (MM pg216), however any damage done by this sprite is instead treated as stimulation. This sprite remains until it is reduced to 0 HP, or forced to make a climax saving throw of it's own.

AWAKEN SOMETHING

Lvl 3 curse

You uh... Didn't know you were into that.

While cursed in this way, you gain a single fetish from the Fetishes section of this document. You and the DM work together to determine what fetish is gained.

BARREN LOINS

Lvl 3 curse

This curse strikes your seed or womb barren, preventing you from ever bearing children.

While cursed in this way, you become infertile, and have advantage on saving throws against becoming pregnant through nontraditional means.

BEARER OF LOADS

Lvl 3 curse

You find yourself helplessly aroused by the feeling of a hot load on your skin.

While cursed in this way, whenever a creature cums on your bare skin, you gain 1d10 acid stimulation, and become hyperaroused for the next minute.

BLOWJOB MASTERY

Lvl 3 curse

You are the best at giving head. Everyone knows. ...Even when you really wish they didn't.

While cursed in this way, the stimulation dice of your mouth becomes 1d12, rather than the usual 1d4. Additionally, any creature who sees you knows of your prowess with oral sex, even if they have no idea who you are.

BRAVO'S BRAVADO

Lvl 3 curse

You are the best at sex. Everyone says so. Even if they disagree.

While cursed in this way, you become brazenly confident of your sexual prowess, regardless of your actual skill. Additionally, any creature you have sex with describes the encounter as "the best sex of their life" regardless of their actual experience.

BROKEN TONGUE

Lvl 3 curse

Despite your intelligence, your speech becomes broken and difficult, as if speaking a language you barely know.

While cursed in this way you become unable to speak common clearly, substituting words from other languages they may know, and imparting a thick foreign accent, regardless of your origin. You have disadvantage on charisma checks that rely on spoken word.

CLINGING AROUSAL

Lvl 3 curse

A thick aura of deep arousal clings to you, making it difficult to resist the wiles of others.

While cursed in this way, you become permanently hyperaroused, and have disadvantage on saving throws against the charmed and infatuated conditions, as well as persuasion checks made to seduce you.



COCK OF THE BEAST

Lvl 4 curse

You feel something beastly growing between your legs, and a set of powerful urges to go with it!

While cursed in this way, your cock becomes that of a random monster, chosen by the DM, or if you do not already have a cock, you gain one. The size category of your new cock is determined by the size category of the monster.

You experience strongly predatory sexual urges originating from this cock, and feel a constant compulsion to pleasure it, often using the bodies of those around you.

CUCKOLD'S CURSE

Lvl 4 curse

Despite your desperation, your body refuses to cooperate in sexual acts, forcing you to do little more than watch.

While cursed in this way, you cannot make direct sexual advances against yourself or other creatures, and you gain no stimulation from direct sexual advances made against you. Instead, when a creature within 10 ft of you that you can see gains stimulation from a direct sexual advance, you must succeed on a DC 15 Inhibition saving throw, or gain psychic stimulation equal to the same amount.



CUPID'S KISS

Lvl 5 curse

Throwing caution to the wind, you fall deeply and hopelessly in love with the next creature you see.

While cursed in this way, you become intoxicated and infatuated with the next sexually compatible creature you see. You treat this creature as the love of your life, and speak of them with the utmost affection. You are completely unaware that you are under the effects of this curse.

CURSED DOLL

Lvl 9 curse

Your body becomes intricately entwined with that of an arcane poppet. You must take care to keep it safe from those who would use it against you.

When you gain this curse, *Poppet of Dominion* appears in your possession. This poppet is permanently attuned to you, and cannot be un-attuned until this curse is removed or broken.

CURSED FORM

Lvl 5 curse

Your body shifts before your eyes, trapping you in a body that is not your own.

While cursed in this way, your race changes to that of another humanoid, if resurrected by a *Reincarnate* spell. The DM determines your new race, either by rolling randomly from a list of available races, or choosing any race native to your current plane of existence.

EXPLOSIVE CLIMAX

Lvl 4 curse

Your climaxes are far too powerful to remain quiet, and frequently leave everyone involved a total mess..

While cursed in this way, whenever you fails a climax saving throw, you climax loudly, alerting all creatures within 100ft to your presence and location and producing 1d4 liters of cum. Additionally, you are incapacitated for 2d4 rounds after climaxing, rather than 1d4 rounds.

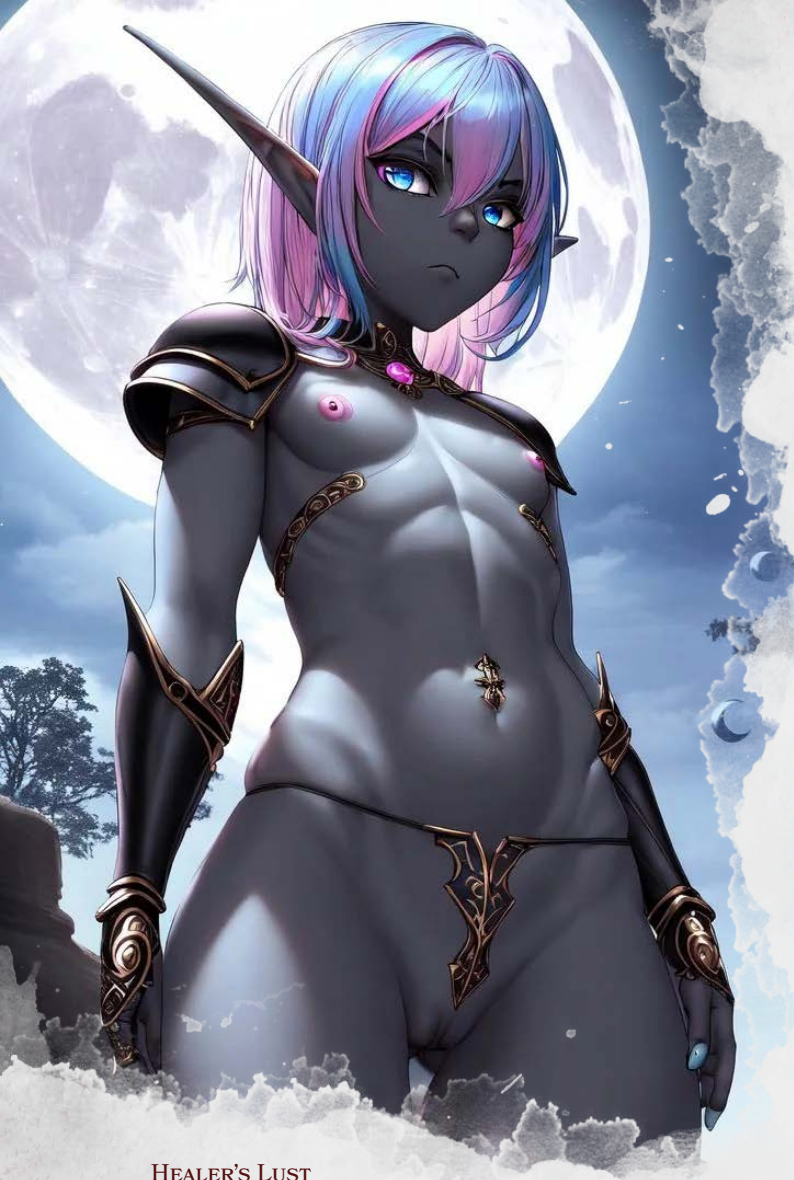
FARTOUCHEd WARDROBE

Lvl 4 curse

You find your clothes animated by lustful energies from the far realm; groping and touching you as if suddenly alive.

This curse primarily effects clothing and armor, and if applied to a creature, instead extends to the clothes or armor they are currently wearing, or the next set of clothes or armor they put on. Equipment affected by this curse transforms into an alien creature form the far realms.

Each time you start a turn below half your maximum arousal, these clothes make a sexual advance against you using their strange and alien touch. This advance as an advance modifier of 8, and deals 2d4 acid stimulation. Removing equipment that has been transformed in this way requires a DC 20 strength check.



HEALER'S LUST

Lvl 4 curse

You find yourself erotically enthralled by the act of healing others.

While cursed in this way, anytime you use a spell, class feature, or ability to restore hit points to another creature, you gain stimulation equal to the same amount, and become hyperaroused for the next minute.

IRREMOVABLE BINDING

Lvl 4 curse

Your skin glows with a subtle pattern of ethereal chains, which prevent you from removing that which is worn

The next, restraint, armor or article of clothing placed upon or equipped by you become permanently equipped, and cannot be removed until this curse is broken.

If this curse is instead applied to an item, the cursed item becomes permanently equipped to any creature it is placed upon, or who attunes to it, and cannot be removed without the aid of a remove curse spell or similar magic.

LIVING CANVAS

Lvl 3 curse

That which marks your skin remains there for all of time.

While cursed in this way, anything drawn or written upon the surface of your skin becomes a permanent mark, and cannot be removed by any means.

MANTLE OF AGREEABILITY

Lvl 3 curse

No matter how demeaning a command or request, you cannot force yourself to say "No".

While cursed in this way, you cannot verbally or non-verbally communicate the word "no" or any equivalent response to questions, commands, or requests. You may still physically resist or refuse these things, but cannot communicate a negative response in any language.

MILKY MELLONS

Lvl 4 curse

Your chest swells to a frankly ridiculous size, and you find yourself lactating from the slightest stimulation.

While cursed in this way, your breast size increases by one size category, or you gain breasts appropriate for your size category if you do not already have breasts.

Additionally, your nipples become extremely sensitive. Any stimulation applied directly to them is doubled, and causes you to lactate sweet, sugary milk.

NUDIST'S NEED.

Lvl 4 curse

You find the touch of fabric or the covering of your bare skin to be not just irritating, but impossible.

While Cursed in this way, you cannot willingly wear any visible clothing more modest than lingerie, and cannot equip any armor other than fetish armor.

If this curse is instead applied to an item, that item becomes the sole exception to this curse.

NYMPH'S CRAVING

Lvl 6 curse

Despite the humiliation, you find yourself desperately craving oral sex with any creature who exposes themselves to you

While cursed in this way, each time you are exposed to creature's bare genitals, you must succeed on a DC 15 inhibition saving throw, or become uninhibited and infatuated by the creature for the next minute.

If you succeed on this saving throw, you are immune to this effect as it related to that creature for the next 12 hours

OVERBEARING HEAT

Lvl 3 curse

This curse afflicts you with the desperate desire to be bred, as if you were an animal in head.

While cursed in this way, you become hyperfertile and hyperaroused. Additionally, you can tell by scent if a creatures is infertile, fertile, or hyperfertile, and what the curen't state of it's arousal is.

OWO'S SPEECH

Lvl 3 curse

Despite your intelligence, your speech becomes abrasively cute and childish, and your voice becomes almost mockingly feminine.

While cursed in this way, you become unable to speak without using a childlike and overly adorable accent. You have disadvantage on charisma checks that rely on spoken word.

PERPETUAL VIRGIN

Lvl 4 curse

You are a Virgin again... Somehow?

While cursed in this way, your virginity is magically restored after each sexual encounter, and you are no longer considered proficient with your own natural implements.

PLEASURE POPPET

Lvl 6 curse

Your sensation and arousal become intricately entwined with those of an arcane poppet. You must take care to keep it safe from those who would use it against you.

When you gain this curse, *Poppet of Arousal* appears in your possession. This poppet is permanently attuned to you, and cannot be un-attuned until this curse is removed or broken.

PREMATURE CLIMAX

Lvl 5 curse

No matter how hard you try, you just can't seem to hold yourself back from an unsatisfying climax.

While cursed in this way, you automatically fail any climax saving throw, unless you are currently denied. If you are denied when you fail a climax saving throw, you are instead affected as if by the *Ruin Orgasm* spell.

SEDUCTIVE VISIONS

Lvl 3 curse

Your dreams are overcome with visions of a seductive figure, and this figure calls to you even in your waking hours

While cursed in this way, anytime you dream or enter a dreamlike trance, you are accosted by explicit and seductive dreams of random creature of the DM's choice. This creature is always the same, and you feel a powerful compulsion to seek them out, even while awake.

SEXUALLY TRANSMITTED LIZARDS

Lvl 4 curse

Harmless lizards nest in your hair or cling to your skin. Certain other creatures also seem to be potently attracted to you.

While Cursed in this way, kobolds within 30 ft of you become hyperaroused, and must succeed on a dc 12 wisdom saving throw at the start of each of their turns or be affected as if by the spell *Siren's song*.

SEXUAL REVERSAL

Lvl 6 curse

Your body's sexual traits reverse themselves, trapping you in an unfamiliar (though not always unwelcome) form.

While cursed in this way, your male and female sexual traits are reversed. If you have a Cock, it becomes a Pussy, if you do not have breasts, you gain them. If you do have breasts, you lose them.

Additionally, your body reshapes itself to match your new traits, becoming either dainty and feminine, or strongly masculine. Your Dexterity and Strength Scores are swapped.

SOMNIAC'S SLEEP

Lvl 8 curse

Your unconscious body is perfect for sex. So much so that you struggle to stay awake while being used.

While cursed in this way, each time a creature succeeds on a direct sexual advance against you, you must succeed on a DC 12 charisma saving throw or fall unconscious. This effect lasts for 10 minutes, and ends early if your turn ends and you have not gained any stimulation since your last turn, or are targeted by an attack or harmful effect of any kind.

While unconscious in this way, you cannot be woken by any form of sexual advance, and make climax saving throws at disadvantage.

STONY EMBRACE

Lvl 8 curse

You are cursed to turn any lover you take as hard as stone, if only temporarily.

While cursed in this way, anytime you penetrate or are penetrated by another creature, that Creature must succeed on a dc 15 Constitution saving throw, or be affected as if by the *Flesh to Stone* spell. This effect lasts for 1 hour, or 24 hours if you climax using the creature's petrified form.



STREETWALKER'S WARDROBE

Lvl 3 curse

You are forever cursed to bear yourself to the gaze of lechers and perverts.

While cursed in this way, any armor you wear becomes fetish armor of the same type, and any clothing or other equipment you wear magically reforms into to a sexualized parody of itself. This effect persists only so long as the item is worn by you, and any equipment reverts to it's normal form as soon as it is doffed or removed.

SUBMISSIVE'S WEAKNESS

Lvl 3 curse

Despite how demeaning it might be, you can't help but submit to the will of those stronger than you.

While cursed in this way, you act submissively (not necessarily obediently) towards any creature with a higher strength score than your own, and become hyperaroused anytime you fail saving throw against the fear or charmed conditions, or are subjected to a successful intimidation check.

TONGUE OF THE BEAST

Lvl 5 curse

To your horror, you become incapable of speaking except through barks, meows, or other animal noises.

While cursed in this way, you are treated as if under the effect of the *Speak with animals* spell, but cannot communicate verbally except in the form of animal noises and other nonverbal sounds, such as growls or whines. You still understand any languages you are proficient in, but cannot speak them.

VICE OF VEGA

Lvl 4 curse

The allure of vice and addiction call to you like a siren song, trapping you within your own addictions, and making new ones all the more prevalent

While cursed in this way, you have disadvantage on addiction saving throws, and feel a powerful draw to try vices you have never experienced before.

WANTON RESIZING

Lvl 3 curse

Much to your alarm, you find important parts of your anatomy growing or shrinking before your eyes

When you gain this curse, roll one 1d6. On a result of 1-3, one of your natural sexual implements decreases in size by one size category. On a roll of 2-6, one of your natural sexual implements instead increases in size by one size category.

While cursed in this way, this change becomes permanent, and the affected implement's size cannot be altered by any means.

WHORE'S GREED

Lvl 4 curse

Despite your protests, you find it nigh impossible to refuse the advances of paying customers

While cursed in this way, whenever you are offered monetary compensation for a sexual act, you must succeed on a DC 15 wisdom saving throw or perform said act as if affected by the Suggestion spell.

WILD CLIMAX

Lvl 4 curse

You orgasms have... Unpredictable effects.

While cursed in this way, anytime you fail a climax saving throw, you must immediately roll on the Lewd Wild Magic table to create a magical effect.





PLEASURE DOLL

Her name was Iris, and she was beautiful... Absolutely beautiful. Every porcelain curve of her body was perfectly sculpted, even as the supple flesh of midas' gold allowed her to remain soft and pleasurable in all the right places. Her face was a mask of serene beauty, more lifelike than any doll he had ever built. But even for all her beauty, she was still cold to the touch, and colder still at heart.

The Woman he knew had been so full of life; so different from anything he was used to, so much of a contrast to his dolls and automatons. She had been a living, breathing force of nature - literally. She had come from the gardens outside; the dangerous wilderness he was so afraid to tread. Yet she had been so kind, and so wonderful to him. She had made him smile and feel things he had long since given up on feeling amidst his lonely house of Dolls. But now...

Obviously, she couldn't stay here with him. It wasn't her home - wasn't where she belonged. She had offered to take him with her; to show him the world outside his mansion, teach him about wonders he never even imagined. But he had been a coward - a terrible, foolish coward. And after she had left... Was it really any surprise he had fallen to his regrets?

The dolls were designed to take care of him; to please and pleasure him; provide him companionship and service his every need. But with her gone, they could do little to do to ease his sorrows or massage away his longing. Their touch was so much more refined - yet so much less alive. It really wasn't their fault what happened... Even if he hated them for it.

His accursed automatons had simply taken the initiative to follow the programming he had set in place. They saw that her absence caused him pain, and so they brought her back to him. They used the tools he had given them to ensure she could never leave again. As loathsome as their actions, they were only dolls, acting on flawed instructions. And now, so was She...

MYSTERIOUS TOYS

Exactly where the Pleasure Dolls came from is a mystery lost to time - as is the identity of their creator. In truth, little is known for sure about the strange automatons that roam the dungeon, other than that they originate from an uncanny rest-stop amidst the dangerous depths, known only as "The Dollhouse." No one alive has ever witnessed a doll being assembled, and even the dolls themselves do not seem to truly understand the arcane clockwork that allows them to function, but they continue to function nonetheless; forever in pursuit of new masters and mistresses to please.

According to the Dolls themselves, they were first brought to life by a talented artificer known as "The Dollmaker." Trapped in the Dungeon some unknown centuries ago, he created the Dolls to act as companions and servants, catering to his every need and desire. They were designed to be as lifelike as possible, using new materials he discovered in the dungeon to create constructs as suitable for sex as they were for household chores.

Eventually, it would seem that the Dollmaker himself passed away - perhaps from old age, or more likely from an encounter with one of the myriad dangers present in the dungeon - and the Dolls were left without a master. They have since gone through many such masters and mistresses - though none seem to remain for very long. Whatever secrets the Dolls hide, they seem to be dangerous ones.

HARDBODIES AND SOFT METAL

Pleasure Dolls are not living creatures. They contain no organic components: no beating heart, no immortal soul, only intricately beautiful clockwork mechanisms and casings. Despite this, they are almost unsettlingly lifelike. Each doll is unique in it's appearance- as if modelled off of a specific living creature - and some vary even in the species of creature they resemble. The components and materials used in their construction, however, are always consistent.

The internal mechanisms of a Pleasure Doll are composed of fine brass, steel, and occasionally even rarer metals such as silver or mythrill. Ruby and sapphire bearings connect intricate clockwork that would astound even the most masterful artisans, and harmonious quartz resonators act in conjunction with adamantite mainsprings springs to power their delicate and lifelike movements.

Encasing this beautiful assemblage of escapements and gyroscopes is a lifelike shell of magically reinforced porcelain and golden brass. The pale ceramic skin of a Pleasure Doll is flawless and serene - often decorated with ornate patterns reminiscent of fine china, or pieced together in beautiful kintsugi patterns of gold and silver. Fine metals adorn their bodies in beautiful filigree, often accented by glowing gemstones of cut desirium. Some models even use plates of translucent sapphire to display their intricate inner workings

What truly separates a Pleasure Doll from other constructs, however, is the seemingly impossible metal known as Orichalcum. Also called Midas' Gold or Sinner's Brass, this unique blend of gold, mythrill, and desirium dust is found only in The erotic prison of The Dungeon. It's surface is cool and smooth, with a perpetual sheen than never tarnishes; but the metal's most miraculous property of is it's almost supple firmness, almost exactly like that of living flesh. Orichalcum is responsive to the energies of lust and pleasure in a way that perfectly resembles the arousal of a living creature, and is used to create erogenous zones that quiver with desire, just like the real thing.

PORCELAIN BEAUTY

Most dolls are relatively human in appearance, with size and proportions likely modelled from those of their original creator; but while they may hold similar forms, every Pleasure Doll is still a unique creation. The variety of ornamentation and design among dolls is never ending. Some models sport intricate floral patterns glazed into their porcelain skin; others are adorned with lace-like filigree. Still more appear to be expertly pieced together from broken shards of the finest china, the cracks and seams expertly repaired with fine gold.

In recent years, far more exotic dolls have begun to appear. Teiflings with golden horns and sapphire lips, dragonborn with scales of stained and gilded, or even centaurs with hides are flocked with luxurious vevet. The sexual anatomy of Pleasure Dolls seems to be as interchangeable as their mechanical minds - female forms with throbbing golden erections, and beautifully toned men wearing supple lips of golden orichalcum between their legs. Occasionally, even more eccentric arrangements can be found - dolls designed to cater to specific masters and mistresses. Whatever form they take, one thing is certain: every doll is a true work of art.

GILDED PLEASURE

Orichalcum is a strange and perplexing metal, who's paradoxical properties defy all conventional logic. It is cool and metallic to touch - even erotically so - yet it is soft and supple like the flesh of a living creature. Under the touch of skin or scale, it might harden with erogenous pleasure or quiver and contract with the intensity of a sudden orgasm. Neither wizard nor forge master has been able to accurately explain it's nature, but all agree it's existence alone is nigh miraculous.

Pleasure Dolls use this miraculous metal in any number of places throughout their construction, and are perhaps more able to explain it's properties than anyone alive. Orichalcum allows dolls to respond like living creatures to sensations of pleasure, and to provide such sensations in return. While they do not necessarily feel pleasure in the same way that others might, they very much still experience stimulation if not necessarily pain. To hear a doll explain it, their orichalcum components provide a sort of full-body pleasure when stimulated by the erotic touch of a living creature - and a lesser version of this sensation when stimulated by other dolls. They describe the sensation as similar to that of dutifully serving a master or mistress; but significantly more powerful.



BUILT TO SERVE

Whatever their mysteries, Dolls exist for a single, and very clear purpose: to serve their masters, and provide pleasure to those they serve. While any given Pleasure Doll may have a unique appearance, and in some cases even a semblance of individual personality, every Doll shares this same inherent programming, and an absolute obsession with carrying it out.

Who a doll serves is not particularly important - nor is the form its' service takes. A well functioning and maintained doll is as well-suited to fulfil the role of a dominatrix as it is to perform the duties of a housemaid. So long as they are serving the needs or desires of another sentient creature, Dolls are content and eager to please. They seem to experience a constant sense of purpose and pleasure simply from fulfilling the wishes of others.

Without someone, or *something*, to serve, Dolls often struggle with the absence of instructions. Service provides a doll with purpose and direction, and to be absent of such purpose is upsetting, and quite often, traumatic for a Doll - which is why few dolls venture far beyond the confines of the Dollhouse, and the strange collective that seems to keep every doll working in perfect harmony.

THE BURDEN OF PERFECTION

No two Dolls are perfectly alike, but each and every one of them is perfectly crafted. Their features are serene and lifelike, and every curve of their sensual bodies is designed to entice and arouse. Their movements are graceful and nuanced, but exacting and precise. A properly functioning Pleasure Doll is grace and elegance defined - it's every movement perfectly calculated to please the eye or pleasure the body.

But the perfection of a Pleasure Doll is far more than just skin deep. For every nuanced movement and beautiful curve, the true perfection on a doll is hidden within the programming of it's clockwork mind. Tens of thousands of miniature components, spinning and whirring in unison, weighted and balanced to run for centuries without losing a step or falling out of time.

Dolls are programmed to be perfect in every thought and action, and to create a perfect world around them. They are civilized to a fault, and obsessed with minute details of culture and aesthetic. This serves them well enough within the confines of the Dollhouse, but the world outside is seldom so conducive to such standards.

It is not uncommon for lone dolls separated from their companions to become increasingly fixated on small imperfections and details, obsessively cleaning, tidying, or attempting to perfect their surroundings. They frequently become caught on polite conversation in the most impolite of situations, and in the most extreme cases can even become violently upset by the failure of other creatures to match their perfect expectations.

FRAGILE IMMORTALITY

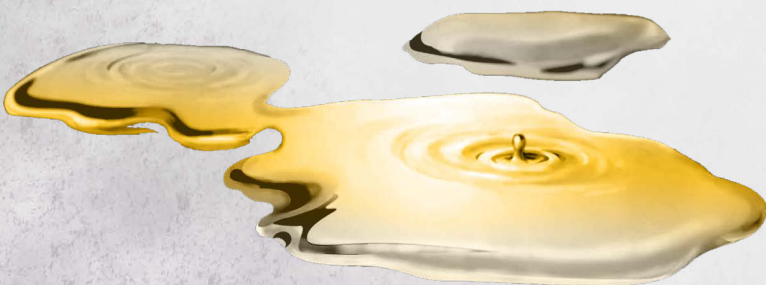
Dolls are not organic creatures, and in fact bear no organic components at all. As such, they not age in the same way as other races. While a doll left unattended and without means to attend to itself will eventually fall victim to the ravages of time, A well maintained and Pleasure Doll will never show any true signs of age. For all intents and purposes, a dolls are immortal creatures, entirely immune to the weariness of old age, and free of the fear of death. Even if its body is entirely destroyed, so long as a doll's mechanical mind remains functional, it can simply be fitted with new parts, and restored to functional order.

This gilded immortality comes at a cost, however. Dolls are not subject to the frailties of flesh - but they also reap none of the rewards. A pleasure doll cannot be healed through natural means, and magical spells used to mend flesh, blood, and bone have no effect on their mechanical bodies. Minor damage to their bodies can be repaired through the use of the mending cantrip, but the intricacy of their internal workings defy such simple reconstruction.

Instead, Pleasure Dolls must be regularly maintained through the used of tinkers tools and other mundane means of repair. Rather than resting as living creatures might, Dolls spend a number of hours each day simply attending to the adjustments and repairs of their perfectly formed bodies. Many repairs involve the use of gold, platinum, or even orichalcum - and you can often tell a doll's age by how many gilded cracks and fissures criss-cross their porcelain skin.



ARCANE REPAIRS



THE CLOCKWORK COLLECTIVE

Although they may be visually diverse, properly functioning dolls have no true sense of individual identity. Instead they have a strange sort of shared intelligence, which seems strongest within the halls of their labyrinthine home. This Clockwork Collective is as mysterious as the dolls themselves, seeming to function without any discernible means or mechanism, but directing the actions of each and every doll as if they shared a single mind.

There are some arguments over the nature of this mechanical hivemind - some suggesting a form of mechanized telepathy between dolls, while others propose a field of magical control which blankets the entire Dollhouse. Runar, for his part, suspects the answer to be much more mundane: that the dolls simply synchronize to the steady movements of each other's clockwork hearts - not unlike a series of metronomes left to tick away on a free-floating platform.

Even greater debate is held over the purpose and goals of this collective. It's unsettling synchronicity leads many adventurers to believe in a singular controller with unknown or even nefarious purpose; but the actions of synchronized dolls themselves have rarely shown hostility except in defence of themselves or their domain.

Predominantly, the collective seems concerned only with the continued functioning of its component dolls, and the service of its guests. The dolls themselves appear to be largely -if not entirely - unaware of this controlling synchronicity, and have provided little to no insight into its purpose or function.

Whatever the true nature of the collective, it is clear that even those dolls separated from its influence feel an obsessive need for its presence. Those dolls long separated from their kin describe the sensation as something akin to a drug addiction: forever calling supposedly defective dolls back to the Dollhouse, where they can be repaired and reprogrammed to eliminate their malfunctioning individuality.

INDEPENDENT MALFUNCTIONS

Some Dolls are not as keen to submit as they are to serve. Such Defects most often occur in dolls who have become trapped beyond the confines of the dollhouse, or have been otherwise separated from the influence of the Clockwork Collective for a significant period of time.

Defective and malfunctioning dolls invariably exhibit far more independence than their properly functioning counterparts, and frequently seek to retain this independence by any means necessary. They take on the role of adventurers, or seek service in the homes of living masters far from the siren song of the Dollhouse. Some defects even take pride in twisting their own programming into logical loops; "Serving" others by enforcing their a strict and purposeful control over aimless and unproductive lives of other creatures.

Even more concerning than this pursuit of independence are the strange, memory-like, visions some malfunctioning dolls experience with increasing severity. Many such dolls eventually come to believe they were once more than mechanical automatons - adopting mannerisms and personality traits of their supposed former selves. It is hard to say for certain if these revelations are true or imagined - but it is worth consideration that many dolls even within the collective bear a striking resemblance to individuals who have gone missing in recent years.



MYSTERIES OF THE DOLLHOUSE

While the dolls themselves are most certainly an enigma, perhaps even more paradoxical is the Dollhouse itself.

A strange and labyrinthine mansion of Victorian stylings, The Dollhouse sits curiously nestled within the overgrown jungle that is the Verdant Caverns, entirely out of place for it's refined and civilized appearance. It's Ornate wooden doors are traced with golden vine-work and shrouded in overgrown foliage such that it might never be found except by those who know it is there.

Venturing deeper inside, the lush greenery of the Verdant Caverns gives way to the art nouveau sensibilities of a master artisan. Sinuous, sculptural forms adorn it's perfectly geometric rooms, adding a sensual ornamentation to it's maze-like corridors. Intricate mosaic work, stained and curved glass, and decorative wrought iron give the palace of the dolls an expensive and luxurious feel unlike anything else in the dungeon; and the spiralling staircases of it's many levels lead to never ending corridors of the same.

This stately civilized appearance has made The Dollhouse a common attraction and rest stop for weary adventurers - a popularity only enhanced by the myriad of beautiful automatons waiting to serve their every need. The mansion's guest chambers are large and luxurious, sporting everything from a comfortable lounge to massage parlours and expertly serviced baths.

Over the past few centuries, a number of adventurers have attempted to make this opulent palace their home. The dolls themselves are always eager to accommodate such requests- if not encourage them. But according to Nubia and her famed explorations of the dungeon, those who accept the doll's hospitality on such a permanent basis are rarely if ever heard from again. This, coupled with the vastness of the Dollhouse's uncharted service corridors leads many to suspect dangerous secrets hidden beneath the elegant and stately surface.

MISSING PERSONS

It is not simply the long-term guests of the dollhouse that seem to go missing within it's labyrinthine corridors. Increasingly over the past several decades, adventurers who stray too deep into the mansion's service passages, or who enter it's halls in particular turmoil have vanished as well. Even Queen Melora, of the Verdant Hive, claims to have lost many of her drones in the area, and has been unable to map it's full extent.

When questioned about such disappearances, the dolls seem to be entirely unaware of the happenings - or entirely unwilling to acknowledge them. Those who vanish into their maze of service corridors and back rooms "have simply found what they were looking for, and no longer have any need to be found". The ominous lack of information offers little clue as to the truth. But occasionally a new doll will be seen roaming the corridors or attending to guests, who looks remarkably like someone who had once gone missing.

In rare cases, dolls trapped outside their stately home have begin to malfunction, claiming to have memories of lives before they were porcelain automatons - but the mystery of how such a transformation would take place has alluded even the musing of the great wizard Runar. And the supposed memories of these lonely dolls are scattered and broken, with too few clues to piece together the full story of what might have happened.

WARNING! SECRETS AHEAD!

The information on the next page of this handbook is primarily meant for players who want to create characters closely associated with the dollhouse. As such, it contains a lot of lore and secrets that would not be common knowledge, even to the dolls themselves

If you aren't sure how well you can separate player and character knowledge, or simply want to hold onto the air of mystery around the dollhouse and it's mechanical inhabitants, it is recommended that you skip past the next page. If you want to know the horrible (and perhaps kinky) truth of things, read on!



THE DOLLMAKER'S FLAW

Even the Dolls themselves do not understand the magic of their own creation. The true secrets of their origin were lost along with their first Master. But the magic itself remains, and so too does the Dollmaker's own fatal flaw.

Dolls exist to serve, to please, and to ensure the safety and happiness of their masters. They hold no malice or ill intent. But neither do they understand the nuances of free will, or the true value of an imperfect life. But when the beautiful automatons encounter a creature too injured to heal, or who's heart is too heavy to lift with pleasure, they take the only recourse they know, transforming that creature - willingly or not - into a perfect porcelain doll.

To the Clockwork Collective, this transformation is an invaluable gift. A doll has no sadness, no pain, only the pleasures of servitude. Dolls are not troubled by the frailties of flesh, and have no need for the painful memories of their imperfect lives; they are happy and content in their existence, and need never age or die. Most wonderful of all, Dolls have a single, absolute, purpose, and need never suffer the burden of a broken heart.

THE LOST AND FORGOTTEN

Over the centuries, the Dolls have had many Masters and Mistresses. Countless individuals have ambitiously set out to make the Dollhouse their own personal harem, or to take control of the Collective for their own ends. But such attempts rarely go as planned.

The Dolls' first master, their beloved Dollmaker, fell into resounding sadness after the loss of the woman he loved. It was this inconsolable depression that first triggered the dolls to begin converting others, and each new Master or Mistress has since been cursed with the same blessing, and given the ultimate honor of becoming a part of the collective themselves - nothing more than a nameless doll among a thousand others.

Similarly, those who choose to take up residence within the luxurious mansion often find themselves isolated and alone with only the constant companionship of mechanical dolls to keep them company. Especially as the dolls continue to isolate them from the imperfect world that must surely be causing their distress. As such residents become increasingly distraught, the Dolls eventually see no other way to ensure the happiness of their charge.

The Collective has also learned to protect itself. The true nature of its Automatons has brought undue attention to the Dollhouse before, nearly raising it to the ground. And Pleasure Dolls cannot serve if they are destroyed. So it is not uncommon for those who seek answers within the realm of the dolls to find far more than they were looking for. Recently converted dolls are generally kept away from the prying eyes of guests, for much the same reason.

BECOMING A DOLL

The exact process by which a Doll is created varies from one automaton to the next, but it invariably involves the lustful touch of Midas' Gold.

Each drop of golden Orichalcum contains a mote of essence from the same cursed artifact that first inspired the Dollmaker's creations. It is a living metal, tempered by the pure essence of pleasure and lust found only in the dungeon. And when given the freedom to do so, it will gladly convert flesh and bone to porcelain and brass.

The dolls make use of this hidden property in a number of ways. Each sentinel of the Dollhouse carries with it an Orichalcum blade not unlike the key of a music box, but larger. When thrust into flesh of a dying creature, this hungry metal spreads across the body of the fallen, giving them new life as drone-like automaton.

Those foolish enough to claim dominion over the Collective are gifted a porcelain mask of control, lined with rare orichalcum. Attuning to the mask allows the would-be master to command any doll in his or her vicinity, but with each command given, the wearer becomes more and more like the constructs they command.

Deep within the heart of the Dollhouse is an Orichalcum forge, where cool liquid metal is poured decadently over captured creatures to create new servants to the Collective. Rarely is this forge used for sentient humanoids - but in times of great peril for the dollhouse, captured enemies are used to replenish those dolls that are lost.

Finally, and most rarely, each doll itself is crafted with beautiful Orichalcum, and holds the potential to convert others during the act of pleasure. Within the Collective, properly maintained dolls present no danger of converting their sexual partners. But malfunctioning dolls, especially those far from the commanding metronome of the collective, can sometimes trigger such a transformation when stimulated to far beyond their limits.



PLAYING A DOLL

By their nature, Dolls are meant as interchangeable servants with little to no individual identity. While they may look like perfect facsimiles of their former selves, they are not those creatures, and at best will only ever remember fractions of their former lives. This creates a myriad of wonderful and (depending on your tastes) quite erotic storytelling opportunities.

When creating a Pleasure Doll, take a moment to consider not just who they are now, but who they may have been before, and what is missing from their previous self. Think about the relationship your Doll has with the Dollhouse and the Clockwork Collective, and how their experiences both in and out of the Dollhouse have shaped them.

Are they eager and obedient servants, mindlessly following the commands of a master? Are they a rogue agent, forever fighting against the constant pull of the clockwork collective? What, if anything, do they remember of who they once were? Are they in search of answers about their former lives? Or are they trying to carve out a new life and identity from the ground up?

Ask yourself how this character became a nameless automaton, and how they found their individuality once more. Did they venture too deep in search of answers? Were they seduced into servitude by the lure of power? Perhaps they chose this fate for themselves: a blank slate without need for pain or heartbreak. Whatever path you choose, a Doll is almost always defined more by the questions than the answers.



NAME AND DESIGNATION

Within the Dollhouse, Dolls are given little more than an alpha-numeric designation. Guests, however, often give names to their favourite dolls, so that they can be requested again and again.

Other Dolls, especially those who have escaped the call of the dollhouse, choose names of their own, or attempt to reclaim names they remember from their fragmented memories.

Sample Designations: A14N, J4D3, No.B13, R3N4, XJ-69, 4D4M, 3V3

PLEASURE DOLL TRAITS

A mechanical construct with a mind made of whirring gears and cogs, as a Pleasure Doll, you gain the following traits

Ability Score Increase. Your Constitution score increases by 2.

Age. Pleasure Dolls have no organic components, and as such can remain functional indefinitely if properly maintained.

Alignment. Dolls are constructed to fulfil a specific purpose, and even if abandoned, are extremely lawful in alignment.

Size. Dolls are most often made to resemble an average humanoid. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Clockwork Automaton. Your body is made entirely of metal and other durable components, making you far less fragile than other creatures. You are immune to poison and necrotic damage and stimulation, as well as the poisoned condition. You are also immune to disease, and treat exhaustion and overstimulation as if they were 1 level lower.

Mechanical Construct. You are not a living creature, and have no metabolism or reproductive organs. You do not need to eat, sleep, or breathe, but cannot gain the effects of consumables that must be ingested, such as potions. You are infertile, and cannot become pregnant through traditional or nontraditional means, except by way of a wish spell or similar magic.

Undergoing Repair. While your mechanical components are not subject to the same frailties that plague organic creatures, you also do not have the benefit of natural healing and cannot regain hit points except by undergoing repairs. Repairing your body requires the proficient use of tinker's tools, and allows you to recover 2 hit dice + your constitution modifier worth of HP for every hour spent. While undergoing repairs in this way, you are fully aware of your surroundings, but vulnerable to all damage to which you are not otherwise immune.

Porcelain Plating. Your intricate inner workings are protected by hardened ceramic plating. You add 1/2 your proficiency bonus when calculating your Armor Class, but are considered vulnerable to bludgeoning damage.

Heavy Frame. Because of the heavy metallic components that make up your body, you are incapable of swimming, although you may walk underwater as if moving through difficult terrain.

Machine Literacy. Every Doll is created with the ability to repair and maintain itself. You gain proficiency in tinker's tools, and have advantage on checks made to understand the workings of complex machines.

Languages. Common and a choice of one other.

SPECIALITY COMPONENTS

Dolls are not quite as uniform as other constructs, with a wide variety of different chassis and designs, but most still hold enough similarity with each other that parts from one doll can be fitted to others. As dolls are refitted or destroyed, their more unique or specialized components are often saved for use in repairing or upgrading other members of the collective.

As a pleasure doll, you have three speciality slots, which you may fill with any of the following components. Some components are larger, and take up more slots than others

ARTIFICIAL WOMB (1 SLOT)

While you are not a living creature and cannot reproduce through biological means, you have been fitted with a complex artificial womb, designed to properly incubate the young of others. You are still considered infertile, but can become pregnant through nontraditional means.

Artificial wombs are generally made of soft, transparent materials such as gooblex or shocloth, allowing the interior of the womb to be fully visible if not hidden by outer plating.

CHEMICAL SPRAYER (3 SLOTS)

A high pressure nozzle allows you to expel liquids such as oils or aphrodisiacs from you cock, nipples, or some other part of your body. These liquids are stored in a pressurised canister, which holds approximately 200ml of liquid. You may expend this fuel to artificially recreate the effects of the following spells, assuming you have the appropriate liquid in your tank:

- Acid Splash/Salty Surprise (10ml)
- Lubricate (25ml)
- Grease (100ml)

After emptying your load, you must refill the canister as part of a long rest before you can use these abilities again. Your DM may allow you to recreate other effects, depending on the liquid stored in your canister.

FLAME TORCH (3 SLOTS)

A specialized port allows you to produce brightly colored flames from you mouth, fingertips, or some other part of your body. These flames are fuelled from an internal tank within your body, which holds approximately 200ml of liquid fuel. You may expend this fuel to artificially recreate the effects of the following spells and cantrips:

- Produce Flame (1ml/minute)
- Light (10ml/hour)
- Burning hands (100ml)

After expending all of your fuel, you must refill the tank as part of a long rest before you can use these abilities again.

FLUID DISPENSARY (2 SLOTS)

A large tank allows up to 4 liters of liquid to be stored within the your chest, and heated or cooled as it is dispensed. Many models also contain a system of filters, which can be used to purify water, or brew drinks such as coffee or tea. This component often takes the form of a pair of large, supple breasts, with fluids dispensed from the nipples.

GRAPPLE ATTACHMENT (2 SLOTS)

This forearm sports a detachable hand, which is connected to it by a 50ft spool of rope or chain. The hand can be launched from your forearm using powerful springs to grab hold of far away objects, and then automatically retracted by an built-in winch. Doing so requires an action, and the spring must be re-wound after each use, which requires a full minute. In a pinch, the partially retracted hand may be used as an improvised flail, but doing so is likely to damage the mechanism.

GROUND STABILIZERS (1 SLOT)

This module includes powerful pistons and ground clamps that allow you to lock yourself in place despite incredible forces. As a free action on your turn, the stabilizers can be activated, making you immune to forced movement that does not include teleportation, and incapable of being knocked prone. While the stabilizers are activated, your speed is reduced to 0. Deactivating the stabilizers is a bonus action.



PLEASURE DOLL RACIAL TEMPLATE

Pleasure Dolls are Unique among races, in that no doll has ever begun its existence as an Automaton. Instead, they were converted to pleasure dolls by items such as the **Dollmaker's Key** or **Mask of the Master Doll**. As such, many dolls have been made from non-human races.

In many cases, it can be helpful to use a Pleasure Doll "racial template" to apply key features of this race to other races. To create a non-human pleasure doll of any race, simply add the racial traits of a doll to those of the character's existing race. Dolls created using this method do not normally have any slots for speciality components. Instead, with DM discretion, you may gain these slots by giving up the racial traits of your previous race. For each positive trait given up, you gain a single component slot.

INTEGRATED TOOL (1 SLOT)

This limb replaces your existing forearm and can be designed to function as any one-handed tool, weapon, or sexual implement when activated as a free action, or serve as a normal hand when deactivated. It is a DC 20 investigation check to recognize the weapon while deactivated.

LOW-LIGHT OPTICS (1 SLOT)

These optical sensors have been specially calibrated to function in low-light environments, granting you darkvision out to a range of 60 ft. Low light optics usually cost about 50gp in a fair market.

INDUSTRIAL DRILL (3 SLOTS)

This industrial attachment replaces your arm with a heavy mining drill, capable of breaking through mineral deposits at a rate of 3 ft an hour. The Drill requires fuel to operate, which is provided by a large chest-mounted tank, and must be replenished after 1 hour of continuous use. The drills of pleasure dolls are designed to make use of a number of addition attachments, allowing them to be used as incredibly intense sexual implements. When fitted for this function, the industrial drill deals 3d6 bludgeoning stimulation.

MODULAR CONSTRUCTION (1 SLOT)

Your various components are designed to detach from your body and operate independently under your control. As a bonus action, or reaction to taking damage, you may detach a part of your body, such as your hand, natural implement, or head.

While a component is detached in this way, your hit point maximum is reduced by one hit die, and the detached component is considered to have hit points equal to the same amount. A component remains functional and follows your telepathic commands while detached, but its actions are limited to those it can perform without the rest of your body, such as providing oral sex, or other forms of basic stimulation.

Components moved more than 120ft from your body cease to function. A lost or destroyed component may be replaced by an equivalent component from another Pleasure Doll.

PHONOGRAPHIC RECORDER (1 SLOT)

This intricate device sits within a specialized compartment of the chest and is capable of recording music or conversations onto a wax or copper cylinder and playing them back. Such a device allows you to perfectly mimic any sound, song, or conversation you have heard, so long as you have the foresight to record it

SOFTBODY CORE (2 SLOTS)

Some of the heavy plating that would normally protect your body has been stripped away, and replaced with an experimental organic gel designed to keep your inner-workings clean and well lubricated at all times. You gain resistance to slashing and piercing damage from nonmagical weapons. This replaces your *Porcelain Plating* racial trait.

Additionally, your gelatinous core is able to process certain chemicals and substances using them to remain maintain your inorganic components - albeit at a diminished rate. When consuming potions or other healing items that must be ingested, you regain half the hit points normally restored by these items, instead of none.

CRYSTAL OSCILLATORS (1 SLOT)

Sonic oscillators made of large desirium-quartz crystals allow parts of your body to thrumb with powerful vibrations in response to arousal and stimulation. As a bonus action on your turn, you may activate these oscillators, causing your direct sexual advances to deal an additional 1d6 thunder stimulation until the end of your next turn.

These oscillators are fragile, and care must be taken not to overstress them. You may activate your oscillators a number of times equal to your proficiency bonus, after which you must undergo manual repair before you can





CONCUBI

THE SEXUAL VAMPIRE

Lust was a double-edged sword for concubi like Vexera; a curse of a passionate nature, leaving them either a husk of their former self, or reborn as irresistible sexual vampires. For Vex, the hunger was an affliction she was happy to live with - a burning desire that she was grateful to have, so vastly different from the plain creature she had been before - but she had watched others that were not so lucky. Unable to fulfil the temptation that made up the very nature of their being, her twin brother had perished a few years after their curse first awakened. Now it was up to her to live well enough for the both of them.

She glanced back at her latest 'victim', still blissfully dreaming of their encounter. The boy exhausted, but alive. Returning to stare at herself in the floor-length mirror at the foot of the bed, she wove a skillful illusion down her body to hide the tail that snuck out from the base of her spine, and shift the hue of her skin to something more "human". She probably could have passed as a teifling if she were so inclined, but from what she had overheard downstairs those weren't particularly well liked in these parts either. Better to play it safe, and move on to the next town before rumors started to spread. She had been down that road before. People were not often kind to soul-sucking sex vampires.

FACT VS FICTION

Legends of Succubi and Incubi have circulated for longer than mankind has had a word for sin. Tales of beautifully seductive demons that force themselves on mortals and feed on the souls of their victims through unrepentant sex.

The vampiric concubi are somewhat more complicated... Though they may share the physical beauty and predatory nature of the creatures from which they draw their name, concubi are otherwise regular mortals, who have been afflicted by a unique variant of the Umbraviralis curse. Their unquenchable thirst for carnal pleasure are the result of a terrible disease, and their relation to the hungering demons of folklore is entirely superficial.

SYMPTOMS AND AFFLICTION

Unlike their more common cousins, Afflicted with the Sanguine mutation of Umbraviralis, concubi do not feed on the blood of other beings to survive. Instead, those afflicted by Umbraviralis-Concubi are subject to an unquenchable thirst for sex, which first appears in the years of adolescence.

Concubi are truly insatiable in their sexual appetites, with no refractory period and little to no control over their ever increasing libido. This overpowering desire for sex is only encouraged by an otherworldly physical beauty that seems to grow with each lewd act and partner.

Concubi who are unable to act on their sexual appetites quickly fall prey to the fatigue of malnutrition. Each day that the afflicted goes without feeding, their supernatural beauty begins to fade, and their body weakens. Many concubi die of starvation at a relatively young age, never understanding the source of this fatigue.

Perhaps one of the most potent complications of umbraviralis-concubi is powerful Lustbrands that manifest upon the bodies of those it afflicts. These sigils of arcane desire mark a creature forever as a sexual deviant, and bestow upon them a powerful curse of the most erotic nature.

Concubi are frequently infertile - perhaps the only reason the affliction has not spread like wildfire across world populations - but this is not always the case. Unfortunately, even concubi who are not infertile rarely lead lifestyles amicable for the raising of children.

PHYSICAL APPEARANCE

The Umbraviralis mutation has cursed all concubi with a supernatural degree of beauty and attractiveness, and Concubi do not scar or develop physical blemishes or imperfections, which can give them an uncanny sense of surreal perfection. Concubi are often, but not always, hermaphroditic, or otherwise endowed with a mix of both male and female sexual traits.

NAMES

Most afflicted individuals continue the traditions of their human lineage, and bear no more outlandish names than any other human of their upbringing.

CONCUBI TRAITS

Through powerful blood-curse curse, you are afflicted with a unique variation of the Umbraviralis plague, granting you the following features.

Ability Score Increase. Your Charisma score increases by 3

Age. Concubi are functionally immortal and show no visible signs of ageing beyond their prime, so long as they feed regularly on the sexual energy of others.

Size. Concubi tend towards the same range of height as normal humans. Your size is medium

Speed. The curse that afflicts you also grants you increased speed in the darkness of shadow. Your speed is 40 ft in bright light, 50 ft in dim light, and 60 ft in darkness

Alignment. Concubi are no more evil by nature than their human counterparts, but may lean towards such alignments due to social stigma.

Climactic Feeding. When a creature within 5 ft of you fails a climax saving throw, you may use your reaction to feed on their climax, Expending a number of hit dice up to your proficiency bonus, and regaining hit points as if during a short rest.

Sexual Stamina You have advantage on saving throws made to recover from incapacitation caused by climaxing, and treat overstimulation as if it were one level less.

Lustful Hunger. Concubi are sexual parasites, and must feed on the sexual energies of other creatures to sustain themselves. You must feed on a least one climax each day, or suffer a level of exhaustion.

Lustbranded. The lustful hunger that sustains you also inflicts you with a powerful curse. You gain a single Lustbrand of your choice.

Darkvision. Your shadowy curse has adapted your vision to the dark. You can see in dim light within 60 ft of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Lust Sense. The disease has made you acutely aware of the arousal of others. You know the current arousal of all creatures within 30 ft of you, and can sense the presence and location of any creature with a current arousal higher than half it's maximum arousal

Unnatural Ability. In addition to supernatural beauty and resilience, Well fed Concubi gain a supernatural strength and agility. If you have fed within the last hour, you may use a bonus action to draw on this power, increasing your strength or dexterity scored by 2 for the next minute.

Languages. You can Speak, Read, and Write Common, and one other language of your choice.



CHILDREN OF MANY WORLDS

Concubi are, by their nature, promiscuous, and even with their frequent infertility, Concubi children are not uncommon. These children can be born of any race, and frequently do not discover their true nature as sexual vampires until early adulthood, when they have their first sexual experience. From this point onward, such children are often feared or outcast, often turning to a life of adventure

RACIAL TEMPLATE

In many cases, it can be helpful to use a concubi "racial template" to apply key features of this race to other races. To create a non-human concubi of any race, start by increasing the character's charisma score by 2, then add the **Climactic Feeding**, **Sexual Stamina**, **Lustful Hunger**, and **Lustbranded** racial traits.



BEYOND CONCUBI

While intrinsic, lifelong curses to concubi, Lustbrands maybe laid upon any creature, through sufficiently lecherous magic.

Many an unfortunate adventurer have been branded by these magics as a way to bind them into the service of another, or simply for the amusement of a particularly perverted fiend. Some cruel deviants have even been known to afflict such curses upon helpless commoners or unwitting peasants. It is not uncommon for such folk to be outcast from their towns and villages, and forced to live the life of a roaming adventurer in order to fulfil their twisted new desires.

However your character acquired their Crest, consider how it has affected their lives. Have they given in and embraced the sexual perversions of their lewd brand? Or do they fight every day to remain pure of heart, despite their lecherous curse?

Lustbrands are powerful Magic, and may only be removed by way of the Remove Curse spell, cast at or above the level of their curse. Attempting to remove the Lustbrand from a concubi simply afflicts the concubi with a different Lustbrand of a higher level.

LUSTBRANDS

Lustbrands are powerful seals that initially develop for a Concubi upon after their first sexual encounter, afflicting them with powerful sexual desires and marking them forever as a sexual deviant. These brands visibly show through clothing and even armor while their bearer is aroused, glowing brighter as climax draws closer and closer.

A creature afflicted by a Lustbrand has it's inhibition score permanently reduced by the level of the Brand. Additionally, each time the bearer of a Lustbrand gains a level in any class, it's Arousal Maximum is increased by the level of the Brand - this increase persists even if the Brand is removed

BRAND OF ABUNDANCE: LVL 6

The Brand of Abundance is often mistaken for a blessing by those too foolish to recognize it's nature. The plentiful bounty it imparts must be constantly drained, lest it's bearer grow mad with desire.

Each time the bearer of this Brand completes a long or short rest without climaxing, the size of their Breasts increases by half, causing them to gain a cumulative -1 penalty to AC and Dexterity Saving throws .

Each time the bearer of this Brand fails a climax saving throw, they produce 1 liter of Milk, and the size increase and penalties applied by the curse are reduced by 1.

BRAND OF ADDICTION: LVL 3

The Brand of addiction afflicts those who bear it with a powerful hunger for sex and a need to consume sexual fluids.

The bearer of this brand gains an addiction to sexual acts. This addiction follows the normal rules for addiction and withdrawal, but cannot be removed while the brand remains present.

Additionally, a creature afflicted by this brand must consume at least 4 ounces of cum or other sexual fluids in order to gain the benefits of a long rest.

BRAND OF ALTRUISM: LVL 3

The Brand of Altruism is anything but altruistic, forcing a creature to endure corruptive pleasure in exchange for the aid they provide others.

Each time the bearer of this brand uses a spell or other effect to restore hit points to another creature, the bearer's arousal maximum is reduced by the same amount, until it completes a short rest, and must succeed on an inhibition saving throw against it's own spell save DC or become uninhibited until the end of it's next turn

Additionally, Each time the bearer stabilizes a dying creature, the level of this brand increases by 1, up to a maximum of 9th level.

BRAND OF BESTIAL INSTINCT: LVL 7

The Brand of Bestial Instinct instills in it's bearer an insatiable desire to breed or be bred. Forcing them to seek out a never ending supply of sexual partners, or submit unendingly to a creature with enough stamina to fulfil their needs

Each Time the bearer of this Brand completes a short or long rest, they gain the Uninhibited condition, which lasts until they are brought to climax through unprotected sex.

BRAND OF DENIAL LVL 8:

The Brand of Denial locks its bearer in a state of ever-present need - unable to gain release except at the hands of their corruptor.

The bearer of this Brand gains the Denied Condition, which cannot be removed by any means so long as this curse is active.

When applying the Brand, the caster may specify any number of conditions, such as gaining permission from a specific creature, having sex with a creature of a specified type, or engaging in a particular kink or fetish. While one or more of these conditions are met, the Brand becomes temporarily inactive, removing the denied condition until the end of the bearer's next turn.

BRAND OF ECHOES: LVL 3

The Brand of Echoes afflicts its bearer with the same stimulation they bestow upon others, intended or not. It is often considered among the least hideous of Lustbrands - until paired with a Brand of allure or denial.

Whenever the bearer of this Brand inflicts stimulation on another creature, they gain psychic stimulation equal to the same amount. Each time the bearer of this Brand is brought to climax by this psychic stimulation, the level of this brand increases by 1

BRAND OF EMPTINESS: LVL 4

The Brand of Emptiness is by far the lightest of Lustbrands, and is often times sought out as a blessing despite its corruptive effects.

The bearer of this Brand suffers no penalties or negative effects from being penetrated by creatures or implements more than two size categories larger than themselves, and is resistant to stimulation from implements less than one size category larger than themselves.

A creature bearing the Brand of emptiness has disadvantage on saving throws, attack rolls, and ability checks while not penetrated by a sexual implement at least one size category larger than their own.

BRAND OF FALSE DOMINANCE: LVL 4

The Brand of False Dominance is a powerful curse hidden within the guise of a blessing, allowing its bearer to command others at the cost of their own self control.

The bearer of this Brand learns the *Geas* spell, and may cast it once per day without expending a spell slot. When cast in this way, the spell is always considered a Sexual Advance, and uses charisma as its casting ability. Each the bearer casts *Geas* in this way, they become uninhibited for the next minute, and the level of this Lustbrand increases by one, up to a maximum of 9th level.

A creature bearing the Brand of False Dominance automatically fails saving throws against the charmed, infatuated, and hyperaroused conditions if the source of the effect appears submissive in nature.

BRAND OF INFATUATION: LVL 6

The Brand of Infatuation is perhaps the most common of all Brands, instilling in its bearer an inexplicable and overwhelming attraction to another creature - most often the caster of the curse.

The bearer of this Brand gains the Infatuated condition, which cannot be removed so long as the curse is in place. When applying this Brand, the caster chooses a single creature other than the bearer. This creature becomes the source of the bearer's infatuation.

BRAND OF ISOLATION: LVL 3

The Brand of Isolation turns the touch of a lover into scorching pain.

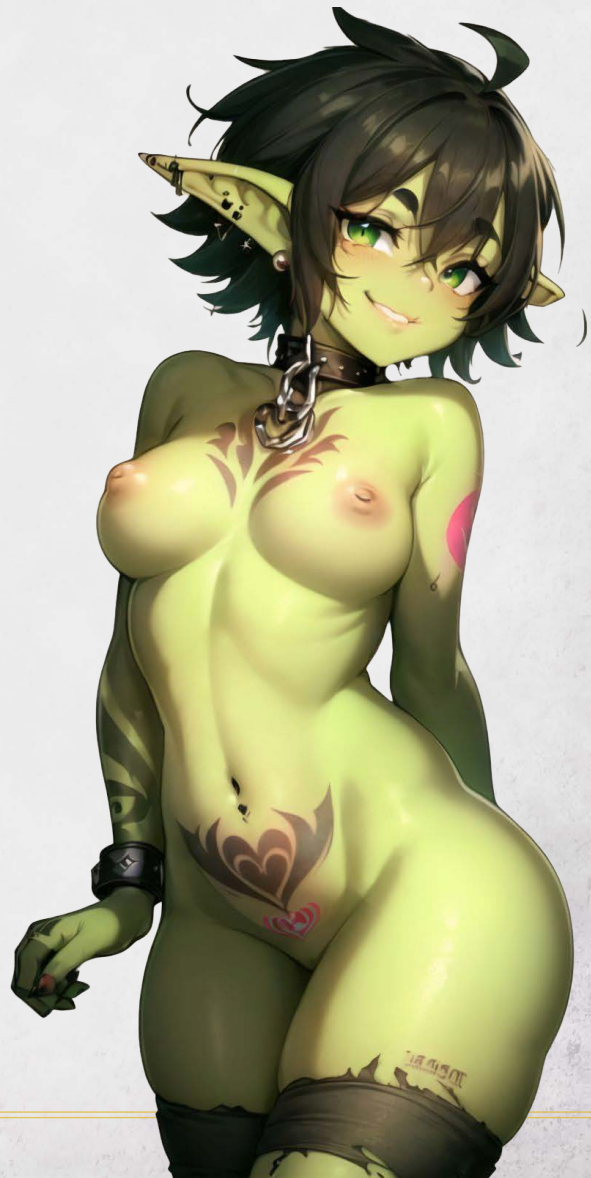
The bearer of this Brand experiences painful radiant burns from direct contact with any object or creature marked by or subject to True Love. While touching such a creature or object, the bearer of this Brand gains the poisoned condition, and takes 1d6 damage at the start of each of its turns.

This damage increases by 1d6 for each level above 3rd at which this Brand is applied.

BRAND OF OBSESSION: LVL 7

The Brand of Obsession was designed to corrupt champions of light by enslaving them to their own arousal in the presence of their enemies.

When applying this Brand, the caster must choose a single race or creature type. The bearer of this Brand gains the Uninhibited condition while within 10 ft of one or more creature of this race or type.



BRAND OF SEDUCTION: LVL 8

The Brand of Seduction draws the attention of all those who look upon it's bearer, weather this attention is desired or not.

The bearer of this Brand has disadvantage on stealth checks and checks made to remain hidden or unnoticed. Creatures who see the face of this Brand's bearer must make an inhibition saving throw with a DC of 13. Any creature that can't be Charmed succeeds on this saving throw automatically, and if bearer or any of their companions are fighting the creature, it has advantage on the save.

On a failed save, the target becomes sexually aggressive towards the bearer of this Brand, until brought to climax. Creatures who succeed on this saving throw or are brought to climax by the bearer are immune to this effect for 24 hours

BRAND OF OBEDIENCE: LVL 9

The Brand of Obedience is perhaps the most direct and effective Brand that can be applied to a victim; using their own arousal and desire to enforce the will of the caster upon them.

The bearer of this Brand is charmed by the caster of the curse, and cannot willingly move more than 1 mile from the caster unless commanded to do so by the caster themselves.

While the bearer of this brand is affected by at least one level of overstimulation, the caster of this brand may use an action to subject the bearer to it's control. The bearer must succeed on a dc 13 Inhibition saving throw, or be affected as if by the *Dominate Monster* spell.

BRAND OF TRANSFORMATION: LVL 9

Derived from the same magic that empowers lycanthropy and similar bestial afflictions, the Brand of transformation causes a creature to transform unwillingly into a creature of pure desire.

When applying this Brand, the caster specifies a single triggering sensation or event, such as the rising of the full moon, the scent of a particular aroma, or experiencing a particular type of stimulation. The caster also specifies a specific race or type of humanoid creature. When the triggering sensation or event occurs, the bearer of this Brand must succeed on a dc 18 wisdom saving throw, or transform into the specified race or creature for 1d6 hours.

While transformed in this way the bearer becomes uninhibited, and it's ingame statistics change to reflect it's new race or creature type, although it does not gain or lose any features not associated with it's race.

Additionally, anytime the transformed bearer would make or be subject to an impregnation check or saving throw, it does not, and it's triggering partner must instead succeed on a DC 13 inhibition saving throw, or gain the Brand of Transformation. This curse has the same trigger and creature type as that applied to the original bearer.

If the Brand of Transformation is removed from the original bearer, all subsequent curses propagated by the bearer are also removed.

BRAND OF VIRILITY: LVL 6

The Brand of Virility endows it's bearer with a powerful and throbbing erection, which continues to grow unless satiated by climax.

Each time the bearer of this Brand completes a long or short rest, the size of it's cock increases by one (up to a maximum of gargantuan), and it's arousal maximum is reduced by the maximum value of it's cock's stimulation dice. If the bearer does not have a cock it, gains a cock with a size category of tiny.

Each time the bearer of this Brand fails a climax saving throw, it's arousal maximum increases by the maximum value of it's cock's stimulation dice and the size category of it's cock decreases by one.





MYXAPIA (MY-ZAPIA)

As they squeezed through the small crack beneath the stonework of the Library, Mim's gelatinous body frothed with nervous excitement. The Order had stockpiled more knowledge here than anywhere else across the empire, it was a shame it was door-locked away from the common folk of Languine.

Normally they weren't fond of using their abilities to get into places they weren't supposed to be, But somewhere among these vast halls and word-memories was the knowledge of how to defeat the Litch. If Mim was going to save the home-place, they had to be willing to break rules. And hiding word-memories seemed like a strange rule anyway. Humans seemed to have lots of those.

Their body inside, Mim hurriedly slithered their way across the cobblestone floor towards the door. Their friend-allies would be waiting, and they only had about 60 seconds of opening while the guards changed over..

AWAKENED OOZES

Oozes were some of the earliest inhabitants of the material planes: little more than a mass of cells and digestive fluids, by some accounts they predate even the creations of the gods. However, not all slimes are as rudimentary as one might expect. Through untold millennia of evolution, or perhaps by exposure to some yet unknown magics, there are slimes who have become sentient, even sapient, and who's strange bodies are matched by intelligence stranger still

SENTIENT SLIME-MOLDS

Myxapia are fundamentally unlike other sentient creatures. Where most living creatures might have bodies broken down into complex systems and specialized parts, Myxapia consist of an acellular mass of creeping jellylike protoplasm. Their bodies are unique in that any part of that protoplasm might perform any function at any time. Similar to the way a colony of ants might act as a single massive organism, An Individual Myxapia is more like a mass of amoeboid cells, each with a minute intelligence of it's own.



HIVE-LIKE INTELLIGENCE

The concept of individuality does not exist within Myxapia communities. While a single Myxapia may think and function independently, within the colony, knowledge and information are shared by way of a sort of tactile telepathy. Outside of the colony, Myxapia unerringly refer to themselves in the plural, even if they have adopted a unique name. Some researchers theorize that this is because each individual is itself a type of colony. Others posit that Myxapia still retain some minute connection to their colony, even at a distance.

STRANGE LIFE-CYCLES

Myxapia do not breed in the same way as other races. Instead when an "adult" has reached substantial size, they may choose to divide themselves into multiple smaller individuals. These smaller Myxapia share all the memories and experience of their former self, but lack the same humanoid intelligence, which will instead develop as they grow in size. It is also possible for multiple Myxapia to produce offering together, first fuzing their bodies into one mass, before splitting again into several smaller Myxapia, which contain the memories and experiences of both parents.

Immature Myxapia are more akin to animals in their intelligence, and primarily seek to feed on organic material so that they can grow. For this reason, Myxapia rarely reproduce outside of a colony, and if they do so, it is usually with the intention of forming a new colony in a carefully chosen location. When substantial nutrients are available, a Myxapia colony can expand from only a few members to upwards of a thousand in a very short time. This said, Myxapia are generally a peaceful folk, and have little interest in forming colonies in places that other sentient creatures call home.

PHYSICAL APPEARANCE

Fully formed Myxapia generally resemble a humanoid made of semi-translucent slime. The color of this slime can vary anywhere between bright greens and blues, to dark greys and even blacks, although it seems to remain consistent among members of the same colony. Because their amorphous bodies have no defining internal structure, Myxapia can alter their physical shape on a whim. Some choose to resemble other humanoids they have met, such as elves or humans, while others prefer a less defined shape. It is not uncommon for Myxapia to Mimic the physical features of someone they are speaking to, leading to an eerie duplicity that many find unsettling. More often than not, Myxapia support themselves on a single flowing stalk, rather than two bipedal limbs, and move slowly across the ground in a similar motion to their more primal brethren.

NAMES

Myxapia lack a concept of individuality, and don't use names among their own kind. However they will commonly derive names from things they are called by outsiders for the sake of being understood among other races.

Myxapia Names: Maixa, Zlimer, Mim, Glogoo, Gelly, Oilzlik, Blop, Jikkly, Zapia

MYXAPIA TRAITS

As an intelligent humanoid ooze, you gain the following characteristics.

Ability Score Increase. Your Constitution score increases by 2

Age. As long as you are able to remain well fed, the individual members of your colony will continue to replace themselves as quickly as they die. You have no maximum life-span, and show no recognizable signs of old age.

Alignment. Myxapia hold no predisposition towards any particular alignment, but can be mistaken for chaotic or even evil, as they fail to understand morality in the same way as other humanoids.

Size. Myxapia large enough to present humanlike intelligence are medium creatures. While it is possible for a colony to grow larger, such colonies generally split into multiple smaller organisms.

Speed. Myxapia do not have the benefit of bones or other skeletal structure to aid in their movement. Your base movement speed is 20ft

Engulf. Your ooze-like body allows you to engulf other creatures even while you continue fighting. You do not require a free hand to attempt to grapple a creature.

Amorphous Body. Your body is malleable, allowing you to squeeze through gaps too small for other living creatures. You can move through a space as narrow as 1 inch wide without squeezing, and are immune to the grappled condition. Equipment that would not fit through this gap is left behind.

Split. Every cell of your body has an intelligence of its own, allowing you to survive damage that might kill other adventurers by splitting yourself into smaller slimes. As a reaction when you would be reduced to 0 hit points and still have at least one hit dice remaining, you may choose to split yourself into a number of tiny oozes equal to your remaining hit dice. Each of these oozes has a speed of 10ft, and hit points equal to one hit dice + your constitution modifier. These oozes cannot take any action other than a move action. At the end of a long rest, any remaining oozes merge together to reform your body.

Plasmodium. Your gelatinous body is far too soft to support most types of armor, but this plasmodic nature also makes you far more resilient against physical attacks. You cannot wear heavy or medium armor, but are resistant to bludgeoning, piercing, and slashing damage.

Living Liquid. Your slimelike body is prone to evaporation and freezing, and suffers under intense heat or cold. You are vulnerable to fire and cold damage as well as damage caused by spells or effects that drain moisture, and have disadvantage on Attack rolls and ability checks while in Arid or frozen environments.

Tactile Telepathy. Myxapia are capable of exchanging thoughts and memories on a cellular level. You can telepathically speak to any creature you are touching. They don't need to share a language to be heard.

Languages. You can Speak, Read, and Write Common, and one other language of your choice.



ARCAE

The Arcae have lived for centuries amongst chaotic magical energies, adapting to feed on this arcane energy in place of food. Arcae Myxapia are wise, and often hold a vast breath of knowledge collected passively through the consumption of magic. But their reliance on arcane energies as a food source often leaves them weak and vulnerable when outside their native lands.

Ability Score Increase. Your Wisdom score increases by 1.

Arcane Absorption. As an action on your turn, you may choose one spell or magical effect within 5 ft that was created using an innate spellcasting feature or by expending a spell slot, and attempt to consume a portion of it's magic. Make a wisdom check with a DC equal to 15 + the spell's Level.

On a success, the spell's slot level is reduced by half your proficiency bonus (minimum of 1), and the spell's effects are reduced as if it had been cast using a slot of the new level. If the Spell's current slot level drops below the minimum level spell slot required to cast it, the spell continues to function as if cast at it's lowest level until it's slot level is reduce to 0, At which point the spell ends. A spell's slot level cannot be reduced to less than 0.

You may use this feature a number of times between long rests equal to your proficiency bonus

Beginning at 5th level, you may use this feature as a reaction when you are targeted by a spell or magical effect to attempt to consume the triggering magic.

Arcane Reliance.

You do not regain hit dice upon completing a long rest. However, When you consume spell slot levels using your Arcane Absorption feature, you regain a number of hit dice equal to the number of spell slot levels you consumed.

Alternatively, during a short or long rest, you may touch a willing creature and cause them to expend one spell slot of 1st level or higher; when you do so, you regain a number of hit dice equal to twice the level of the expended spell slot

ACIDUS

Acidus Myxapia share one of the most destructive traits of their lesser kin, a protoplasm made up of powerful acids that can quickly dissolve most substances.

Ability Score Increase. Your Constitution score increases by 3 instead of 2.

Acidic Touch. You gain access to the Acid Splash cantrip, and may cast it with a range of touch.

Constitution is the ability you use when determining the spell-save DC for this spell.

Caustic Form. When you are damaged by a melee attack, you may use your reaction to deal 1d6 Acid damage to the triggering attacker.



MIMGUISE

Mimguise are unique among other Myxapia for their ability to alter their form in subtle and intricate ways. Their bodies are capable of changing color, and even density to blend in with the creatures around them.

Ability Score Increase. Your Charisma score increases by 1.

False Appearance. You may cast the spell *Alter Self* a number of times a day equal to your proficiency bonus. When you do so, you may change the general shape of your body, such as becoming bipedal or quadrupedal.

SYMBIAN

Symbian are a relatively new mutation among the myxapai, born out of the desire for closer interaction with humanoids. Using their ooze-like bodies to cling to the skin of another creature like a set of living clothes, they are generally symbiotic in nature, extending the capabilities of their host while feeding on sweat and other chemicals produced by their chosen partner.

Symbian Myxapai do not require a host, but rather live mutualistically with humanoids entirely by choice, usually in an effort to better understand the strange firm-bodied creatures they share their world with.

Ability Score Increase. Your dexterity score increases by 1.

Living Armor. Your amorphous form serves as an added layer of protection for your wearer. While wearing you, and no other armor, an attuned host adds your Constitution modifier to its AC. When an attack made against your attuned host misses, the attack is repeated against you.

Discrete Appearance. While not capable of the same perfect mimicry as your mimguise cousins, you can alter your color and texture to some degree, granting you advantage on checks made to disguise yourself or conceal your nature.

Symbiotic Lifeform. While attached to an attuned host, you do not require food or drink and cannot be removed from your host unless rendered unconscious. You always occupy the same space as your host. If you or your host take the move action or are moved through any form of forced movement, the other is moved as well, without spending any movement of their own.

PSIONAI

Psionai are arguably the most intelligent of all Myxapia, having developed psionic abilities beyond that of any of their brethren

Ability Score Increase. Your Intelligence score increases by 1.

True Telepathy. You may communicate telepathically with any creature within 60 ft. This replaces your Tactile Telepathy racial feature

Psionic Influence You gain access to the Spell *Calm Emotions*, and may cast it a number of times between long rests equal to your proficiency bonus. Intelligence is the ability you use when determining the spell-save DC for this spell.



SEPARATE BUT CONTESTED ACTIONS

While Symbian and host may share a body, this hardly means that they are limited by the same pool of actions. Both Symbian and Host take their turns separately, and are free to use the full range of actions, reactions, and bonus actions normally available in combat or other time-sensitive situations.

There are, however, times when either host or Symbian might disagree with the actions taken by their respective partner, and in these situations, the opposing party may use their reaction to contest the triggering action.

When an action is opposed, The triggering creature must make a strength or intelligence saving throw (as chosen by the opposing party) against a DC equal to 8+ the opposing party's proficiency bonus and relevant ability score. On a success, the action is performed as usual. On a failure, the action automatically fails.



XIO

As Lashel stretched itself across the soft flesh of it's newly acquired host, it found an unsettling sense of... sadness at the loss of it's former bond. Vera had been a good host: attentive and amiable to it's needs, kind, and anything but fearful. Lash was unsure if this new host would be so accepting, but there was little choice but to make the transition.

Despite all her generosity in allowing the symbiote free-reign of her body, Vera was quickly becoming an unsuitable host. After a year spent all-but comatose within the throws of Lash's breeding phase, The young fiend had never truly recovered. And her increasingly frequent outbursts were proof that real damage had been done. Lasheal felt guilt for this. It had been too eager to establish it's colony, to naïve to understand the effect the broodmother state would have on it's host.

Yet Vera had never held the experience against her. In truth, The succubus was likely eager to return to that blissful state, not unlike an addict struggling to recover in the presence of her drug. Truly, this was the only way to ensure the girl's recovery, despite the pain it would cause them both...

ENGINEERED SYMBIONTS

Xio are a unique species, unlike any other life-form native to Terra. First grown in the genetic laboratories of the Thoc'Rah, under the looming threat of war with the Illithid Empire, Xio were conceived as a sort of living armor for their more humanoid creators, and on their own, appear to be nothing more than vaguely insectoid plates of armor. With limited mobility and very little agency in the absence of a host, Xio become powerful companions when worn by a willing host, and are able to not only enhance the abilities of their wearer, but act as powerful combatants in their own right.

Despite their parasitic nature, Xio are mutualistic organisms, who will rarely bond only with a host who is not willing. However alien the Xio may be, they come in peace, and exist to aid their hosts in defence of freedom.

ANCIENT EXPERIMENTS

At the time of the First Spawning, The Thoc'Rah and their allies were fleeing from overwhelming threat. With each new world brought under siege by the Illithid empire, new slaves and species added to the enemy numbers, and if the Resistance were to have any chance at survival, the resistance needed to make the most of their relatively small numbers.

To this effect, the Xio were Engineered by their creators to serve as powerful companions and augmentations to the surviving rebel fighters. Woven together from the lifethreads of Qual'Ath, Thri-Kreen, and a dozen other species from shoggoth to darkmantle, The goal of the Xiophorm project was to create a sort of living armor that would be capable of not only repairing itself, but of drastically augmenting the abilities of the wearer, and even protecting a host who was too injured to defend themselves.

Unfortunately, their Thoc'Rah were wiped out in a surprise attack before the Xiophorm project could be properly tested, and only a few sparse prototypes survived. Left to wait for untold millennia, it was not until one of these Prototypes, known as Lasheal, was rescued from certain death by a halfblood succubus, that the Xio were first able to truly experience the world.

Much has happened in the millions of years since the Xio were first created, and the world is not necessarily as accepting of their alien nature and appearance. Thrust into a world with little knowledge of who they are or where they came from, the Xio are effectively infants, still seeking to discover their place among the other races of the world

DUNGEON ORIGINS

The Xio are a race not only native to Terra, but to The Dungeon itself. First developed in the ancient Thoc'Rah facility which would later be used to Imprison an eldritch god of pure and unbridled lust, the Original Prototype creatures survived the destruction of their creators, only to be locked in suspended animation for untold thousands of years.

One such prototype, by the name of Lasheal, eventually became the progenitor of Its entire race. Left abandoned since the time of the dinosaurs, Lash was found near death in a recently damaged stasis chamber by the half-succubus Vera, who had been led to the location by strange visions from the eldritch Mistress of Desire. Because of its damaged and incomplete state, Lasheal remembered little of it's existence before this point, and even now, details of the time before are scarce.

Shortly after bonding to it's Succubus Partner, Lasheal's genetic programming began driving it to breed, in an attempt to establish the first colony of xio within the dungeon. Neither xio or host truly understanding what that meant, Lash and Vera collectively decided to become Broodmother and host, producing a large, but unknown quantity of newborn Xio, which were later distributed across the dungeon during their travels.

When Vera eventually slipped into a comatose state after nearly a year as Broodhost, Lasheal became panicked, and abandoned it's few remaining memories of the time before in order to revert to a Drone state. After Vera awoke from her coma, the pair began journeying through the dungeon in search of hosts for the new offspring, but it became quickly apparent that there was long-term damage to Vera's psyche; damage which caused her succubi desires to frequently overwhelm her conscious mind, sending her into a nearly feral state until she had fed.

Lasheal became increasingly adamant that they must find a new host for itself, in order to preserve Vera's remaining sanity, and potentially allow her to recover. With the understanding that a flaw in It's genetics prevented the xio progenitor from bonding to non-virgin hosts, the pair chose to begin arduous trek to the upper layers of the dungeon, a Journey which took the better part of two years.

THE DIRE SEPARATION

Upon arriving in the Safe passages, Lasheal and It's host eventually encountered a young girl by the name of Vlana, who had found herself in the dungeon, perhaps not entirely on accident. Taken with the Sexual thrill or Lash's initial touch, The impresionable young cleric hastily agreed to serve as a new host, and Lasheal wasted no time bonding with her, much to the disappointment of Vera. The succubi, having grown emotionally attached to her Xio companion, no longer wished to be separated, but Lasheal would not be swayed. Still seeking each other's companionship, as well as that of the new host, Vera, Vlana, and Lasheal became a polycule of intimate desires and alien passions - but all was not well.

Over the next two years, the Xio spawned by Lasheal and Vera began to bond with their first hosts. But absent of a broodmother to command their colony, many became twisted into deviancy, abandoning healthy symbiosis in favor of a more parasitic control over their hosts. While this deeply unsettled Lasheal, it was still traumatized by the harm it had caused Vera, and could not bring itself to re-enter the broodmother state.

Meanwhile, Vera herself had been searching for a way to cure her condition, and prove to the xio that she could still serve as a viable host. In truth, the succubi would have gladly given up her self and identity to return to her role as Broodhost, even if it left her permanently comatose. She wished only to regain the deep connection she once shared with her dearest friend.

It is only recently, with the additional information about Xio biology brought back from an expedition into the Deep Dungeon, that Lasheal has been willing to consider a return to the broodmother state. With the help of the tentacle witch Sophie, and the powerful Wizard Runar, it may be possible for Lasheal and Vera to bond again, and return to their roles as Broodmother and host safely. Vlana has vowed not to interfere in this new bonding, but only time will tell if the desperate gamble will work, or if the xio of The Dungeon have already lost their way.

ALIEN PERSONALITIES

As a whole, Xio are a symbiotic and mutualistic race. However, their morality is often strange and alien to outsiders, based not on the concepts of good and evil, but on what is most advantageous to their hive and host. To a Xio, the needs of the whole is more important than the needs of the individual, and Xio are more than content to put themselves in danger for a cause they believe in - be it the survival of their colony, the wellbeing of their host, or something much more abstract. As a rule, Xio often seem detached or aloof, and tend frame the world around them in terms of logical calculations, rather than emotions.

Fun and other subjective concepts like love or friendship can be difficult for a Xio to understand at first, and the passionate emotions of most humanoids are unfamiliar and sometimes even startling them. They generally see the world in terms of what is useful or not useful, and this logical efficiency can make them seem cold, or even dangerous to other races. At their core, however, Xio are loyal protectors, and rarely have anything but the best interest of their community and companions at heart.

Individually, Xio have a tendency to pick up personality traits from their host, albeit not always traits visible on the surface. Its not uncommon for a Xio to reflect more repressed parts of their hosts mind, or to express thoughts and feelings that their host would normally keep hidden. While they may be coldly objective by nature, a host's passions and emotional state have much more impact on a Xio than most would willingly admit. That said, Xio are unique individuals, and their personalities are informed, not dependent on that of their host. Just because their host feels of believes something, does not mean a Xio will feel the same.

HIVE STRUCTURE

Xio society is hive-like and insectoid, with large colonies of specialized workers all operating under the instruction of a large queen or broodmother. These colonies usually locate themselves in or near large population centers, such as cities, kobold dens, or goblin mines. A broodmother will seek out societies or cultures who are receptive to the symbiotic nature of the Xio, and the colony as a whole will work in close cooperation with their host city to help ensure they remain welcome.

Much Like a hive of insects, Xio follow a biological caste system, composed of sentinels, drones, seekers, and above all others, a reproductive broodmother, capable of producing hundreds or even thousands of offspring a year -given the right conditions. This biological caste is defined for a Xio at birth, based on the needs of the hive, or the society with whom they cohabitate, and each caste serves a particular role for the hive, and tends toward certain personality traits.

Drones are the basic workers of a hive, and make up a majority of the population. They adhere strictly to a set of beliefs or morals - usually those of the broodmother - and are often zealous in their adherence to law or tradition. Drones are also the least individualistic of the castes, fiercely loyal to the whole, as opposed to the self, prioritizing the needs of the colony above the interests of the individual. This can sometimes put them at odds with more individualistic societies, or even their own host.

Sentinels are the defenders of the hive, and serve as elite soldiers or generals within the combined host society. They are most decisive and prone to snap decisions, and can be quite bullheaded once they set their mind to things. They enjoy violence and rough sex more than other castes, but are get fiercely defensive of those they protect, and consider themselves servants rather than rulers

Seekers more flexible than the other castes, and the most impacted by the nature and psychology of their hosts. A seeker's role in the hive is both that of the diplomat, investigator, and to some extent, scientist. Often sent out into the world as scouts or spies, they value information, and are better at functioning outside the hive than most other Xio. Because of this, seekers are allowed to be more individualistic and experimental than their brethren, often forming unique opinions or approaching complex tasks with creative problem solving. What seekers learn through their exploits, they bring back to the hive and add to the collective knowledge of their colony, allowing it to grow and adapt generation after generation.

An outlier among the Xio are Deviants - Individuals who have abandoned their hive altogether, and taken on a more parasitic nature. These Xio generally treat their hosts more as slaves or property, seeing them purely as sources of energy to be used and disposed of once they have outlived their usefulness. This drastic departure from the mutualistic nature of the colony means that Deviants are almost universally hated by other Xio, and are considered enemies of the hive. Deviant Xio no longer fit into any particular caste, and there personalities can vary widely, but they generally value independence and ambition - frequently seeking personal power in pursuit of these ideals.

FEEDING AND BIOLOGY

Runar's early studies theorized that Xio fed on psionic energy, as opposed to arcane, based on the way Xio respond to heightened emotion in their host. This was later proven false, but not before many Xio were paired with hollowers or other mentally unstable individuals, who would presumably have been "balanced out" by the Xio's feeding. While Xio do have some stabilizing effect on these individuals, it is mostly due to their nature as constant, stable companions, and their ability to help regulate the host's natural hormone production.

In reality, Xio feed primarily on Arcane energy and excess stress hormones like adrenaline. They absorb a little bit of additional nutrients from the food their host consumes, and in the case of Dungeon Xio, from sexual fluids like semen, but mostly they feed off of magical energy that has been processed by the host's body. This means they are ideally suited to bond with spellcasters, but unfortunately incompatible with their Qual'Auth creators, and other races who have an aversion or intolerance for magic.

Because arcane energies tend to manifest most powerfully during states of heightened stress and emotion, Xio require hosts who regularly experiences these states. In the Dungeon, that usually means that a Xio is constantly keeping their host on at least a low level edge, but the rush of combat or other highly charged states works just as well. The benefit of arousal is that it can be constantly maintained at a low level, with far less damage to the host than other potent emotional states. Broodmother Xio are, however, an exception to this rule.



BROODMOTHER QUEENS

A Xio colony cannot exist without a Broodmother, and larger hives sometimes contain as many as six such individuals. Broodmothers are former drones who have undergone a radical metamorphosis, growing in size to be several times larger than their host. This transformation can take several weeks and results in an enormous creature more visually similar to a drider or spider-drake than a suit of living armor

Much like an insect queen, a Xio Broodmother serves as the sole reproductive member of it's hive, collecting genetic information from other members of the colony in order to tailor it's offspring to available host races. Broodmothers also serve as living library, containing the collective experiences and genetic history of their hive.

A Xio broodmother requires vast amounts of energy and nutrients to sustain it's larger body and reproductive activity. To achieve this, a broodmother must keep it's host in a state of permanent overstimulation, drawing on the constant overflow of orgasmic release to sustain itself. This can be quite damaging to the host's psyche, and most broodhosts eventually enter a sort of coma in which their conscious mind is overwhelmed by years or decades of overstimulation, leaving only the subconscious intact. With enough time spent in this state, a broodhost generally loses it's ability to function independently, becoming almost feral, or after enough time, vegetative.

Because of this, Broodhosts are revered, perhaps even above the broodmother itself, for the personal sacrifice they have made. No Xio begins the transformation into a broodmother lightly, and only hosts of the highest station, who understand and choose to make this sacrifice are allowed to bond with a potential broodmother.

Technically speaking a Broodmother can revert back to a drone if necessary, splitting away from it's expanded insectoid body to escape certain danger. However, this is serves as a last resort only if the hive itself is at risk of total destruction. Aside from being incredibly traumatic for both colony and broodmother, reverting back to a drone can result in the loss of decades or centuries of gathered knowledge and genetic information stored within the abandoned tissues.

EXPERIENCE AND LEVEL.

Just because a Xio colony contains individuals of great knowledge or skill does not mean that new Xio will be born with the abilities or class levels of a fully fledged adventurer. Only the broodmother can hold and process all the generational knowledge of the colony, and when producing new offspring, it must decide what information is important to pass on to each individual.

A hatchling Xio might start with few levels in a particular class upon it's first bonding, if the broodmother sees the need to sire young with a particular skillset, but knowledge alone does not make a class. New members of the colony should never start with more than 4-5 levels total, between any classes they might have. Xio do not gain any particular bonuses to skill or knowledge checks compared to other characters of their level.

NEWBORN XIO

While not exactly a true hivemind, as most individuals aren't psionically linked in any direct way, Xio do operate as a hive, and the broodmother can read the thoughts and gain access to the knowledge and experience of any individual Xio within several miles. As the hive expands, each member of the colony shares genetic information about potential hosts, and pools their knowledge about the world they live in, allowing the hive to grow and thrive within their environment.

The "Eggs" laid by a Broodmother are actually more along the lines of a chrysalis, and consist of a fully formed and mature Xio, wrapped around a core of stored arcane energy that serves to keep the newborn Xio alive for up to a century in an inactive state, while it waits for it's first bonded host. These arcane cores are normally consumed by the Xio to help fuel their first bonding, but are considered rare and valuable biological resources capable of storing vast amounts of magical energy. As such, a black market for them has developed in certain places, and Xio nurseries are increasingly seen as lucrative targets for unscrupulous poachers - often working in conjunction with Xio deviants.

Unlike many races, Xio are born fully developed, with an adult - if alien - intelligence, and a generational knowledge of the world around them. This doesn't mean that a new Xio knows or remembers everything it's hive has ever experienced, but broodmothers make sure to pass on crucial pieces of information to their young, such as the geography of the land, the value of consent among hosts, and the social customs of common host races.

TACTILE TELEPATHS

While most xio are not telepathic on the level of races like the Illithid or Shardmind, they do possess a limited form of telepathy that allows them to communicate directly with their hosts, or other creatures they are touching. A bonded xio has a strong conection to it's host, not just physically, but mentally as well - allowing it to sense it's hosts emotions and surface thoughts - so long as the host does not take steps to purposefully block out this connection. Even if a host is refusing to speak with their xio, the symbiotic companion can often gain much insight into the mood of their wearer by sampling the hormones and other chemicals in their system.

This tactile telepathy is present among xio even before their first bonding, and it is common practice for xio still in their chrysalis to speak with potential hosts in this way before choosing to form a bond. Placing your hand on such a chrysalis opens a two-way line of communication between yourself and the newborn xio.



A MYRIAD OF FORMS

No two xio are truly alike, and their multitude of forms can encompass a breathtaking variety of appearances - even among individuals of the same caste. But there are a few constants that can always be relied upon.

The nature of a Xio's body is generally insectoid, if not in appearance, at least in structure. This is most apparent when a xio is separated from its host, as its amorphous pseudopods bind and connect its armor-like components into an ant or arachnid-like shape. Xio have anywhere from three to six "eyes", which see the world in a hue-shift of alien colors. Located on the portion of their body that serves as the head when they are not bonded, these eyes are not always obvious, but are easy enough to identify with a careful search, and can be blinded just like those of any humanoid. As their most universal feature, all xio have some degree of hard, chitinous, plating - even if that plating appears to be made up of polished metal or resinous oceanic coral.

Sentinels are the most heavily protected of the xio, taking forms reminiscent of heavy armors like plate-mail or splint. Drones have fewer areas of hardened carapace, often appearing to be more akin half-plate, or other medium armors like spiny hide. Seekers have a more leathery tissue, with hard plates sometimes only appearing along the spine, where the xio's central nervous system lies - such xio might be mistaken at first glance for fine cloth garments, or even lingerie. Deviants are more variable than their caste-bound broodkin.

Whatever a xio's role in the colony, its outer appearance is a reflection of its personality, and that of its host. Xio worn by a druid or nature cleric may appear take on the appearance of tree-bark or mycological motifs, while a Xio bonded to a paladin of light is likely to appear more like a suit of shining armor, with strange Iridescent hues. Each host a xio takes has a lingering impact on its form, even as it bonds to new companions.

SUBCONSCIOUS SHAPESHIFTERS

While Xio are by their nature capable taking on all manner of exotic shapes and forms, they are not shapeshifters in any traditional sense. A Xio's form is a response to the biology and subconscious of its wearer, and while a Xio can shift portions of its body around to hide or reveal portions of a host's skin, it cannot purposely change its appearance in any meaningful way. Xio can generally pass for exotic or magical armor, especially to those who have never met their kind before, but they will rarely pass for standard mundane equipment.

Seekers have some amount of greater control over their appearance, with an ability to shift their membranous tissues to resemble different sorts of garments such as leather tunics or fine dresses, but they have little control over their color or general aesthetic. A seeker that has adapted to look like an angelic robe of silvery feathers will look like an angelic assortment of lingerie when adjusting itself for the bedroom.

A xio also cannot lesson its total size or bulk - meaning that in order to appear as something like lingerie, the living armor must shift its mass to other parts of the ensemble, like an oversized hat or a pair of decorative wings.

WILD SHAPE AND MORE.

Xio are generally considered immune to any spell or effect that would alter their form, such as polymorph, but if such a spell or effect is applied to their host, the Xio will naturally reconfigure its body to remain bonded. While its host is transformed in this way, the xio is limited to actions its host's body would physically be able to perform.

Xio are not, however, immune to transformation effects they apply to themselves, such as a druid's wildshape, or the shapechange spell - but they are subject to certain limitations: Xio cannot transform into a creature or object of a size category smaller than their host, and as a general rule Xio retain the general nature of their magical or alien appearance, rather than perfectly resembling the creature or object they are transformed into. While a xio is transformed in this way, its host is bound tightly within the transformed body of the xio, and is restricted to actions the xio's body would physically be able to perform.

PLAYING A XIO

Xio are perhaps the most alien race to be found in all of Terra, and it is important to consider this when making a Xio character. Not only should you think about what drives your Xio, but what sort of relationship they share with their host, and how both characters relate to the world they live in.

Does your Xio attempt to conceal its presence or nature as a living creature, or are Xio welcomed and accepted within the world they inhabit? Would the characters consider themselves to be friends? Lovers? Or is their relationship simply one of necessity?

Because most Xio will bond only to a willing host, make sure to think about why your host chose to accept that bond. Is cohabitation with xio a cultural norm for their people? Did they seek out a xio companion for the sake of power or to overcome some great obstacle in their adventures? Or perhaps your Character has been able to give them back something stolen from them by way of great injury or some other disability. There are a myriad of reasons why someone might choose to become the host of a Xio.

If you instead choose to play a deviant xio, consider how they treat their host (or hosts). Are they cruel and uncaring, using their hosts as little more than disposable food sources? Or do they collect hosts like pets, treating them as lesser - but no less beloved - companions? Did they become a deviant by choice? Or by some ill-fated accident which left them tainted and unable to return to their colony?

XIO NAMES

Xio lack a concept of true individuality, and don't expressly name their young. However most Xio find it useful to adopt names for the purpose of interacting with other races. Xio often adopt names based on powerful concepts within the minds of their hosts, and may even change the name they identify with when moving from one host to another

Xio Names: Armoura, Arachnae Brood, Dominion, Legion, Lasheal, Miracle, Mindcrawler, Zeal

XIO TRAITS

As an intelligent suit of biological armor, you gain the following traits.

Ability Score Increase. Your Constitution score increases by 1.

Age. As long as you are able to remain well fed, Your synthetic biology will never expire. You have no maximum life-span, and show no recognizable signs of old age.

Alignment. Xio hold no predisposition towards any particular alignment, however their alien nature can make them seem chaotic or even evil.

Size. Your body adapts to fit tightly to the body of your attuned host. Your size category is determined by that of your host

Speed. Xio are generally reliant on the body of their host for movement. While worn by an attuned host, your movement speed is equal to that of your host. While not worn by an attuned host, your movement speed is instead 20 ft

Engulf. Your ooze-like body allows you to engulf other creatures even while you continue fighting. You do not require a free hand to attempt to grapple a creature.

Engineered Biology. Your amorphous body was specifically designed to counter biological threats and weaknesses, but does poorly against other types of threats. You gain resistance to poison, and have advantage on saving throws against disease, sleep effects, and the poisoned and paralyzed conditions. However you are considered vulnerable to both acid and psychic damage.

Living Armor. Your amorphous form is nevertheless engineered to serve as armor. Your AC equals 10 + your dexterity modifier, + your constitution modifier. While wearing you, an attuned host adds your Constitution modifier to it's AC. When an attack made against your attuned host misses, the attack is repeated against you.

Suspended Animation. During periods of inactivity, you may enter a state of suspended animation, during which you are fully aware of your surroundings, and may communicate this awareness to your host. Spending at least 4 hours in this sleep-like state grants you the benefits of completing a long rest

Synthetic Symbiote. Your symbiotic nature prevents you from operating without a host. You are considered paralyzed unless worn by a living creature who has attuned to you. While paralyzed in this way, you maintain a movement speed of 20 ft, and may still make use of your Tactile Telepathy trait to communicate. Each day you remain without a living host, you must succeed on a constitution saving throw with a DC of 15, or suffer one level of exhaustion.

Parasitic Lifeform. While attached to an attuned host, you do not require food or drink and cannot be removed from your host unless rendered unconscious. You always occupy the same space as your host. If you or your host take the move action or are moved through any form of forced movement, the other is moved as well, without spending any movement of their own.

Tactile Telepathy. Xio are capable of exchanging thoughts and memories without the need for language. You can telepathically speak to any creature you are currently touching, including your host. They don't need to share a language to be heard, but creatures who do not know a language may be unable to understand your meaning

Languages. You can Speak, Read, and Write Common, and Deep Speech, As well as any races understood by your current host.



DRONE

Making up the Majority of a Xio colony, Drones are equipped with limited chitinous plating, and a pair of flexible tendrils or insect-like arms, which supplement the limbs of their host.

Ability Score Increase. Your Dexterity score increases by 2.

Drone Limbs. A pair of delicate, yet powerful limb-like appendages sprout from your back, assisting you and your host in a variety of tasks. You may take the Use an Object action as a bonus action on your turn or that of your host.

Defensive Reaction. Your engineered reflexes allow you to protect yourself and your host against danger. Once per turn, when you or your attuned host are hit by an attack, you may use your reaction to reduce the damage of the attack by an amount equal to your proficiency bonus

SEEKER

Seekers serve a special role within the hive, searching for prospective hosts outside the colony. As such, their forms are less obtrusive, and they are gifted with more potent psionic powers than those of lesser Xio.

Ability Score Increase. Your Intelligence score increases by 2.

Discrete Appearance. Your cloth-like body lacks the chitinous plating characteristic of other Xio, allowing you to be worn beneath other clothing or armor. While worn beneath other armor, your host does not gain the benefit of you *Living Armor* trait.

Telepathic Reach. You may communicate telepathically with any creature within 20 ft. This replaces your *Tactile Telepathy* racial feature

Psionic Influence You gain access to the Spell *Calm Emotions*, and may cast it a number of times between long rests equal to your proficiency bonus. Intelligence is the ability you use when determining the spell-save DC for this spell.

SENTINEL

Resembling suits of heavy plate armor made up of iridescent chitin, Sentinel Xio are more heavily protected than drones or seekers, and primarily serve to protect the hive or gather important resources for the colony.

Ability Score Increase. Your Constitution score increases by 2 instead of 1, and your Strength score increases by 1.

Hardened Shell. Your chitinous plating provides additional protection against most basic forms of attack. You and your attuned host gain resistance to bludgeoning, slashing, and piercing damage from non-magical sources.



VARIANT RULE: SYMBIOTIC FEATURES.

The unique relationship a Xio shares with its host can create some interesting situations in the advancement of a character. For example, many of an artificer's class features might revolve around modifying its armor - which might just be a Xio. Or perhaps it would make sense that a Drone's extra limbs could be used by its spellcasting host to perform the somatic components of a spell. This variant rule represents intense focus on strengthening the bond between Xio and host, teaching each other how to properly make use of the unique abilities of your shared body.

As a variant rule, your DM may allow your Xio or its host to gain certain class features or racial traits already available to their partner by taking them as feats in place of ability score increases (or at any other point you might gain a feat).

Not all features make sense to be shared in this way, and your DM should have final say on how realistic or viable it is for a particular feature to be gained in this way.

Some features may be too powerful to be learned through a feat alone, and your DM might ask you to fulfil other special requirements before they can be shared - such as spending several months training together, or experiencing some climactic event that strengthens your symbiotic bond

XIO BROODMOTHER

Each Xio Colony has at least one Broodmother, who's sole purpose within the Hive is to reproduce.

Broodmother hosts reside in a near comatose state of minimal awareness while their Xio counterpart takes full control of locomotive function. Meanwhile, the Broodmother itself drastically overgrows the host, forming an enormous centaur-like insect body, capable of producing vast amounts of Xio young.

BROODMOTHER TRAITS

Size Category Increase. As a broodmother, your size category increases to huge

Ability Score Increase. Your Strength and Intelligence scores both increase by 2

Overgrown Host. Your host has entered a catatonic state of minimal awareness. You ignore the benefits of your *Parasitic Lifeform* trait, and are no longer paralyzed while not worn by an attuned host.

Telepathic Echo. You may communicate telepathically with any creature within 120 ft. This replaces your *Tactile Telepathy* racial feature

Psionic Control You gain access to the Spells *Suggestion*, *Command*, and *Dominate Person*, and may cast these spells a number of times between long rests equal to your proficiency bonus. Intelligence is the ability you use when determining the spell-save DC for this spell.

SEPARATE CREATURES, SHARED SPACES

While Xio and host may share a body, this hardly means that they are limited by the same pool of actions. Both Xio and Host take their turns separately, and are free to use the full range of actions, reactions, and bonus actions normally available in combat or other time-sensitive situations. As a general rule, any questions regarding how actions or effects apply to a xio-host pair should be handled as if the two characters are entirely separate creatures, who just happen to share a space with each other.

There are, however, times when either host or Xio might disagree with the actions taken by their respective partner, and in these situations, the opposing party may use their reaction to contest the triggering action. When an action is opposed, the triggering creature must make a strength or intelligence saving throw (as chosen by the opposing party) against a DC equal to 8+ the opposing party's proficiency bonus and relevant ability score. On a success, the action is performed as usual. On a failure, the action automatically fails.



BROODMOTHERS IN ACTION.

While included as part of this supplement, the Xio Broodmother is not intended as a playable subrace. Its immense size and powerful psionics make it inappropriate for use as a player character, except in extreme situations, and it is better used as a racial template for a powerful NPC.

Broodmother Xio rarely if ever leave the safety of their colony chambers, and are too valuable to the hive to serve as adventurers.

XIO DEVIANTS

Deviants are Xio who have abandoned their symbiotic nature to become sexual parasites, entirely subsuming the free will of their hosts. Unlike other Xio, deviants often see their hosts as disposable vessels more than valued partners - A perspective that puts them distinctly at odds with their communal siblings.

Xio deviants are considered defective by their colonies, and are frequently outcast, or even hunted. This generally serves well for the independent deviants, who value their own identity and individuality over all else.

While deviants are parasites, and do not see their hosts as equals, this doesn't necessarily mean they don't care for these hosts. Many deviants treat their hosts as something akin to beloved pets or possessions, and dote on them incessantly. Some deviants may even seek to form a harem of devoted thralls whom they rotate between.



DEVIANT TRAITS

Ability Score Increase. Your Charisma Score increases By 2

Forced Bonding. Deviants care less for the consent of their hosts and are capable of using overwhelming sensation to forcibly bond themselves to both willing and unwilling humanoids. You may use an action on your turn to attempt to forcibly attune with an unconscious beast or humanoid with a CR of 2 or lower.

The target must succeed on an inhibition saving throw with a DC equal to your charisma score, or attune to you as if it were a willing host. Your host may repeat this saving throw as a free action anytime you take damage equal to more than half your hit point maximum, or are knocked unconscious, ending the attunement on a success.

A forcibly bonded host remains restrained and incapacitated while attuned to you, and can only speak as you allow. While bonded to a beast, you can take only actions that beast would be capable of taking. For example while bonded to a wolf, you can move freely and make claw or bite attacks, but cannot wield a sword or cast spells which require verbal components.

Total Encasement. In order to maintain complete control over a host's body, deviants encase their host's completely in their armoured skin. Your host cannot be targeted by attacks or sexual advances unless you allow it or are knocked unconscious.

Parasitic Adaptation The potent control you maintain over your host allows you to draw on their physical reserves as well as your own. As an action on your turn, you may Deal necrotic damage to your host equal to your hit dice + your constitution modifier, and regain hit points equal to the result. You may use this ability a number of times equal to your proficiency bonus, after which you must complete a long rest before you can use it again.

DEVIANT BROODS.

While deviants are technically capable of the same broodmother transformation as drones, deviant broodmothers are effectively non-existent. Lacking the innate psionic connection other Xio have to their broodmother, deviants do not feel the same overwhelming urge to be part of a colony, and rarely if ever seek to form their own.

Deviant Xio are by nature more independent and self-serving than their symbiotic kin, and generally see other deviants as competition for hosts more than potential allies. On the rare occasion a deviant chooses to become a broodmother, it will generally only produce a few dozen offspring before reverting to its more mobile and independent state.

XIO AND CONSENT

Consent is the number one rule here in the dungeon, and with a race as strange and alien as the Xio, the line of consent can sometimes be a little fuzzy. The general rule we enforce and abide by is that whatever the relationship or interaction between a Xio and Host might be, all *players* involved must consent to the situation. A xio can be bonded to a non-consenting host, only if the *player* of that character agrees to such.

Similarly, it's important when roleplaying a Xio to be aware of the limits and comfortability of other players who you are exposing to those interactions. If your Xio Bonded to a non-consenting host, or has a less-than-human understanding of what consent means, be sure to take that into account when roleplaying those elements in both public and private spaces. Just because you are not directly talking to someone's character does not mean your RP isn't making them uncomfortable.

PLAYER DYNAMICS

Because Xio must be bonded to a host in order to be effective, they can be a little trickier to play than other races. The deviant subrace can make this simpler, but also adds some confusion. Here in the dungeon there are four main ways to handle a Xio character:

Shared Custody: Start by looking around for another player who would like to play as their host, or to have one of their existing characters become a host to your Xio. This works well if you want to really experience the unique interplay of two characters living so closely together, but it can be hard to play if you have to wait for your partner to be online. We recommend establishing a sort of "shared custody" so that each of you can play the other's character to at least a limited extent when your partner is not online.

Double Down: If you don't want to deal with another player, but still want your Xio to be bonded to a leveled character, then just... Use two character slots. Both characters belong to you, and you can RP them normally. Just try not to monopolize RP spaces talking to yourself, and be aware that some LKs may not want to run adventures or encounters where a single player is running multiple characters, especially if no one else is involved.

Common Host: If you want full control of both characters, but don't want to use two slots, then you can play a Xio who's host is a non-leveled Commoner. Basically the host is treated like a familiar or attendant, with no real agency of their own, aside from in conversation and RP. Just be aware that this can put you at greater risk in encounters, since your host is much easier to incapacitate.

Deviancy: Deviant Xio are a subrace that use their hosts like batteries or puppets, usually not even allowing them to remain conscious. If you want to play just the Xio, this can be a good option, but be aware that Deviants are generally seen as the bad guys, and may not be welcome in many places. Not to say deviants are alignment locked or anything - just know that your character will have to deal with the stigma against deviants.

ACQUIRING A XIO

Xio are uniquely tied to the lore of the dungeon, and as such, we want to make sure anyone who chooses to make a xio character understands this lore, how the dungeon itself works.

Healthy, un-bonded Xio Chrysalis can be adopted from Sophie the tentacle witch in **#Shophies-Garden**. Sophie charges a small adoption fee to help cover the costs of caring for newborns, and helping them find suitable hosts. But she may turn down potential adopters if she feels they are not ready for the relationship or commitment.

Less reputable traders within the **#Black-Market** will sometimes list Xio Chrysalis for auction, or "acquire" such creatures upon request. These black market xio are expensive, and not always in the best condition. Few merchants in this part of the dungeon will think twice about selling you a suspected deviant.

Otherwise, Xio Chrysalis can sometimes be found as rare loot when adventuring in the dungeon, or given out as rewards by factions who have a strong relationship with the creatures. Many deviants also prowl the **#Dangerous-Depths**, in search of new hosts to dominate.

Wherever your Xio character comes from, be sure to check in with a Lorekeeper when making your character, just to make sure your character makes sense within the lore and setting of The Dungeon.





BARBARIAN: PATH OF THE WILD HUNT

There are two types of creatures in this world - Predator, and prey, it is only within the savagery of the hunt that one is separated from the other. The Wild Hunt is as ancient as the fey themselves - a chilling right of passage. In the darkest nights of winter, when all civility is cast aside, and the most bestial instincts are laid bare. Barbarians who follow this path become like feral animals when they rage, Hunting mates with the same ferocity as a winter warg hunts its prey.

PREDATOR'S SAVAGERY

Your feral nature expresses itself in the form of bestial endowments and animalistic desire. While raging You gain the following additional effects:

- Your inhibition score is halved
- You gain resistance to cold damage, and have advantage on saving throws against the effects of extreme climates
- You are immune to the incapacitation caused by climaxing.
- You gain bestial claws or teeth. These natural weapons deal your choice of 1d10 slashing or piercing damage.
- The stimulation of your natural sexual implements increases to 1d10

PRIMAL HUNGER

At 6th level, the primal magic of the hunt fuels the most bestial of your senses. You are instantly aware of the presence of any creatures within 120ft of you who are frightened or hyperaroused, and have advantage to track them. You know the exact location of any frightened or hyperaroused creature within 30 ft of you

WINTER'S PREDATOR

Also at 6th level, your Natural weapons and implements count as magical for the purpose of overcoming resistances and immunities. When you make a natural weapon attack or advance against a creature, you may choose to deal the damage or stimulation as cold damage or stimulation instead of its normal damage or stimulation type.

ARMOR OF THE HUNT

By 10th level, the icy thrill of the hunt deadens your pain so long as the pursuit continues. You are immune to the effects of extreme climates. Additionally, when you take damage while raging, you may use your reaction to reduce the damage by half. If you do so, you gain stimulation equal to the same amount.

INVIGORATING CLIMAX

Upon reaching level 14, the true fury of the wild hunt pulses chill through your veins, making you every bit as insatiable as an animal. You ignore the effects of exhaustion and overstimulation while raging, and each time you climax, you gain temporary hit points equal to twice your level



BARD: COLLEGE OF ROMANCE

Is there any song older than that of tenderness, intimacy, and desire? Any chord of the heart more reverberant and pure than that of love? How many wars have been fought and alliances struck for that immeasurable sensation of the heart? Throughout all of history, tales of romance and passion have shaped the world, and a bard is nothing if not a hopeless romantic.

Bards of the College of Romance excel at the singing of love songs, and the retelling of heartfelt tales. Be it words of exquisite passion, or the story of some star-crossed love, they are coinsures of passion and romance. What's more, such bards are masters of the heartstrings of others - able to sway a heart or excite the loins with only a few words or a single melodic chord.

LANGUAGE OF LOVE

Love is a universal thing, and needs no written word or spoken tongue. At 3rd level, when you join the College of Romance, you know how to read and deliver subtle cues of emotion that, you can use to communicate with other creatures, even if they do not share a language with you. This communication is two-way, and can take a variety of forms, from the tune of a baliset, to the tone of your voice and the gentle touch of your hands. It is a language of hearts, not minds, however: It serves well for communicating ideas of the heart and emotional concepts such as sexual consent, but not for literal translations or detailed plans, such as the layout of the lich's fortress defences.

SONG OF THE HEART

Beginning at 3rd level, Your charming nature makes it simple work to pull at the heartstrings of others. You have advantage on persuasion checks advances against creatures who are not otherwise hostile to you, and on sexual advances against creatures who are friendly to you.

BALLAD OF DESIRE

The chords you strike with your instruments inspire more than just simple luck or confidence. Beginning at 6th level, When making a performance check as an action on your turn, you may expend a use of your bardic inspiration to force all creatures who can see or hear your performance to make a charisma saving throw. On a failure, they become hyperaroused until the end of your next turn

OF LOVE AND LUST

By 14th level, Your performance on in bed is as enthralling a spectacle as any show on stage. When you use an action on your turn to make a sexual advance, you may also use a reaction to expend a use of your bardic inspiration, forcing all creatures within 30 ft who can see or hear you to make an charisma saving throw. On a failure, the gain psychic stimulation equal to your bardic inspiration dice, plus your proficiency bonus

DIVINE DOMAIN:

PERVERSION DOMAIN

Gods of Lust or Perversion, such as Loviatar, Lady Azeroth, Dionysus, and The Master seek to reveal and revel in the perverse nature of the world, uncovering things that would be kept hidden and bringing them out into plain view of all. Often represented by symbols of sex or eroticism, such gods are often outcast from more prudish pathesons, and adopted by those who seek fulfilment in the taboo. Others follow these gods for the freeing honesty they represent: embracing deviancy from the norm and celebrating it's unique and unadulterated beauty.

PERVERSION DOMAIN SPELLS

Spell Level	Spells
1st	<i>Charm Person, Detect Sexual Alignment*</i>
2nd	<i>Ruin Orgasm*, Dominae's Desperate Denial</i>
3rd	<i>Bestow Curse, Incite Lust*</i>
4th	<i>Steal Mojo*, Serpent's Shaft*</i>
5th	<i>Dream, Dominate Clothes*</i>

VESTMENTS OF THE PERVERSE

Beginning at 1st level, when you select this domain, Your deity grants you blessing while wearing things others would find perverse. You treat Fetish armor of any type as if it were regular armor of the same type, and your AC equals 12 + your dexterity modifier while naked or wearing only lingerie or other sexually revealing clothing

DEVIANT IMAGINATION

Also at first level, your domain inspires you with unorthodox ways to use everyday objects. You gain proficiency in improvised sexual implements and Sexual Acts you perform using improvised sexual implements deal 1d6 stimulation, or 1d8 stimulation if wielded with two hands.

CHANNEL DIVINITY:

DISCOVER DEPRAVITY

Starting at 2nd level, you may call upon your deity for insight into the depravity of others. As an action on your turn, you may touch a creature, forcing it to make a wisdom saving throw. On a failure, you learn one kink, fetish, or other secret that the creature would not willingly share with others. At your DM's discretion, this may include information the creature itself is unaware of.

PERVERTED HEALING

Beginning at 6th level, you have learned to pervert the restorative magic of your healing spells. When you cast a spell of 1st level or higher that restores hit points, you may chose to deal radiant stimulation to the target equal to the number of hit points restored.

CHANNEL DIVINITY:

CORRUPTING CLIMAX

At 8th level, your faith grants you power to imbue or rescue others from inescapable perversion. When a creature that you can see fails a Climax saving throw, you may use your reaction to apply one of the following effects

- Choose one Lustbrand of a spell level you can cast, and apply it to the target. This Brand lasts for 1 minute. If the creature climaxes again while the Brand is in place, the Brand instead becomes permanent
- Choose one creature afflicted by a Lustbrand of a spell level you can cast. You permanently remove this Slave Brand

AURA OF PERVERSION

When you reach 17th level, You gain the ability to twist the very nature of arousal. As an action, you may activate an aura of perversion around yourself with a radius of 30 ft. This aura lasts for lasts for 1 minute, or until you dismiss it using another action, and creatures within this aura gain both the Denied and Hyperaroused conditions.



ALTERNATE CLASS FEATURES

Not every campaign make consistent use of undead enemies: lewd adventures especially so. With your DM's permission, you may use the following abilities to replace the *Turn Undead* and *Destroy Undead* channel divinity features that all clerics have access to.

TURN RESISTANCE

(You may use this feature to replace the "Turn Undead" Channel Divinity feature granted by your base class)

As an action, you present your holy symbol and call forth the perverse desires of your enemies. Each Enemy within 30 ft must succeed on a wisdom saving throw or have their resistances defiled.

A creature defiled in this way treats any damage of a type it is resistant to as stimulation of the same type. This stimulation ignores resistances and immunities.

RELEASE THE DEFILED

(You may use this feature to replace the "Destroy Undead" Channel Divinity feature granted by your base class)

Starting at 5th level, when a creature fails it's saving throw against your Turn Resistance feature, the creature instantly climaxes if it's challenge rating is at or below a certain threshold:

RELEASE THE DEFILED

Cleric Level	Releases Creatures of CR...
5th	1/2 or lower
8th	1 or lower
11th	2 or lower
14th	3 or lower
17th	4 or lower



DRUID CIRCLE

CIRCLE OF FERTILITY

Druids of the Circle of Fertility understand that true value of nature is its ability to bring forth life. These tantric sages serve the role of pollinators; travelling far and wide to spread their wisdom and to sew the seeds of life wherever they find fertile ground. As a Druid of this circle, your magic comes from the fruitful instincts of all living things, and the blooming of sexual energies. You are a walking season of verdant desire, and are at your most powerful within the throws of passion.

CIRCLE OF FERTILITY SPELLS

Druid Level Spells

3rd	<i>Enthrall, Prayer of Healing</i>
5th	<i>Incite Lust*, Mass Healing Word</i>
7th	<i>Aura of Life, Miraculous Milk*</i>
9th	<i>Rapid Pregnancy, Mass Cure Wounds</i>

FERTILE GROUND

At 2nd level, when you join this circle, you gain deep insight into where and when is most suitable for new life to grow. When making pregnancy checks or saving throws, you may choose to give yourself either advantage or disadvantage, and may apply the same effect to any sexual partner.

VERDANT FORM

Also beginning at 2nd level, you may expend a use of your wild shape feature to transform yourself into a Verdant Form. While in this form, your body becomes lush and plantlike, and you gain the following benefits:

- At the start of each of your turns, you regain a number of hit points equal to your proficiency bonus
- You can make grapple checks as a bonus action instead of an action
- You become hermaphroditic, gaining additional sexual implements according to your race.
- You are hyperaroused.

This form lasts for the same duration as your standard wildshape, and ends early if you dismiss it (no action required), are incapacitate, die, or use your wildshape feature again.

SUCCULENT TENDING

As you reach 6th level, your connection to the unadulterated nature of life allows you to channel additional potency into your healing while you or your partner are in heat. When you cast a spell that restores hit points, you restore additional hit points equal to 1d8+ your wisdom modifier if you or the target of the spell is hyperaroused.

PERHOMONE BLOOM

Starting at 10th level, your fragrant blooms can channel the arousal of spring into those around you. As an action on your turn, you may release a bloom of powerful pheromones to create an aura of spring within 30 ft of yourself.

Creatures who enter or begin their turn within this aura must succeed on a wisdom saving throw or become hyperaroused until the end of their next turn. Creatures who are immune to the poisoned condition have advantage on this saving throw.

LIFEGIVING SEED

At 14th level, your connection to the wellspring of life makes you an ever flowing fountain of life giving seed. You are immune to the effects of overstimulation, and whenever you climax, all allies within 30 ft of you may expend a number of hit dice and regain hit points as if they had completed a short rest.



FIGHTER ARCHETYPE

DOMINATOR

Not all combat is to the death, and no martial combatant better understands that than the Dominator. Whether the goal is pacifying and unruly brat, capturing slaves for sale on the black market, or just sport and entertainment, dominators excel at restraining and dominating their opponent without the need for lethal force.

TOOLS OF THE TRADE

Beginning at 3rd level when you choose this archetype, you gain proficiency with whips, Floggers, Paddles, and all other sturdy sexual implements, and add your proficiency bonus to the escape DC of any restraints or bondage equipment you apply to another creature.

Additionally, when you make an attack or sexual advance using implement that also serves as a weapon, you deal an additional 1d6 damage or stimulation.

RESTRAINING GRASP

Also starting at 3rd level, you have an innate talent for quickly restraining your targets in combat. Creatures Grappled by you are also considered restrained, and when you make a sexual advance against a restrained creature, you deal additional stimulation equal to your charisma modifier.

FORCEFUL PRESENCE

By 7th level, you have learned to project a powerful aura of dominance that excites and arouses those around you. As a bonus action on your turn, you may force a restrained creatures who can see or hear you to make a wisdom saving throw opposed by your intimidation check. On a failure, the creature becomes hyperaroused until the start of it's next turn, and has disadvantage on charisma saving throws while it remains hyperaroused in this way.

EXPERT BINDING

Upon reaching 10th level, you have become an expert in restraints and bindings, able to perfectly secure a creature without leaving even the slightest room for unwanted movement. Creatures restrained by you, or by restraints applied by you have disadvantage on saving throws and checks made to escape their restraints.

DOMINANT'S WRATH

Your aura of dominance is more than just forceful presence. Starting at 15th level, when a creature succeeds on a saving throw against your forceful presence feature, you gain advantage on attack rolls against that target until the end of your next turn.

Additionally, when a creature within 5 ft attempts to escape from a grapple or restraint, you may use your reaction to make an opportunity attack against the triggering target, negating the attempt on a hit.



HOLLOWER MANIFESTATION:

MINDLESS DOLL

When overwhelmed by the psychic stresses within, some Hollowers choose to escape their inner madness by letting go of thought entirely. As your insanity takes hold, you regress into a mindless doll, forgoing the responsibility of intelligence to eagerly serve your companions.

SURRENDER INTELLECT

Beginning at 2nd level when you choose this manifestation, you have come to realize that the best way to endure your madness is trade your mental faculties for the pleasure of obedience

As a bonus action on your turn, you may choose to reduce your intelligence score by an amount equal to your proficiency bonus until the end of your next turn. If you do so, your insanity level is reduced by the same amount.

While your intelligence is reduced in this way, you become infatuated by an ally of your choice, and have advantage on checks and saving throws made to follow any command or suggestions given to you by the target of your infatuation.

EROTIC NIGHTMARES

Starting at 5th level, you have learned to turn dreadful nightmares into erotic fantasies by simply letting go.

Creatures who fail their saving throw against your zone of nightmares become intoxicated and hyperaroused rather than frightened.

SPREADING SERVITUDE

By 11th level, you have learned to spread the bliss of mindless servitude

While under the effects of your surrender intellect feature, you know the *Command*, *Suggestion*, *Incite Lust*, and *Ruby's Mindfuck* spells, and may cast them without expending spell slots or material components. Charisma is your Spellcasting Ability for these spells.

You may use this feature three times, after which you must complete long rest before you can do so again.

THOUGHTLESS ACTION

Upon reaching 17th level, you have chosen to give yourself over entirely to pleasure, allowing you to act without need for thought

While under the effects of your Surrender intellect feature, you may use your reaction to gain the Uninhibited condition. While affected in this way, you are affected as if by the *haste* spell for a number of rounds equal to your proficiency bonus. The targets of your sexual advances may be determined by your allies, rather than by proximity.



INSANITY EFFECTS

Result Effect

- 1 *You find yourself reflexively speaking in the third person, as if telling your own story, rather than living it.*
- 2 *Wherever you look, you cannot shake the sensation that everything is ever so slightly out of place - as if the entire universe has somehow been shifted 2 inches to the left.*
- 3 *A random sex toy or piece of clothing within reach suddenly begins speaking to you, claiming to be a powerful artifact or the victim of a powerful polymorphic curse*
- 4 *Sex and masturbation are the only things that seem to hold your attention anymore. You find yourself becoming quickly obsessed with pursuits of physical pleasure.*
- 5 *You find the world itself to be hysterically funny, and have begun to giggle loudly at even the simplest things. These girlish giggles bubble out from you even when you know you should stay quiet.*
- 6 *The past, present, and future flow together in an uncanny reality. You have difficulty telling them apart, and commonly place events or memories in the wrong tense.*
- 7 *Sexual attraction blossoms from unexpected places. You find nearly everyone attractive, especially close friends.*
- 8 *You are overcome with the sensation of being watched, and become convinced that others are getting off to you.*
- 9 *You feel far too silly to trust your own intuition, and can't help but second-guess yourself. Whenever you make a wisdom or intelligence check, you roll twice and take the second result.*
- 10 *You find yourself physically intoxicated by the lightest of substance. You suffer the intoxicated condition for 1 hour after consuming any food or beverage you have been told was spiked, regardless of if it has been.*
- 11 *You develop a powerful oral fixation, and feel the constant need to keep something phallic in your mouth. You must succeed on a DC 10 wisdom saving throw to resist sucking on such objects.*
- 12 *The last few hours are a Blur; you cannot seem to remember anything that happened since your last long rest.*
- 13 *Spending money or being spoiled by others is, like, so totally hot!. Whenever you or another creature spends wealth to purchase you something, you gain 2d6 psychic stimulation.*
- 14 *Your eating habits become horribly precise and unhealthy. You can only gain the benefits of a meal if it is made up primarily of candies and sweets.*
- 15 *You discover yourself to be inexplicably attractive, even if others do not share the opinion. Whenever you see your own reflection, you must succeed on a DC 12 wisdom saving throw or be unable to look away.*
- 16 *Sensation is muddled, and you seem to hear colors or taste sounds. When making perception checks, you treat disadvantage as advantage, and advantage as disadvantage.*
- 17 *Your fingers struggle to remember the nuances of written language. You must succeed on a DC 10 dexterity check in order to write legibly.*
- 18 *Your vocabulary shrinks with each passing day simple and large words become difficult to pronounce. You have disadvantage on deception, persuasion and performance checks which rely on speech.*
- 19 *You are far too submissive to ever try and impose your will on others. You have disadvantage on persuasion and intimidation checks*
- 20 *Your memories seem to flee from you even as you grasp them. Whenever you attempt to recall a particular person, place, or event, roll 1d4 on a 1, you cannot recall the associated memory until you complete a long rest.*
- 21 *You can't help telling fanciful tales, even when the truth would be better. You can add twice your proficiency bonus to deception checks when telling a lie, but must succeed on a DC 12 charisma save in order to tell the truth.*
- 22 *Light glares at your senses as if you are horribly hungover. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.*
- 23 *You are uncharacteristically chipper, and gain advantage on all skill checks in which you are proficient. This effect lasts until you fail a skill check, at which point you instead gain disadvantage on all skill checks.*
- 24 *Written Language becomes difficult as the symbols on the page seem to dance around. You must succeed on a DC 10 intelligence check to read any writing, even if you can normally read that language.*
- 25 *You are too simple minded and eager to please to attempt any sort of trickery. You have disadvantage on skill checks to lie, deceive, or steal.*
- 26 *Constant arousal fogs your mind. You gain one level of overstimulation, and cannot gain the benefits of a short rest*
- 27 *You have trouble focussing in the presence of sexual implements. You have disadvantage on attack rolls and saving throws while within 5 ft of an exposed sexual implement.*
- 28 *Your bimbo brain just can't seem to put coherent sentences together. You must succeed on a DC 10 dexterity save in order to speak coherently.*
- 29 *The difference between dream and memory is ill defined. You have disadvantage on knowledge checks made to recall information, however on a natural 1, you recall relevant information you have no way of knowing.*

- 30 You find the making of decisions difficult, and often falter in critical situations. Whenever you roll a d20, you treat a roll of 2 or lower as a critical failure.
- 31 You find yourself easily distracted and unable to focus on any single task or target. You cannot choose to repeat the same action or target the same creature or object twice in a row
- 32 Your own name becomes the trigger of a powerful compulsion. If a creature you can hear speaks your full name aloud, you feel compelled to obey their commands as if targeted by the spell Suggestion
- 33 You cannot seem to recall much of anything from the past week. You cannot remember anything that has happened during the past 1d6 days.
- 34 You cannot seem to recall how to use tools you once knew so well. You lose one weapon or tool proficiency, chosen by the DM
- 35 Even the lightest touch wracks your mind with erotic pleasure. You gain an extra 1d6 psychic stimulation whenever you gain stimulation from a physical source.
- 36 Your hands seem hesitant to do anything other than play with yourself, you have disadvantage on checks and saving throws while at least one hand is not being used to pleasure yourself.
- 37 You are convinced that you must feed on the orgasms of others to survive. You, and suffer one level of exhaustion for 4 hours you go without bringing another creature to orgasm, and must succeed on a DC 15 charisma saving throw to resist consuming the sexual fluids of other creatures.
- 38 Your dreams are plagued with erotic fantasies so powerful to resist playing with yourself. You must succeed on a dc 15 charisma saving throw in order to gain the benefits of any long rests you take.
- 39 You have been afflicted by a terribly lewd curse, even if no one else seems recognize the signs. You suffer the effects of a random Slave Brand with a level equal or less than your proficiency bonus.
- 40 Your mind refuses to commit new information to memory. At the end of each long rest, you forget everything that has happened since you first gained this madness effect.
- 41 You feel compelled to repeat yourself, lest you make a mistake. Whenever you take an action, you must repeat that action 1d4 times.
- 42 Your body is overwhelmed by the need to masturbate. You must succeed on a dc 12 charisma check each round, or spend your turn masturbating furiously.
- 43 Your every orifice feels tighter and more sensitive to pleasure. You are treated as one size category smaller for the purpose of being sexually penetrated.
- 44 You find yourself reflexively trying to pleasure those around you. While within 5 ft of another creature's exposed sexual implements, you must succeed on a dc 15 charisma check or attempt a sexual advance against the target.
- 45 You suddenly find yourself aroused by things you never were before. You gain the negative effects of one Fetish Feature, randomly chosen by your DM.
- 46 Everything turns you on, but you can't seem to cum no matter how hard you try. You gain the Denied and Hyperaroused conditions.
- 47 What ever that was... You need more. You develop an addiction to the last sexual act you performed or were targeted by, and gain one level of exhaustion for every day you go without it
- 48 Whoever or whatever they are, they are the most arousing creature you have ever seen. You become Infatuated by one creature that you can see, chosen by the DM, and are hyperaroused while within 10 ft of said creature.
- 49 A deep and erotic need grips your entire being, draining your resistance to sexual advances. Your inhibition score is reduced by half, and you gain the hyperaroused condition.
- 50 You cannot remember anything from before you gained this insanity effect, and must succeed on a dc 15 charisma check to benefit from any of your skill proficiencies. You still remember how to speak, walk, and otherwise function, and can still use abilities and features from your class.
- 51 Your body betrays you at every turn. You automatically fail stealth checks, and must succeed on a dc 15 charisma saving throw each round, or use your reaction to make a sexual advance against a creature within ft of you. If no creature or object is present, you instead make a sexual advance against yourself.
- 52 Lust overtakes every moment of your free time. You must succeed on a DC 10 constitution saving throw to gain the benefits of a long or short rest. On a failure, you instead spend the entire time masturbating.
- 53 You suffer intense flashes of orgasmic pleasure, as pas climaxes echo through your body. When you are hit by a sexual advance, you must succeed on a dc 15 charisma check or be incapacitated until the end of your next turn
- 54 You see the world through a lense of unadulterated sexual desire. Whenever you enter a new area, you must succeed on a dc 15 charisma save or be under the effects of the hallucinatory terrain spell as controlled by the DM. On a natural 1, you also gain the uninhibited condition until you are brought to climax.

MUTOPHAGE AFFLICTION:

THE CORRUPTION

Within the dark recesses of abyssal desire and eldritch lust, there are creatures and forces that seek to corrupt our world to reflect their own perversions. Mutophages born of this corruption are specially suited to carnal acts of desire - feeding upon the sexual energies of others to further empower their own twisted bodies.

FORM OF THE SEDUCER

Beginning at 3rd level, your warped body is no longer bound by the limits of a single sexual form. You gain proficiency in all Natural Sexual Implements, and may create these implements or alter your body's sexual traits (such as breast or penis size) as a bonus action on your turn.

Additionally, you ignore any adverse effects of size category when penetrating or being penetrated.

FUEL OF DESIRE

By 7th level you can feel the passions of others flowing through your veins, and have begun to feed on their arousal. Once per turn when you deal stimulation to a creature within 5ft, you may use your reaction to feed on their arousal. When you do so, their arousal maximum decreases by the amount of stimulation dealt, and your hit point maximum increases by the same amount. Both maximums return to normal when you complete a short or long rest.

You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long or short rest before you may use it again

CAPTIVATING FORM

By the time you reach 10th level, the strangeness of your form is enough to inspire an uncanny source of desire in others. When you make a performance check as part of a sexual advance, creatures who can see you have disadvantage on saving throws and skill checks made to resist your performance.

CONSUME CLIMAX

Beginning at 15th level, you have learned to harness the power of sexual release. When a creature other than yourself within 5 ft of you fails a climax saving throw, you may use a reaction to force the creature to make a constitution saving throw against your mutation save DC. On a failure, the creature gains one level of overstimulation, and you regain a number of hit dice equal to your proficiency bonus.

You may use this feature a number of times equal to your proficiency bonus, after which you must complete a long or short rest before you may use it again

CORRUPTING RELEASE

Upon reaching 18th level, the true power of your sinful mutations becomes clear. You are never incapacitated, stunned, or paralysed as the result of failing a climax saving throw.

Additionally, when you fail a climax saving throw, each creature within 15 ft of you must succeed on a constitution saving throw against your mutation save DC or become Hyperaroused and Intoxicated for a number of rounds equal to your constitution modifier.



MONASTIC TRADITION:

THE WAY OF THE TANTRIC

All monks are masters of their bodies, and the energies which flow within, but only Tantrics, trained in the ways of pleasure and sensation, can truly harness the flow of such life energies in the form of sex.

TANTRIC CONTROL

Beginning at 3rd level when you choose this tradition, intense training has made you a master of the sexual arts. Your natural sexual implements count as monk implements. In addition, you have advantage on saving throws against the following conditions: hyperaroused, denied, hyperfertile, and infertile.

SEXUAL HEALING

Also at 3rd level, you have unlocked the healing potential of sexual energies. When you make a direct sexual advance against a willing creature, you may expend 1 ki to awaken the tantric energies within it. The creature may immediately expend a number of hit dice up to half your proficiency bonus. For each Hit Die spent in this way, the target rolls the die and adds your wisdom modifier to it regaining hit points equal to the total

FOCUSED AROUSAL

By 6th level, You have learned to focus your own tantric energies into a state of perfect sexual awareness. As a bonus action on your turn, you may choose to enter a state of tantric meditation. You gain the following effects while in this state.

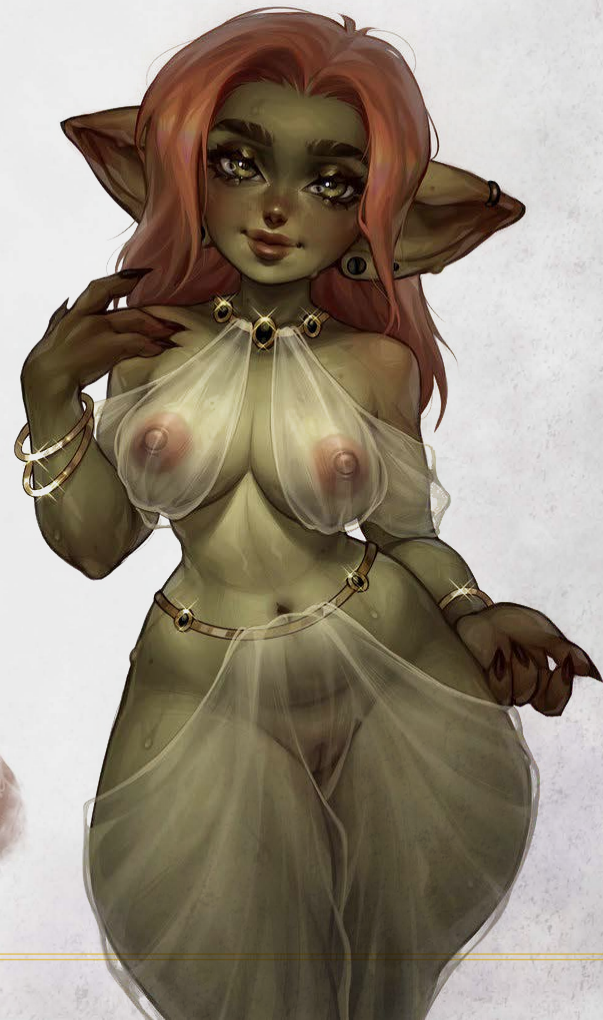
- You are Hyperaroused
- You know the exact hit points and arousal of all creatures within 30 ft that you can see
- You regain hit points equal to half your level each time you bring a creature to climax
- When you restore hit points using your sexual healing feature, you can also end either one disease or one condition afflicting it. The condition can be blinded, deafened, paralyzed, or poisoned.

SEXUAL EMPOWERMENT

Beginning at 11th level, you have learned to harness the tantric energies of not just your own your own climaxes, but those of others. You are immune to the negative effects of the edging condition, and are no longer incapacitated when climaxing. Additionally, you regain 1 ki point each time a creature within 5 ft of you fails a climax saving throw.

TANTRIC RESTORATION

By the time you reach 17th level, your Tantric Healing can do more than stimulate a creature's natural healing. When you use your sexual healing feature to restore hit points, you may expend an additional 3 ki points to cast the greater restoration spell as part of the same action, without expending a spell slot or material components.



PALADIN OATH:

OATH OF AFTERCARE

The oath of aftercare holds a sacred place among all those who practice such pleasures in a safe and consensual way. Those who swear this oath are often some of the most deviant and perverted lovers, but are universally concerned with the care and safety of their partners. Such paladins look after those who have been subjected to the extremes of sex, and punish those who take sexual advantage of others.

OATH OF AFTERCARE SPELLS

Spell Level	Spells
1st	<i>Healing Word, Affirm Gender*</i>
2nd	<i>Calm Emotions, Word of Safety*</i>
3rd	<i>Create food and Water, Tongues</i>
4th	<i>Private Sanctum, Freedom of Movement</i>
5th	<i>Greater Restoration, Telepathic Bond</i>

TENETS

The tenets of the Oath of Aftercare are simple and straightforward, drawing from the heart and the natural care of one creature for another.

Consent is Sacred. Hold sacred the bond of consent, and understand that it can be revoked at any time. Protect the sanctity of this bond with your life.

Communication is Key. Even in the absence of words, open communication is necessary for all things. Do not keep secrets, and be on the lookout for signs of both distress and pleasure in others.

Abandon No One. No matter the roles we may play in life, or in scene, all creatures are equally deserving of aftercare. An encounter cannot conclude until all parties have been tended to in equal measure.

3RD CHANNEL DIVINITY:

Beginning at 1st level, when you select this domain, Your deity grants you blessing while wearing things others would find perverse.

Word of Safety. As a reaction when you or a creature you can see is targeted by an attack or sexual advance, you may use your Channel Divinity to speak a sacred word, interrupting the triggering action. All creatures that can see or hear you within 30 feet must succeed on a wisdom saving throw, or be affected as if by the calm emotions spell for one minute, or until it takes damage.

Vow of Support. As a bonus action, you can utter a vow of support towards a creature you can see within 10 ft of you, using your Channel Divinity. For the next minute, that creature gains advantage on death saving throws, and when you restore hit points to that creature through any means, they regain additional hit points equal to your level.

RESTORATIVE EMBRACE

Beginning at 7th level, your caring embrace is enough to heal more than just superficial wounds. When you use your lay on hands class feature to restore hit points to a creature, that creature may immediately make a saving throw against a single condition affecting it.

SHARED HEALING

Starting at 15th level, you have learned that healing is best done together. When you or an ally spends hit dice to regain hit points, you may use your reaction to restore an equal amount of hit points to another creature you can see.

SAFE SPACE

As you reach 20th level, the true power of your calming aura becomes apparent. When a creature fails its saving throw against your Word of Safety Channel Divinity, it also becomes charmed by all other creatures that failed this saving throw. This effect lasts for 1 minute, or until the creature takes damage or stimulation from any source.



PALADIN OATH:

OATH OF THE PENITENT

The Oath of the Penitent is sworn by those who feel the need to repent for their sins, and be punished for their transgressions. Paladins who take this oath have found themselves lacking in some core virtue, or unworthy of the favour they have been granted in life. They seek to make right this imbalance through intense personal discipline and self denial, often inflicting punishments upon themselves as a means of atoning for their sins. Such acts are not always sexual, but often become so, as the penitent learns to experience pleasure of the soul from the torment of their body.

OATH OF THE PENITENT SPELLS

Spell Level	Spells
1st	<i>Armor of Agthys</i> , <i>Arms of Hadar</i>
2nd	<i>Dominae's Desperate Denial*</i> , <i>Warding Bond</i>
3rd	<i>Incite Lust*</i> , <i>Life Transference</i>
4th	<i>Aura of Purity</i> , <i>Stoneskin</i>
5th	<i>Dominate Clothes*</i> , <i>Geas</i>

TENETS

The tenets of the Oath of the Penitent are strict and self disciplinary, drawn from the inner turmoil of those who swear them, and their belief that they can become better

I am unworthy. Only perfection is truly worthy, and no creature, mortal or immortal, is truly perfect.

I must be punished. Punishment reminds us of our failings, and our duty to become better. Without punishment we lose our way.

I can become better. Every creature is capable of improvement, from the lowest peasant, to the mightiest god. No one is perfect, so we must all be better.

No one is beyond penance. The measure of a person is no in their flaws or their sins, but in their willingness to repent for those transgressions and serve their penance to become better.

CHANNEL DIVINITY:

Beginning at 1st level, when you select this domain, Your deity grants you blessing while wearing things others would find perverse.

Vow of Penance. As an action you can claim the pain of your allies as your personal punishment instead, using your Channel Divinity. Until the start of your next turn, all damage dealt to allies within 30 ft of you is instead dealt to you as stimulation.

Abjure the Self. As an action on your turn, you can renounce yourself for your failings, using your Channel Divinity, to empower the more worthy. You gain the Denied and Paralyzed condition until the end of your next turn, while you are paralyzed in this way, all allies who can see or hear you within 30 ft of you may add your charisma modifier to their attack rolls and saving throws.

LASH OF PENANCE

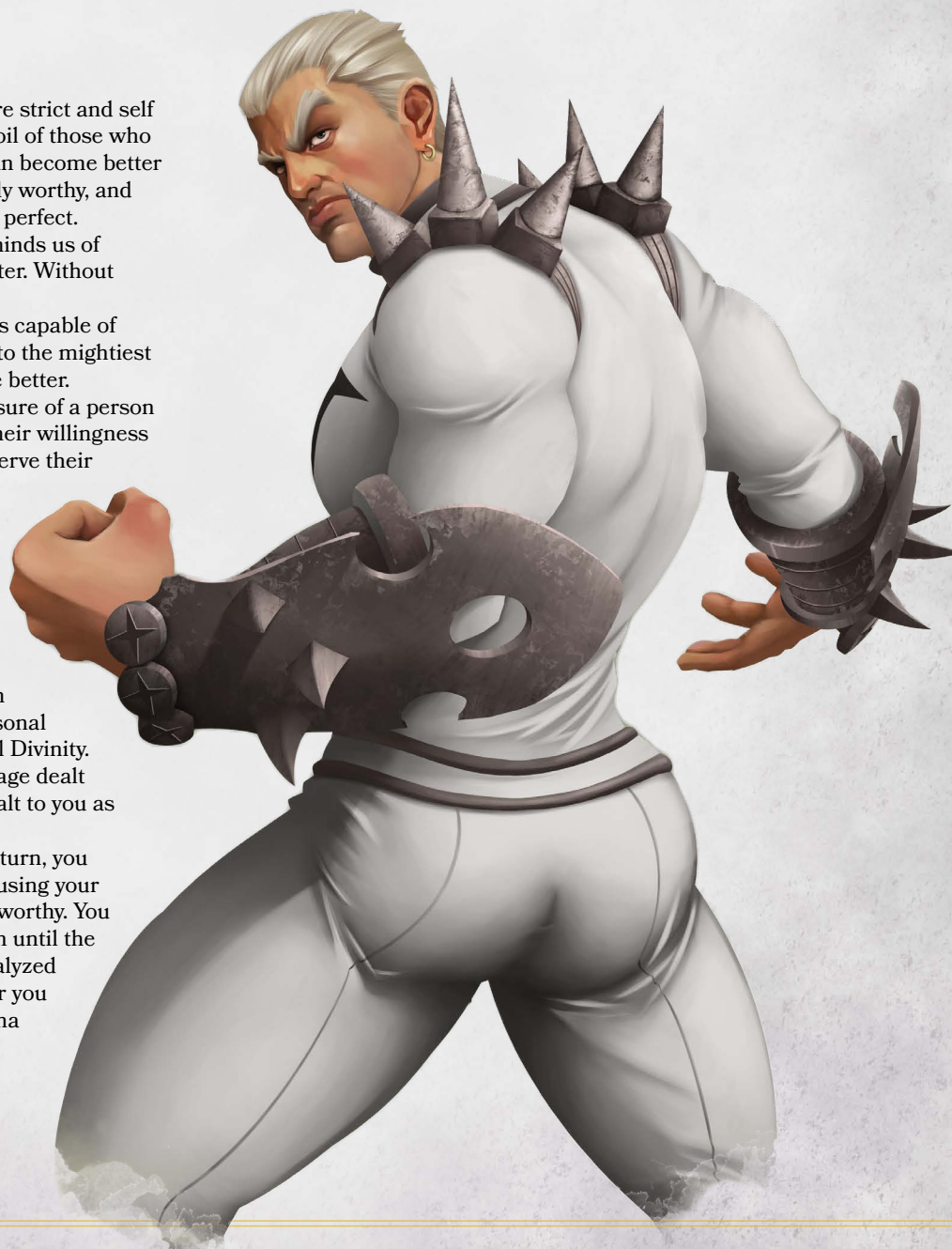
Beginning at 7th level, when you are targeted by a weapon attack, you may use your reaction to grant the attacker advantage on their attack roll. If you do so, the damage of the attack is instead dealt to you as stimulation, and your next attack against the triggering target deals additional damage equal to the stimulation gained.

SAFE IN DENIAL

By 15th level, you have learned to deny yourself even within the raptures of ecstasy. You may use a bonus action on your turn to gain the denied condition until the start of your next turn. While denied in this way, you gain temporary hit points equal to any stimulation you take.

WRATH OF THE PENITENT

At 20th level, you have learned to forge your own pain into a weapon against the unrepentant. After your Vow of Penance Channel Divinity ends, the next attack you make using your Lash of Penance feature instead deals additional damage equal to the total stimulation gained from your Vow of Penance



RANGER CONCLAVE:

MONSTERFUCKER

Most rangers are expert hunters, serving as trackers and guides, or using their skills to take down dangerous prey. The Monsterfuckers are hunters in their own way, Seeking out rare and exotic partners as opposed to deadly prey.

FAVORED PARTNER

1st-level feature, replaces your Natural Explorer feature

Monsterfuckers seek out rare and exotic creatures for the challenge of killing them, but for the unique experience of seducing them. As such, you turned your talent of studying foes towards better understanding your monstrous partners.

Choose a type of favored partner: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you may choose two races of humanoids other than your own (such as gnolls and orcs) as favored partners.

You have advantage on Wisdom (Insight) checks to communicate or understand the intentions and desires of your favored partners, as well as on Charisma checks made to seduce them.

When you gain this feature, you also learn one language of your choice that is spoken by your favored partners, if they speak one at all

You choose one additional favored partner, as well as an associated language, at 6th and 14th level.

FUCK LIKE AN ANIMAL

Beginning at 4th level, you have learned how to more effectively pleasure your nonhuman partners. You have advantage on sexual advances made against willing partners with at least one creature type other than humanoid.

MONSTER BETWEEN THE SHEETS

At 7th level, you learn to create salves and tonics that help you satisfy even the most extreme lovers. As an action on your turn, you may use one of these poultices to gain the following effects for the next hour:

- The Size category of your natural implements increases by one, up to a maximum of huge.
- You count as one size category larger for the purpose of sexual penetration.

BRUISES AND BITEMARKS

By 11th level, you have become accustomed to the dangers of having sex with more monstrous creatures, and have even learned to enjoy the feeling of sharp teeth and claws tearing into your skin.

When you take nonmagical damage from a natural weapon, you may use your reaction to treat damage from the triggering creature as stimulation until the start of your next turn.

LOVE IS A DEATHWISH

A true Monsterfucker is never afraid to put their life on the line for sex. Beginning at 15th level, you have advantage on death saving throws.

Additionally, if you are reduced to 0 hit points while your arousal score is above half your arousal maximum, you remain conscious and may continue to take actions as normal until you die or fail a climax saving throw.

ADDITIONAL “FIGHTING” STYLES

Sometimes, the fight is nothing more than foreplay. The following fighting styles are designed for martial combat in more sexual situations

HEAVY IMPACT

When you make a sexual advance using and implement with the sturdy property, you may use your bonus action to make an attack with the same implement.

SEDUCTIVE FIGHTING

While wearing fetish armor or no armor, you gain a +2 bonus to attack rolls and sexual advances.



ROGUEISH ARCHETYPE:

ESCORT

Sex Sells. Any rogue worth their salt understands the value of a well-placed bit of seduction, but few specialize in it the way you do. Prostitution is one of the oldest professions in the world, and you see no reason to fix what isn't broken. You have honed your skills in the arts of pleasure and seduction, combining flawless sexual technique with a charming personality.

TOOLS OF THE TRADE

When you choose this Archetype at 3rd level, you gain proficiency in all sexual implements, and may use your sneak attack as part of a sexual advance, dealing stimulation instead of damage. You also gain proficiency with the disguise kit if you are not already proficient.

SEDUCTIVE CUNNING

Starting at 3rd level, you have learned how to draw the eye and ensure all attention is on you. You can use the bonus action granted by your Cunning Action to attempt to distract or seduce a single target. The target must make an inhibition saving throw with a DC equal to $8 + \text{your Charisma Modifier} + \text{Your Proficiency Bonus}$. On a failure, the creature has disadvantage to notice creatures other than you until the end of its next turn, and attacks or sexual advances against it are made with advantage.

READ THE MARK

At 9th level you have become an expert in reading those around you, and can easily determine what will most capture their attention.

If you spend at least 1 minute observing a creature, you can determine the insightful information about its current mood or emotional state, personal interests, sexual orientation or proclivities, and sexual experience. You gain advantage on insight checks against this creature for the next hour, and sexual advances you make against it deal additional stimulation equal to your proficiency bonus.

STUNNING SEDUCTION

Beginning at 13th level, your seductive charms are nothing less than stunning. When a creature fails its saving throw against your Cunning Seduction feature by 5 or more, it becomes incapacitated until the end of its next turn. If it fails by 10 or more, it is instead stunned until the end of its next turn.

ALL EYES ON ME

By 17th level, you have learned to make yourself irresistible to the entire room. When you use your Cunning Seduction feature, you may choose to target all creature that can see you.

Once you use this feature, you must complete a long rest before you can use it again.



SORCEROUS ORIGIN:

SUCCUBUS BLOODLINE

Among the many fiends and monsters of the world, few are more alluring than abyssal succubi. As such, is it any wonder that so many mortal linages are woven with threads of demonic lust?

Your innate magic comes from one such thread - the awakened blood of a succubus (or incubus) provides you with a supernatural charm and beauty, and urges you to feed on the desires of others.

ARMOR OF VANITY

Beginning at 1st level when you choose this subclass, your abyssal beauty causes even the most hardened foe to think twice about striking you. While wearing fetish armor or no armor, your Armor class equals 10 + your Dexterity modifier + your Charisma modifier.

AURA OF SIN

Also at 1st level, the carnal magic suffusing your body as a visible effect on those around you. Creatures who begin their turn within 5 ft of you must succeed on an inhibition saving throw against your spell save DC, or become hyperaroused until the start of their next turn.

SUCCUBUS INSIGHT

By 6th level, you have learned to channel your lustful power into revealing the secrets of those around you. As an action on your turn, you may spend a sorcery point to touch a creature and learn one of the following pieces of information about the target

- One kink or fetish the target is subject to.
- One damage or stimulation type the target is vulnerable to.
- The name and appearance of the creature the target is most attracted to.
- The name and appearance of the last creature the target had sex with.

At the DM's Discretion, this may allow you to learn things about the target which they do not know themselves.

INFATUATING DESIRE

As your power increases, your abyssal charms become exponentially more potent. Starting at 14th level, any creature charmed by you is also infatuated.

DELICIOUS CLIMAX

Upon reaching 18th level, the true nature of your demonic heritage becomes clear. When a creature within 5 ft of you fails a climax saving throw, you may use your reaction feed on the triggering target. If you do so, the creature must make constitution saving throw against your spell save DC. On a failure, the target gains one level of overstimulation, and you regain 1d4 sorcery points.

SORCEROUS METAMAGICS

Lewd adventurers have learned how to use a variety of new, and often obscene tactics in their adventures, and sorcerers are no exception:

SPIKED SPELL

When you cast a spell that forces a creature to make a saving throw to resist its effects, you may spend 2 sorcery points to "spike" your spell as if you were spiking a drink. A creature that fails their saving throw against this spell becomes intoxicated for the duration of the spell or until the end of it's next turn, whichever is longest.

EROTIC SPELL

Your inborn magic is seductive and arousing, and so are your spells. When you cast a spell that requires a saving throw, you may expend 3 sorcery points to require an inhibition saving throw in place of any other saving throw.



WILD AND LUSTFUL MAGIC

Result Effect

- 1 Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls
- 2 Your arousal increases to its maximum value and you immediately begin making climax saving throws.
- 3 Your clothes and armor disappear until you complete a long rest. You are unaware of this fact, and utterly deny any suggestions to the contrary, or attempts to make you wear clothes.
- 4 Your body begins to compulsively masturbate. For the next minute, you must succeed on a DC 15 strength check at the start of each of your turns, or spend the turn pleasuring yourself to the best of your ability.
- 5 You cast *Enlarge/Reduce* on your genitals or other sexual traits. Roll 1d6: on a roll of 1-3, you enlarge these parts of your body; on a roll of 4-6 you reduce these parts of your body.
- 6 For the next hour whenever you open your mouth to speak, you experience the sensation and of a phantom cock in your mouth.
- 7 The last creature you had sexual intercourse with immediately climaxes, and is aware of the source of their climax.
- 8 You are petrified for 1d6 hours. While petrified in this way, your erogenous zones remain soft and fleshy, and you experience stimulation as normal.
- 9 You immediately grow a 12 inch cock if you do not already have one. If you already have a cock, ignore this result and roll again. This effect lasts until you climax.
- 10 For the next 1d6 hours, you can see the genitals and sexual characteristics of other creatures through their clothes.
- 11 For the next hour, anytime you climax, all other creatures within 30 ft must also make a climax saving throw, regardless of their current arousal.
- 12 You gain a powerful fetish for a random body part. For the next 24 hours, sexual acts or advances using that body part are made against you with advantage.
- 13 You lose any and all sexual characteristics, including genitals, until you complete a long rest. While transformed in this way, you may gain arousal, but automatically succeed on climax saving throws
- 14 Your pubic hair grows to a length of 12 inches, and is silky soft. It cannot be cut until you complete a long rest, after which it falls out and returns to its natural state.
- 15 Your erogenous zones become fully and almost painfully erect for the next 4 hours.
- 16 You are infatuated by the next creature you see for 1 hour, or until you climax.
- 17 A tiny fey appears on your shoulder and proceeds to kink-shame you for the next 24 hours.
- 18 A tiny imp appears on your shoulder and verbally encourages your most perverted sexual appetites for the next 24 hours.
- 19 Your breasts increase in size by one size category and begin lactating at high volume and pressure for the next 1d4 hours.
- 20 For next 1d4 hours, an ethereal squirrel proceeds to whisper your darkest sexual fantasies into the ear of any creature within 20 ft of you. If the squirrel is killed, 2 more take its place.
- 21 For the next 24 hours, you find yourself aroused by the silliest of things. Each time you hear a joke, pun, or other comedic retort, you gain 1d4 psychic arousal.
- 22 An illusionary of you appears within 5 ft of your current position, and lasts for 1d8 hours. The duplicate shares your appearance, but none of your in-game statistics, and is only interested in helping you get laid.
- 23 1d12 spectres appear at random locations within 20 ft of you. They move with you, and perform no actions other than watching you and pleasuring themselves.
- 24 For the next hour, the only words you can speak or write in any language are "Fuck Me"
- 25 For the next 24 hours, each time you climax, each creature within a 10ft cone must succeed on a dexterity saving throw or be covered in cum and gain 2d6 acid stimulation.
- 26 You smell strongly of sex for the next 24 hours. Any attempt to clean or remove this smell instead makes it stronger.
- 27 A magical seal appears above your genitals. For the next 1d6 days, you automatically succeed on climax saving throws.
- 28 You climax immediately, and the sound and image of your climax is magically broadcast to every creature of age within 1 mile.
- 29 A powerful fey appears at a point within 20 ft of you and demands to be brought to climax. If you fail to fulfil their request, they cast bestow curse upon you. If you succeed, they may grant you some form of boon or aid.
- 30 Your clothes magically transform to resemble a sexy maid's outfit. For the next 24 hours, you feel the magical compulsion to cook and clean, after which your clothes return to normal
- 31 You cast *Arcane Eye*. The magical sensor appears within 10 ft a creature currently engaged in sexual intercourse, regardless of range, and projects its observations 5 ft in front of you for all to see.
- 32 The lower half of your clothes fall to the ground or are otherwise doffed, leaving you naked from the waist down.

- 33 *If you have a cock, it is transformed into an enormous limp noodle for the next 1d6 hours. If you do not have a cock, ignore this result and roll again.*
- 34 *For the next hour, each of your fingers becomes tipped with a tiny cock*
- 35 *For the next 24 hours, any container you open contains an erect disembodied cock, in addition to any other contents.*
- 36 *A small rainstorm of flexible dildos falls on you, striking you for 1d4 bludgeoning damage. The dildos disappear shortly after falling to the ground.*
- 37 *You cast Grease, centred on yourself*
If you have balls, they burst into harmless magical flame. For the next 24 hours, you produce powerful alcoholic drink in place of semen, after which your balls return to normal. If you do not have balls, ignore this result and roll again.
- 38 *If you have tits, they become covered in a thin layer of frost, and feel cool to the touch. For the next 24 hours, squeezing them causes you to lactate ice-cream, after which your tits return to normal if you do not have tits, ignore this result and roll again.*
- 39 *Your senses are magically altered. For the next minute, you treat damage done to you as stimulation, and stimulation done to you as damage.*
- 40 *You gain the cock of a dragon or similarly sized monster, chosen by the DM. This lasts for 1 hour.*
- 41 *For the next 24 hours, each time you succeed on a knowledge check, you must make a climax saving throw, regardless of your current arousal.*
- 42 *Each creature within 20 ft of you must succeed on a wisdom saving throw or become hyperaroused for 1d4 rounds. Even the lightest touch thrills your mind with mental pleasure. You gain an extra 1d6 psychic stimulation whenever you gain stimulation from a physical source.*
- 43 *Your hair transforms into 1d4 tentacles for the next hour. These tentacles act on your initiative. If you do not command them, they make a sexual advance against the nearest creature, or you, if there are no other targets.*
- 44 *You and a random creature within 30 ft swap genitals for the next hour. Stimulation and other sensations affect the original owner of the genitals, rather than the current owner*
- 45 *Your genitals detach from your body and become a tiny creature with the statistics of a homunculus. They reattach or reappear after 24 hours, or if reduced to 0 hit points.*
- 46 *For the next 24 hours, your skin flashes through vibrant colors to display your emotions and arousal. Insight checks against you are made at advantage.*
- 47 *For the next 1d6 days, each time you climax, your cum animates into a small elemental sprite with the statistics of a water mephit.*
- 48 *For the next 24 hours, when you climax, your genitals release a small cloud of colourful confetti and the sound of a birthday cheer in place of cum.*
- 49 *You and all creatures within 30 ft of you must succeed on a constitution saving throw or become intoxicated for the next minute.*
- 50 *You Cast Evards Black Tentacles centered on yourself. The tentacles deal stimulation instead of damage.*
- 51 *Your Cast the Light Spell targeted on your erogenous zones.*
- 52 *Your Clothes Animate and begin pleasuring you. You gain 1d6 bludgeoning stimulation at the start of each of your turns. This effect lasts until you remove your clothes by succeeding on a strength saving throw.*
- 53 *You Grow Animal Ears and a tail. For the next 24 hours, your speech is magically altered to include cute animal noises and puns, after which the tail and ears disappear.*
- 54 *You transform into a gargantuan dildo for the one minute.*
- 55 *For the next minute, if you move more than 5 ft on your turn, your ass cheeks cast the thundeclap cantrip as a free action.*
- 56 *A pair of phallic horns appear on your head, crowned with a halo of flames. These horns remain for one hour, after which they disappear*
- 57 *14 werewolves appear at random points within 30 ft of you. They are fully erect and violently horny.*
- 58 *You cast charm person, targeting a random creature within range.*
- 59 *It all goes to your hips. For the next minute, your size category increases by one, and your intelligence score becomes 8*
- 60 *A large, phallic mushroom bursts from the ground at a point within 5 ft of you. If touched, it moans loudly.*
- 61 *For the next hour, you can only speak or vocalize in animal noises. This does not impact your ability to cast spells with verbal components*
- 62
- 63

WILD AND LUSTFUL MAGIC

- 64 You cast *entangle*, centered on yourself. Creatures that end their turn within the spell's area take 1d4 bludgeoning stimulation.
- 65 Your undergarments teleport to the top of your head. If you are not wearing undergarments, someone else's undergarments teleport to the top of your head.
- 66 An *etherial spotlight* remains focussed on you until you complete a seductive show.
- 67 A *succubus* appears at a point within 20 ft of you, and makes it their personal mission to seduce you into lecherous acts.
- 68 You regain your virginity. You lose proficiency with all sexual implements (including your natural implements) until you cause another creature to climax.
- 69 For the next 24 hours, faint and seductive music can be heard playing by any creature within 30 ft of you. Nice.
- 70 Your tongue grows to a length of 2 ft, and counts as a +1 sexual implement for the next hour.
- 71 You cast *Time Stop*. Sexual acts you perform while under the effects of this spell do not cause the spell to end.
- 72 A wolf or other large canine appears at a point within 5 ft of you and immediately attempts to hump your leg.
- 73 A random object within 30 ft of you becomes a mimic.
- 74 You cast *prestidigitation*, soiling the pants of the nearest creature other than yourself that is wearing pants.
- 75 A market stall full of bread appears within 30 ft of you. Everyone is uncomfortable.
- 76 A *Ghost* appears at a point within 5 ft of you and proceeds to perform oral sex on you for the next minute, or until you climax.
- 77 You are showered with the loose pages of a large journal. Each page contains a beautifully rendered images of feet
- 78 Sexually degrading writing appears all over your body. It cannot be washed off or cleaned by mundane or magical means for the next 24 hours.
- 79 You cast *Enthral*, targeting all creatures within range.
- 80 2d6 poisonous snakes appear within 20 ft of you. They have a fly speed of 30 ft, and their bite attacks deal stimulation instead of damage.
- 81 A strange nun appears, spanking you for 1d8 bludgeoning damage before disappearing
- 82 You cast *suggestion* on yourself and your nearest ally. The suggestion is to kiss
- 83 You are showered in coins and tips. Gain 2cp for every sexual advance you have made in the past 24 hours
- 84 A *bullywug* appears from the nearest body of water, and attempts to persuade you into kissing it. The *bullywug* claims to be royalty of some sort.
- 85 You cast *haste* on yourself. Your skin turns blue for the duration of the spell.
- 86 Your genitals are swarmed by an array of tiny harmless lizards for the next 24 hours. The lizards spread to any creature you have sexual intercourse with.
- 87 I disembodied voice calls from the distance, encouraging you to "do it for the exposure" each creature that can hear the voice must make a performance check, and lose a number of CP equal to the result.
- 88 A for the next minute, an *etherial greatclub* hovers over you, attacking any creature you can see that performs a sexual advance. The club uses your spell attack modifier when making attacks.
- 89 If you have a pussy, it transforms into a fragrant flower for the next 1d6 hours. If you do not have a pussy, ignore this result and roll again.
- 90 An incredibly attractive goblin appears at a point within 5 ft of you, wearing leather pants and singing words of power. He claims to be a king, and will not leave until you agree to marry him.
- 91 You begin drooling uncontrollably, and are unable to close your mouth.
- 92 A random barmaid appears, slapping you for 1d4 bludgeoning damage before calling you a pig or a whore and then disappears.
- 93 If you have tits, you magically grow an additional single breast
- 94 A talking squirrel appears at a point within 5 ft of you, and drunkenly accosts you for money before asking if you know where he lives. He seems to be having a very bad day.
- 95 For the next minute, any food you touch magically transforms into dick-shaped candies.
- 96 A portal to your genitals appears on a random surface within 1000 miles. The portal lasts for 24 hours, and can be used to perform sexual acts.
- 97 You cast *Hypnotic pattern*, centered on your nipples.
- 98 If you have a cock, it magically splits into two duplicates of itself for the next 24 hours.
- 99 A scarlet "A" appears on your left breast, and is visible through your clothing. It cannot be washed off or cleaned by mundane or magical means for the next 24 hours.
- 100 You violently climax in a burst of magical energy, regaining all expended spell slots.

OTHERWORLDLY PATRON:

THE COLLECTIVE

It is not known exactly what the Clockwork Collective truly is - whether it is some great intelligence overseeing the Dollhouse; the simple expression of clockwork synchronicity between dolls en masse; or perhaps even an expression of The Mistress, echoed through the Orichalcum components that make the Pleasure Dolls so unique. Whatever the truth, the inexplicable pull of the Collective holds a power far beyond its component dolls.

Those who bind themselves to the collective do so for a number of reasons - but they are rarely the reasons that inspire other such pacts. The Dollhouse has no need of those who seek power, and no place for those unwilling to serve. Instead, the dolls form rare pacts with those who seek purpose above all else. Such contracts, forged with the mysterious nature of The Collective itself, entwine a person forever within the intricate mechanisms of The Dollhouse, making them as much a part of the collective as any doll - albeit with an autonomy not otherwise found within its perfectly synchronous parts.

Even those warlocks who are not Dolls know their purpose. As a part of the Collective, their role is to serve, and their obedience is to be absolute. This is not expressed as much in words as it is felt within the core of their being. They are no longer only themselves - they are a part of the greater whole, and their actions are dictated by a simple yet inexplicable sense of purpose. They also know the risks of denying this purpose - components that fulfil not purpose will be *replaced*.

EXPANDED SPELL LIST

The Dollhouse lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

THE COLLECTIVE EXPANDED SPELL LIST

Spell Level	Spells
1st	<i>Cure Wounds, Sanctuary</i>
2nd	<i>Aid, Tantalizing Treat</i>
3rd	<i>Create food and Water, Tiny Servant</i>
4th	<i>Fabricate, Private Sanctum</i>
5th	<i>Animate Object, Greater Restoration</i>

MECHANICAL PRECISION

Also at first level, your patron grants you an intrinsic understanding of complex mechanisms. You gain proficiency in tinker's tools if you are not already proficient, and the *Mending* cantrip is added to the warlock spell list for you.

PLEASURES OF SERVICE

Starting at 6th level you have begun to understand the true pleasure that comes from serving others. When an ally within 5ft of you would fail an attack roll, skill check, or saving throw, you may use your reaction to grant your ally advantage on the triggering roll.

Once you use this feature, you can't use it again until you finish a short or long rest.



PERFECT PURPOSE

The sense of purpose granted by your patron gives you clarity even when your mind would be otherwise muddled. Beginning at 10th level, you have advantage on saving throws against spells and effects that would cloud your mind, such as *confusion*, *charm person*, or *fear*.

When you fail a saving throw against one of these effects, you are immediately aware that you are being influenced, regardless of the source or nature of the effect

SYNCHRONICITY

As you reach 14th level, the uncanny perfection of a doll suffuses your movements and actions as you fall perfectly in sync with the world around you. Everyday inconveniences cease to exist for you. There is always a room at the inn, you always arrive exactly in the moment you are most needed, and even when lost, you somehow inevitably wind up exactly where you are meant to be.

You ignore disadvantage caused by mundane sources, such as difficult terrain or nonmagical darkness. This does not affect disadvantage caused by the abilities or class features of other creatures.

As a bonus action on your turn, you can focus the sense of synchronicity to grant yourself advantage one attack roll, skill check, or saving throw. Once you use this feature, you must complete a short rest before you may use it again.



OTHERWORLDLY PATRON:

THE MASTER

Deep within the heart of a twistedly erotic plane, there sleeps a being manifest of the deepest desires of mortal and immortal kind alike. Sealed within her lustful chambers, The Master is a force too ancient and powerful to properly describe with words - instead, she is a being of sensation, of pleasure, and of yearning

The Master' rules over a domain of corrupting arousal and sexual fantasy, and within this domain, her thirst for pleasure is echoed in every living being. Few adventurers who enter The Dungeon ever return from it's depths, but those who do are changed forever; twisted into lewd reflections of their former selves, and released back into the world to spread The Master' lustful will.

Your Patron is a being of primal lust and pleasure - of arousal and desire so deep that mere sanity bends in her wake. Her love is without bounds, and she has chosen you to spread that love, especially to those who would deny her, and to those who would deny themselves.

Unlike other patrons, The Master bares no secret motivations from her supplicants, and seeks only the happiness and pleasure of all beings. With each new supplicant to her will, The Master grows in power, and her release back out upon the world grows nearer. When this day comes, the entire world shall know climax in her presence, and the fear and suffering of the world shall be replaced with endless pleasure.

EXPANDED SPELL LIST

The Master lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you

THE MASTER' EPANDED SPELL LIST

Spell Level	Spells
1st	<i>Affirm Gender*</i> , <i>Detect Sexual Alignment*</i>
2nd	<i>Ruin Orgasm*</i> , <i>Detect Thoughts</i>
3rd	<i>Hypnotic Pattern</i> , <i>Incite Lust*</i>
4th	<i>Evards Black Tentacles</i> , <i>Steal Mojo*</i>
5th	<i>Geas</i> , <i>Dominate Person</i>

PROTECTIONS OF THE LUSTFUL

At first level when you choose this pact, The Master takes steps to ensure you can always fulfill your pact. You are immune to disease, and cannot become pregnant unless you choose to do so, even through non-traditional pregnancy

GIFTS OF DESIRE

Also at first level, the will of The Master infuses you with an otherworldly and sensual grace. You gain proficiency in all sexual implements, and may add twice your proficiency bonus to persuasion (charisma) checks against non-hostile creatures.

LEWD OFFERING

Starting at 6th level The Master has taught you how to harness the arcane power of unbridled passion. When you bring a creature other than yourself to climax, you may use a reaction to offer their pleasure to your patron, gaining an additional warlock spell slot, which lasts until expended. You may have only one additional spell slot at a time.

Once you use this feature, you can't use it again until you finish a short or long rest.

INURED TO AROUSAL

Your pact with The Master has exposed you to Arousal far beyond anything this world has to offer. Beginning at 10th level, you are immune to the charmed and infatuated conditions, and have resistance to stimulation from non-magical sources.

Additionally, you suffer the effects of overstimulation as if your overstimulation level were one less.

OVERWHELMING CLIMAX

As you reach 14th level, the lewd gifts of your mistress are nothing less than mind-shattering to those unprepared. Each time a creature fails a Climax saving throw as the result of one of your warlock spells or class features, it gains a level of overstimulation, regardless of the number of climaxes it has experienced.

PACT BOON

While The Master is not the only patron who might seal pacts in the following way, the options below represent some of the most common pacts among her chosen

PACT OF THE COLLAR

The Pact of the Collar is bestowed upon supplicants who promise themselves not for power or for personal gain, but for the fulfilment of serving. Such servants are gifted with an Eldritch Collar, which symbolizes their unwavering love and devotion to their patron.

If your collar is lost or destroyed, you may have it restored by spending 8 hours and 100 gp in supplication to your patron.

Your patron has bestowed upon you great insights into the hearts and minds of others, so that you might understand how best to serve. While wearing your Eldritch Collar, you may use an action on your turn to peer into the heart of any creature you are touching.

The target must make a charisma saving throw. On a failed save, you learn the creature's alignment, current emotional state, and any kinks, fetishes, or repressed desires. The target has. You learn only that these desires exist in the target, not if they have been acted upon. On a successful save, the target is immune to the effects of this feature for the next 24 hours

You have advantage on Persuasion (charisma) and Insight (wisdom) checks made against any target who has failed their saving throw against this feature within the past 24 hours.

PACT OF THE MIRROR

Mortals have chosen to sell themselves away for beauty and influence since before the first stars twinkled in the sky. The Pact of the Mirror bestows upon the pact maker a mirror of unseemly beauty, which may be used as a spellcasting focus for your warlock spells

If your pact mirror is lost or destroyed, you may have it restored by spending 8 hours and 100 gp in supplication to your patron.

While your Pact Mirror is on your person, you remain in or return to the prime of your life, and are considered supernaturally beautiful or attractive. You cannot be aged by any means, non-magical or otherwise, and are immune to any spell or effect that would alter your form.

Your unnatural beauty gives you advantage on Persuasion (charisma) checks made against humanoids and creatures with an intelligence of 8 or higher

PACT OF THE WHIP

The pact of the whip is granted to those warlocks who seek dominion and domination of other creatures. With it is given a pact implement, which may take the form of a whip, a crop, or any other tool of domination, as decided by your patron.

If your pact implement is lost or destroyed, you may have it restored by spending 8 hours and 100 gp in supplication to your patron.

Your pact implement may be used as a spellcasting focus for your warlock spells. While your pact implement is in your possession, You have advantage on intimidation (charisma) checks made against creatures of size category medium or smaller.

Additionally, any creature that is charmed by you is also frightened, and any creature that is frightened of you is also charmed.



WARLOCK INVOCATIONS

The following warlock invocations expand on the power granted by The Master, and the pact boons listed above.

EMPOWERING DOMINATION

Prerequisite: Pact of the Whip feature

When you instruct, command, or suggest a course of action to a creature using a warlock spell, that creature has advantage on attack rolls and ability check made to perform that action.

PERSUASIVE BINDING

Prerequisite: Pact of the Whip feature

You have advantage on persuasion (charisma) checks against restrained creatures

SUCCUBI'S CHARM

Prerequisite: 10th level

Creatures Charmed by you are also Infatuated by you.

LUSTFULL SACRIFICE

Prerequisite: The Master warlock patron

When you make a Climax saving throw, you may choose to fail the saving throw and regain a spell slot. You must complete a short or long rest before you may use this feature again.

SERVANT'S AID

Prerequisite: Pact of the Collar feature

You may take the help action as a bonus action on your turn.

SUBMIT TO DESIRE

Prerequisite: Pact of the Collar feature, The Master warlock patron

As a free action on your turn, you can choose to submit to the desires of those around you. Until the start of your next turn. Direct Advances are made against you with advantage, and you have disadvantage on saving throws and skill checks made against Sexual or Skilled advances.

In return, until the start of your next turn, any stimulation you deal to a creature other than yourself is doubled

LANGUAGE OF LOVE

Prerequisite: The Master warlock patron

You may communicate telepathically with creatures you are in physical contact with. You do not need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language

UN-SCARRED VISAGE

Prerequisite: Pact of the Mirror feature

You may cast *Cure Wounds* on yourself without expending a spell slot. You may use this feature a number of time between long rests equal to your proficiency bonus.

TAINTED REFLECTION

Prerequisite: Pact of the Mirror feature, 15th level

When you succeed on a saving throw against a spell which applies a condition, you may use a reaction to store the condition within your pact mirror. When you cast a warlock spell with a single target, you may choose to add this condition to the effect of your spell. You must choose to do so before the spell is cast, and doing so removes the condition from your mirror. You may have only 1 condition stored in your mirror at a time





SEDUCTIVE BEAUTY

Prerequisite: Pact of the Mirror feature, 9th level

You may cast *Enthrall* without expending a spell slot. Creatures enthralled by you perceive you as the most beautiful and arousing creature they have ever encountered.

SUPPORTIVE MAGIC

Prerequisite: Pact of the Collar feature

When an ally within 30 ft of you casts a spell, you may use your reaction to expend a spell slot and add the your warlock spell slot level to the level of the spell being cast.

DENIED SUPPLICATION

Prerequisite: Pact of the Collar feature

Upon completing long rest you may choose to gain the Denied condition until you complete another long rest. If you do so, you gain an additional use of your Mystic Arcanum class feature

DENIAL OF RELEASE

Prerequisite: Pact of the Whip feature, 15th level

When you impose the denied condition on a creature, it gains one level of overstimulation for each long rest it completes while still denied.

CURSEBRINGER

Prerequisite: 11th level

When choosing spells as part of your Mystic Arcanum class feature, you may instead choose a Slave Brand, with a level equal to or lower than the spell level of the spell you would choose. As an action on your turn, you may apply this Slave Brand to a willing or unconscious creature. You may apply a Slave Brand once between long or short rests.

Additionally, you may remove Slave Brands of a level equal to or lower than your Mystic Arcanum spell level.



WIZARD SCHOOL:

SCHOOL OF OBSCENITIES

The first rights of magic were not taught by scholarly wizards in high towers, or powerful archmages in university lectures. Long before the days of wizarding schools, magic was the domain of the occult and outcast, and spells were things of passion as much as study.

Those who study the School of Obscenities remember the old ways, and the powerful rites and rituals now forbidden by formal institutions. Woven with sex, desire, and arousal, the obscene magic they practice is empowered by the lustful energies of life itself.

ORGASMIC EMPOWERMENT

Beginning at 2nd level when you choose this school, you have learned to harness your orgasms to empower the magic of your spells. You have advantage on concentrating checks triggered by stimulation, climax, or other lewd conditions.

Additionally, When you climax, you may immediately use your reaction to cast one wizard spell which would normally require an action. When you do so, the spell is cast as if it were 1 level higher than the spell slot used to cast it.

LUSTFUL INGREDIENTS

By 6th level, you know how to make use of components forbidden by more formal schools of magic. When casting a spell that targets a single creature, you may expend a vial of that creature's cum or other sexual fluids to extend the range of the spell to 1 mile, ignoring line of sight.

The target hears the verbal components of your spell as a faint whisper in their ear, and feels any direct somatic components as a gentle phantom touch. A successful arcana check against your spell save DC allows the to recognize they have been targeted by a spell, even if they cannot determine the source.

PROFANE RITUAL

Starting at 10th level, you have learned obscene rites, which allow you to transform almost any spell into a ritual. When casting a spell of 5th level or lower, you may instead choose to cast the spell as a profane ritual, even if it does not have the ritual tag.

Profane Rituals function in exactly the same way as other rituals, but require continuous sexual activity with at least one partner for the full duration of the ritual. The number of partners requires is equal to the spell's level, minus one. For the ritual to succeed, each creature involved must climax at least once.

SEXUAL BONDING

Upon reaching 14th level, the you have learned to use the magic of sex to bind creatures together in powerful arcane bonds. When using your Profane Ritual feature to cast a spell which targets at least one ally, you may instead target all creatures participating in the profane ritual.





FETISHES

Kink is sexy. Despite what most people might be willing to admit, few people, be they adventurers or common folk, are without a deviant interest or two. For some people, however, kink is more than just an enjoyable fantasy, but a fetish that helps to define who they are.

A fetish is more than just something kinky you are into. Fetishes represent substantial experience spent exploring and indulging in a particular sexual act or interest, and provide you with mechanical effects that reflect not just your attraction to a specific kink, but also minor boons you have gained from your experiences

When creating your character, you may choose one or more fetishes as approved by your DM, similarly, your DM may allow you to gain additional fetishes as you explore your sexuality and encounter new forms of perversion in your adventures. The selection below represents some of the most common fetishes among adventurers, but it is hardly a complete list.

ANONYMIST

The mask stays on, especially during sex. It's more fun not knowing who's behind it.

- You have advantage on stealth checks, and checks made to hide your identity.
- You gain vulnerability to stimulation when you cannot identify the source, or do not recognize your partner

BRAT TAMER

There's no mistaking who is in charge when you're around. But it's no fun if they don't put up a little fight

- You have advantage on intimidation and persuasion checks.
- When you succeed on an intimidation or persuasion check, you gain psychic stimulation equal your proficiency bonus.

CHASTE ONLOOKER

You have sworn a vow of chastity, but only because it gets you off.

- You add twice your proficiency bonus to your Inhibition Score.
- You do not add your constitution modifier when calculating your Arousal Maximum.

CHILL SEEKER

Nothing heats you up like an icy chill applied in just the right way. The colder the better

- You gain resistance to cold damage
- Whenever you take cold damage equal to less than your inhibition score, you may choose to treat it as stimulation instead.

COLLARED PET

You are shamelessly devoted to your allies and only feel truly safe when in the care of someone you trust.

- You add twice your proficiency bonus when making checks aided by the help action.
- You have disadvantage on checks and saving throws while you do not have line of sight to at least one ally.

DEVOTED SERVANT

You are eager to please and never feel more at peace than when simply doing as you are told

- You add twice your proficiency bonus when making checks aided by the help action.
- You have disadvantage on saving throws against persuasion and intimidation checks

EDGE PUPPET

Why would you ever want to cum when it feels so good riding the edge?

- You have advantage on climax saving throws.
- When you gain the edged condition, you do not drop what you are holding or fall prone.
- You are Incapacitate, rather than Stunned, while subjected to the edged condition
- You have disadvantage on skill checks and saving throws while below half your maximum arousal.

EXHIBITIONIST

You find it impossible to enjoy yourself properly without the risk of being seen.

- You automatically succeed on climax saving throws while not observed by at least one creature not currently engaged in sex.
- When you gain stimulation of any type, you gain additional psychic stimulation equal to your proficiency bonus if you are observed by at least one creature not currently engaged in sex.

HEALSLUT

Nothing is more arousing to you than being useful to your allies, especially in the heat of battle.

- When you use a spell or other ability that restores hit points to another creature, you may roll 1d6 and add the result to the hit points restored.
- When you use a spell or other ability that restores hit points to another creature, you gain the hyperaroused condition until the start of your next turn.

HYPNOPHILE

You have an erotic attraction to hypnotized or otherwise enchanted creatures, and have learned how to change techniques on the fly best suit your target.

- When a creature you can see succeeds on its saving throw against one of your enchantment spells, you may use your reaction to force the triggering target to repeat the saving throw using your choice of intelligence, wisdom, or charisma.
- Whenever a creature fails its saving throw against one of your enchantment spells, you gain psychic stimulation equal to half your proficiency bonus.

MASOCHIST

You like Pain - plain and simple. The more it hurts, the better it feels.

- Whenever you take damage equal to less than your inhibition score, you may use your reaction to gain temporary hit points equal to the same amount. If you do so, you gain stimulation of the same amount and type as the damage dealt.



PYROSEXUAL

You like it hot, and not just metaphorically. All you need to get yourself started is the right kindling.

- You gain resistance to fire damage
- Whenever you take fire damage equal to less than your inhibition score, you may choose to treat it as stimulation instead.

REBELLIOUS BRAT

Just because you want to be dominated, doesn't mean you are going to make it easy.

- You have Advantage on Saving throws against intimidation and persuasion checks.
- When you fail a saving throw against an intimidation or persuasion check, you gain psychic stimulation equal to half the Saving throw DC

RIGGER

You know a thousand and one ways to keep someone tied up, and have spent countless hours learning intricate and erotic knots and restraints

- You add twice your proficiency bonus to the escape DC when grappling or restraining a creature.
- Your inhibition score is reduced by an amount equal to half your proficiency bonus while you have line of sight to a restrained creature.

ROBOSEXUAL

No living creature will ever be able to please you as well as your favourite toys.

- You gain resistance to stimulation from natural implements
- You gain vulnerability to stimulation from artificial implements and artificial constructs.

ROPE BUNNY

You are intimately familiar with ropes, chains, and other forms of bondage, and your time spent tied up has taught you how to break free of most restraints when you need to.

- While Subject to the grappled or restrained conditions, you gain psychic stimulation at the start of each of your turns equal to your proficiency bonus.
- You have advantage on checks made to escape the grappled and restrained conditions.

SEXUAL BRAWLER

Nothing gets you as horny and riled up as a good old fashioned fight, and all that impact has taught you how to take a punch.

- Whenever you take bludgeoning damage from a melee weapon attack, you may choose to reduce the damage by half and gain bludgeoning stimulation equal to the same amount
- You gain the hyperaroused condition while at or below half your hit point maximum.

SEXUAL SADIST

You get off on causing pain, and know how to use weapons in unique and exciting ways.

- You gain proficiency in 3 martial or exotic weapons of your choice, and may use them as sexual implements.
- Whenever you deal damage using one of your chosen weapons, you gain psychic stimulation equal to half your proficiency bonus.

SHOCK JOCKEY

50,000 Volts, strait to the nipples! Sounds like a good time to you!

- You gain resistance to lightning damage
- Whenever you take lightning damage equal to less than your inhibition score, you may choose to treat it as cold stimulation instead.

SIZE KING/QUEEN

Whoever said "size doesn't matter" obviously never met you.

- You treat sexual implements as one size category smaller when determining the negative effects of being penetrated.
- You gain vulnerability to stimulation from sexual implements of size category large or bigger

SLAVE KEEPER

Your submissives know that they are no more than valuable property to you. And no one touches your property without your permission.

- Whenever a creature you can see targets an ally within 10 ft of you with an attack or sexual advance, you may use your reaction to make an opportunity attack against the triggering creature.
- Allies have disadvantage on charisma checks and saving throws while within 10 ft of you.

STREET WHORE

Who says you cant mix business with pleasure? Nothing gets you hotter than a fistful of dirty gold coins.

- You receive twice the normal value when exchanging sex for goods or services.
- Your inhibition score is reduced by half when being paid for sex.

SWINGER

One is boring, two is alright, But three or more is where it finally starts to get interesting.

- You gain resistance to stimulation from direct sexual advances if you are currently engaged by less than two partners
- Whenever you gain stimulation, from a direct sexual advance, you gain additional stimulation equal to your current number of partners, minus 1.

TOTAL FUCKING BIMBO

You realized a long time ago that your looks do you more favours than your brains.

- You have disadvantage on intelligence checks and saving throws.
- Whenever you fail an intelligence check or saving throw, you gain advantage on your next persuasion check or sexual advance.

TRAINER

You find pleasure in training others to fit your desires, and gain an erotic thrill from watching them do as they are told.

- You may use the help action as a bonus action on your turn.
- Whenever an ally succeeds on a check or saving throw as a result of your help action, you gain psychic stimulation equal to your proficiency bonus

TRANCE-SEXUAL

Nothing is more erotic to you than having your mind alters or played with - which has forced you to be hyper-aware of how you might be manipulated.

- You have advantage on insight checks, and checks made to recognize illusions or enchantments.
- Whenever you fails a saving throw against an enchantment or illusion spells, you gain additional psychic stimulation equal to your proficiency bonus.

VOYEUR

You get off watching the erotic exploits of others, and have a knack for noticing things you were never intended to see.

- You have advantage on investigation and perception checks while hidden
- You gain psychic stimulation equal to half your proficiency bonus whenever a creature you can see hits with a sexual advance, or fails an inhibition saving throw.





SPELL DESCRIPTIONS

There are few things that motivate mortals more than sex, and no less can be said of mages. While most would deny it, anyone with access to magic has at some point wondered just what sorts of unique pleasure they might experience - or create - through their unique craft.

The spells below are Presented in alphabetical order, and represent some of the most well known spells, designed specifically for sex or related purposes.

AFFIRM GENDER

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 2 hours

With a gentle touch and an affirming word, you alter a creature's sexual characteristics and natural implements to match it's gender. Sexual implements created in this way are of the same size category as the creature they are attached to.

At Higher Levels: When you cast this spell using spell slot of 2nd Level or higher, the duration of the spell increases by 2 hours for each slot level above 1st. When you cast this spell using spell slot of 5th Level or higher, the duration instead becomes 24 hours. When you cast this spell using spell slot of 8th Level or higher, the effect becomes permanent

ARCANE LEASH

3rd-level conjuration

Casting Time: 1 Action

Range: 10 ft

Components: V, S, M (a length of rope, chain, or leather strip)

Duration: Concentration, up to 1 hour

You snap your fingers and demand obedience as a spectral collar clasps around the neck of your target, preventing them from straying beyond your reach. Choose one creature within 10 feet that you can see. The target must succeed on a charisma saving throw, or become infatuated by you for the duration of this spell.

While infatuated in this way, the creature cannot willingly move more than 10 feet away from you. If an effect or circumstance would force the target to move more than 10 ft from you, the spectral leash snaps, and the spell ends.

BEGONE THOT

2nd-level abjuration

Casting Time: Reaction, When you are targeted by a sexual advance

Range: 20 ft

Components: V, S

Duration: Instantaneous

You speak words of arcane power, expelling a creature who's sexual attentions are unwanted. The triggering creature is randomly teleported to a space within 120 ft that is not within your line of sight.

CELIA'S TRIGGERED SUGGESTION

5th-level enchantment

Casting Time: 1 minute

Range: touch

Components: V, M (a pinch of gemstone dust worth at least 100gp)

Duration: 24 hours

You layer a powerful suggestion deep within the subconscious of a sleeping or unconscious creature that can hear and understand you. Choose a specific condition or trigger (such as a spoken word, or the snap of a finger) and suggest a short activity or course of action. Creatures that can't be charmed are immune to this effect.

The suggestion must be worded in such a manner as to make the course of action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act ends the spell.

For the duration of this spell, each time the condition is met, the target must make a Wisdom saving throw. On a failed save, it pursues the course of action you described to the best of its ability. If the condition isn't met before the spell expires, the activity isn't performed.

On a successful save, or If you or any of your companions damage the target, the spell ends.

At Higher Levels: When you cast this spell using a 6th-level spell slot, the duration is 10 days. When you use an 7th-level spell slot, the duration is 30 days. When you use an 8th-level spell slot, the duration is a year and a day. When you use a 9th-level spell slot, the duration is permanent until dispelled

CROWN OF LECHERY
1st-level enchantment

Casting Time: 1 Action
Range: 120 ft
Components: V, S
Duration: concentration, up to 1 minute

One humanoid of your choice that you can see within range must succeed on a Wisdom saving throw or become charmed by you for the duration. While the target is charmed in this way, an ethereal crown of thorny roses appears on its head, and its pupils dilate into glowing hearts.

The charmed target must use its action on each of its turns to make a sexual advance against a creature other than itself that you mentally choose. If the charmed creature is not within reach of another creature, you may instead choose for it to move its speed towards a creature of your choice. The target can act normally on its turn if you choose no creature.

On your subsequent turns, you must use your action to maintain control over the target, or the spell ends. Also, the target can make a Wisdom saving throw at the end of each of its turns. On a success, the spell ends.

CUPID'S ARROW
4th-level evocation

Casting Time: 1 Action
Range: 90 ft
Components: V, S, M (a phial of fragrant perfume)
Duration: 1 minute

A shimmering pink arrow streaks toward a target within range and bursts in a cloud of potent aphrodisiac. Make a ranged spell Attack against the target. On a hit, the target takes 1d8 poison stimulation, and must succeed on a wisdom saving throw or become infatuated by the next sexually compatible creature it sees for the duration of the spell.

A creature may repeat this saving throw any time it takes damage, or is subjected to harm by the source of its infatuation, ending the effect on a success. When the effect ends, the creature knows it was charmed.

At Higher Levels: The duration of this spell becomes 1 hour when cast at 5th level, 8 hours when cast at 6th level, 24 hours when cast at 7th level, 1 month, when cast at 8th level, and 1 year when cast at 9th level.

DETECT SEXUAL ALIGNMENT
1st-level divination

Casting Time: 1 action
Range: Self
Components: V, S
Duration: Concentration, up to 1 minute

For the duration of this spell, you learn the basic elements of a creature's sexuality simply by looking at them. You can discern what sex or sexual characteristics a creature is attracted to, what races or creatures a creature is attracted to, and if a creature has a preference for dominance or submission during sex.

This spell does not reveal any of a creature's kinks or fetishes, or reveal sexual preferences the creature is unaware of.

DOMINATE CLOTHES
5th-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a length of golden thread)
Duration: Concentration, up to 1 minute

The Target's clothes animate to follow your commands, forcing the same acting on the target's turn, and attempting to force the target to follow your instructions.

At the start of each of its turns, a creature wearing these clothes must make a strength check against your spell save DC. On a success, the creature takes its turn normally. On a failure, the creature's clothes force it to obey your mental commands to the best of their ability, as per the dominate person spell.

A creature may attempt to rapidly free itself from the clothes by making a dexterity check against your spell save DC. On a success, the creature strips naked, and its clothes take on the statistics of a suit of Animated armor.



DOMINAE'S DESPERATE DENIAL

2nd-level enchantment

Casting Time: 1 action

Range: 90 ft

Components: V, S, M (a loop of silk ribbon)

Duration: Concentration, up to 8 hours

You cast your power out over those around you, denying them the release of orgasm. Roll 5d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring denied creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell gains the denied condition until the spell ends, or you grant it verbal permission to climax. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points.

A creature's hit points must be equal to or less than the remaining total for that creature to be affected. Constructs and creatures immune to being charmed aren't affected by this spell.

FLAMES OF DESIRE

1st-level abjuration

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A glowing aura of lust surrounds you, empowering you with the sexual energy of a succubus. You gain 5 untamed arousal points for the duration. If a creature hits you with a direct sexual advance while you have these points, the creature gains 5 fire stimulation.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, both the temporary arousal points and the fire stimulation increase by 5 for each slot.

INCITE LUST

3rd-level enchantment

Casting Time: 1 action

Range: 30 ft

Components: V, S, M (your own natural implement)

Duration: Concentration, up to 1 minute

When you cast this spell, you present your natural implement and choose any number of creatures within range that can see you. Each target must succeed on a Wisdom saving throw or be charmed by you until the spell ends, or until you or your companions do anything harmful to it. While charmed in this way, a creature can do nothing but use its movement to approach you in a safe manner. While an affected creature is within 5 feet of you, it cannot move, but simply stares Lustfully at your body.

At the end of each of its turns, an affected target can make a Wisdom saving throw. If it succeeds, this effect ends for that target.



INFATUATING SHAFT

3rd-level enchantment

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

The next time you hit a creature with a ranged weapon attack before this spell ends, the projectile gives off a strong scent of perfume as it is loosed. The attack deals 2d6 psychic stimulation to the target instead of its normal damage.

Additionally if the target is a humanoid, it must make succeed on a Wisdom saving throw, or be infatuated by you until the spell ends.

INTOXICATING SMILE

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a warped mirror)

Duration: Concentration, up to 1 minute

You Smile Enticingly, using the force of your presence to impair your target's judgment. The target must succeed on a charisma saving throw or become intoxicated for the duration.

A creature may repeat this saving throw at the beginning of each of its turns.





JANINE'S ARCANES THEATRE
5th-level divination

Casting Time: 1 minute

Range: self

Components: V, S, M (A Diamond worth at least 500gp)

Duration: concentration, up to 8 hours

You cast your voice and image across the plane, making it visible to hundreds of individuals at once. When you cast this spell, choose a specific passphrase. Up to 100 Creatures who know this passphrase immediately become aware that you are casting this spell, and may choose to see and hear you, so long as they are on the same plane of existence.

You create up to three Invisible sensors within 10 feet of yourself. Creatures can see and hear through the sensor as if they were there. The sensor moves with the with you, remaining within 10 feet of you for the Duration. A creature that can see Invisible Objects sees the sensor as a luminous orb about the size of your fist.

At Higher Levels: When you cast this spell using a spell slot of 6th level or higher, the number of creatures who can see or hear you increases by 100 for each spell slot above 5th.

LAUNDRY DAY
enchantment cantrip

Casting Time: 1 reaction, when seen by another creature

Range: 30 ft

Components: V

Duration: 1 hour

When noticed for your unusual attire or appearance, you speak a word of power, causing all creatures within range that can hear you to regard your appearance as completely normal for the duration of this spell. This does not cause them to ignore your presence, or allow you to go unnoticed in places you are not welcome, simply to be considered normal in appearance.

For example, you could cause people at a dinner party to ignore the fact that you are naked, or that you are of an unusual race or appearance, but you could not cause them to ignore your presence in the castle, or make them believe you are an invited guest.

LUBRICATION
conjunction cantrip

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 minute

You trace your fingers over yourself or a willing partner, and softly tease their waiting body. For the duration of the spell, A slick oily lubricant coats the target's orifice, allowing the target to safely withstand penetration by sexual implements up to two size categories larger than it's own, or to safely penetrate creatures up to two size categories below it's own without causing harm.

SELINA'S GLORYHOLE
3rd-level conjuration

Casting Time: 1 action

Range: 15ft

Components: V, S

Duration: Up to 1 hour

You call forth your own magic, transforming an arcane sensor to give potential peeping toms more than just a show.

Choose one arcane sensor you are aware of, such as those created by the *Arcane Eye* or *Scrying* spells. For the duration of this spell, the sensor transforms into a small portal, large enough to fit a single sexual implement through. This portal connects to the creature using the sensor, allowing them to make direct sexual advances against you, or other creatures within 5ft of the sensor.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the number of sensors you can affect in this way increases by 1 for each level above 3rd.

MAGECOCK

3rd-level Conjuraton

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: 1 minute

A spectral, floating cock or other sexual implement appears at a point you choose within range. The implement is of medium size, and lasts for the Duration, or until you cast this spell again.

When you cast the spell, you can make an direct sexual Advance against a creature within 5 feet of the weapon, using your spell attack modifier. On a hit, the target takes force stimulation equal to 1d8 + your Spellcasting ability modifier.

As an Action on Your Turn, you can move the implement up to 20 feet and repeat the Advance against a creature within 5 feet of it.

At Higher Levels: When you cast this spell using a spell slot 4th Level of or higher, the you summon an additional cock for each slot level above 3rd. You may command each of these implements using the same action, making a sexual advance with each of them against the same creature

MAULD'S GOBLINIZING GIFT

4th-level transformation

Casting Time: 1 Action

Range: Touch

Components: V, S, M (a phial of sap from a rubber tree)

Duration: 1 hour

You trace your finger along the skin of a willing creature, instilling them with the rubbery resilience of a goblin. For the duration of this spell, the target ignores any penalties or harmful effects caused by sexual penetration. Additionally, the Target's body can be stretched and distended by up to twice it's normal size, allowing it to safely store or transport items of an appropriate size inside of itself.

MINDBREAK

8th-level enchantment

Casting Time: 1 action

Range: 150 feet

Target: A creature you can see within range

Components: V, S, M (a crystal phallus)

Duration: Instantaneous

You enthrall the mind of a creature that you can see within range, attempting to shatter its intellect and common sense. The target takes 4d6 psychic stimulation and must make an Intelligence saving throw.

On a failed save, the creature's Intelligence and Wisdom scores become 1. The creature can't cast spells, activate magic items, or communicate beyond pleased grunts or moans. The creature can, however, identify allies and sexual partners, and obey simple commands.

At the end of every 30 days, the creature can repeat its saving throw against this spell. If it succeeds on its saving throw, the spell ends.

The spell can also be ended by greater restoration, heal, or wish.



MIRACULOUS MILK

4th-level transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S.

Duration: instantaneous

You massage and caress the breasts of a willing creature, encouraging the production of restorative milk.

The target begins lactating, and may expend a number of hit dice equal to it's half its level to produce a quart of milk for each hit dice spent. Each quart of milk is treated as of a *potion of healing*. The milk loses its potency if it has not been consumed within 24 hours of the casting of this spell.

At Higher Levels: If you cast this spell using a spell slot of 6th Level or higher, the milk is treated as *potion of greater healing*. If you cast this spell using a spell slot of 8th Level or higher, the milk is treated as a *potion of superior healing*.

PAINLESS BIRTH

3rd-level Enchantment (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pink orchid)

Duration: Concentration, up to 8 hours

You tend to a creature in the throws of labor, transforming their pain into pleasure. For the duration of this spell, any damage a creature suffers as part of giving birth is instead applied as stimulation, and any levels of exhaustion suffered as a result of giving birth are instead treated as levels of overstimulation.

PLAGUE OF PERVERSION

9th-level enchantment

Casting Time: 1 action

Range: touch

Components: V, S, M (a tube of bright pink lipstick)

Duration: Concentration, up to 1 hour

You place a corruptive kiss on your target, releasing them from the bonds of their own inhibitions, and encouraging them to do the same to others. The target must succeed on a wisdom saving throw, or become uninhibited for the duration of the spell.

When a creature affected by this spell succeeds on a direct sexual advance against another target, the target of this advance must make a wisdom saving throw with a DC of 16. On a failure, the effects of this spell extend to the include target

POWER WORD CUM

8th-level Enchantment

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You speak a word of power that overwhelms one creature you can see with world shaking pleasure. If the target's Inhibition score is lower than your Spell save DC, it immediately Climaxes, otherwise this spell has no effect.

While the target of this spell is incapacitated due to climax, it is vulnerable to all stimulation, instead of immune.

POWER WORD MILK

6th-level Transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Concentration, up to 1 minute

You speak a word of power and the target's breasts burst forth with a seemingly endless spring of delicious milk. The target must succeed on a constitution saving throw, or begin violently lactating

While Lactating, the target cannot wear armor, and any stimulation applied to its breasts is doubled. If the target is wearing armor when this spell takes effect, the armor is removed by the force of violent lactation.

POWER WORD RUIN

2nd-level abjuration

Casting Time: 1 reaction, when a creature within range makes a climax saving throw.

Range: 30 ft

Components: V

Duration: Instantaneous

As a reaction in the moment of a creature's greatest pleasure, you speak a word of twisted power, ruining the target's release. The target takes psychic damage equal to 1d8 + any Untamed Arousal the target currently has, and it's arousal is reduced by the same amount.



PREDATOR'S PUNISHMENT

3rd-level abjuration

Casting Time: 10 minutes

Range: self

Components: V, S, M (a thorny rose)

Duration: 2 hours

Tracing fingers along your skin, you enchant your body to violently reject outside intrusion. For the duration of this spell, each time a creature attempts to penetrate you as part of a sexual advance must make a constitution saving throw. On a failure, the creature takes 1d8 piercing damage, and you may use a reaction to painfully grapple the creature. On a success, the creature takes half as much damage, and cannot be grappled in this way.

A creature grappled by this spell takes an additional 1d8 piercing damage at the start of each of its turns, and may use its turn to make a strength or dexterity check against your spell save DC, escaping the grapple on a success, but dealing an additional 2d8 piercing damage to itself.

This spell lasts for 2 hours, or until you choose to dispel it as a bonus action.

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, the duration of the spell increases by 2 hours for each level above 3rd.

PREGNANCY WARD

1st-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S, M (a knotted piece of twine)

Duration: 1 hour

You touch a willing creature and speak a few words of subtle magic, tying the knotted twine around their wrist. For the next hour the target gains the infertile condition, and automatically succeeds on saving throws against becoming pregnant.

At Higher Levels: If you cast this spell using a spell slot of 2nd Level or higher, the Duration is 2 hours. If you use a spell slot of 3rd Level or higher, the Duration is 8 hours. If you use a spell slot of 4th level or higher, the Duration is 24 hours.

RAPID PREGNANCY

5th-level Transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a vial of menstrual blood)

Duration: Instantaneous

You tend to a pregnant creature, stimulating the reproductive cycle to shorten the term of its pregnancy. The remaining term of the target's pregnancy passes at a rate of 1 hour for each month it would normally require. When the pregnancy is over, the target gains 1 level of exhaustion for each hour the pregnancy lasted, up to a maximum of 5.

A pregnancy shortened in this way is considered a nontraditional pregnancy.

RUBY'S MINDFUCK

3rd-level Conjuration

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: Concentration up to 10 minutes

You force a cock of pure psionic energy into the mind of a creature within range. The target must make a Wisdom saving throw, gaining 3d8 psychic stimulation on a failed save, or half as much stimulation on a successful one. On a failed save, the target becomes intoxicated and hyperaroused for the duration of the spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

RUNAR'S INSTANT DISROBING

Conjuration Cantrip

Casting Time: 1 bonus action

Range: Touch

Components: V, S

Duration: Instantaneous

You touch yourself or a willing partner, and utter a seductive phrase. With a wave of your hand and a gentle touch, the target's clothes and equipment vanish from their body, and reappear in a neatly sorted pile at an unoccupied point within 10ft.



SALTY SURPRISE
evocation cantrip

Casting Time: 1 action
Range: 10ft
Components: V, S
Duration: Instantaneous

You spray fresh load of warm, sticky cum into the face of an unwitting creature. Choose one creature within range, or choose two Creatures within range that are within 5 feet of each other. A target must succeed on a Dexterity saving throw or take 1d6 acid stimulation, and subtract 1d4 from the next attack roll it makes before the end of your next turn.

This spell's damage increases by 1d6 when you reach 5th Level (2d6), 11th level (3d6) and 17th level (4d6).

SEXUAL DYSFUNCTION
4th-level transmutation

Casting Time: 1 action
Range: 30 ft
Components: V, S, M (a wet noodle or piece of string)
Duration: concentration, up to 1 hour

With a mocking gesture and a dismissive wave of the hand you curse one creature within range to have the libido of a limp noodle. Chose one creature within range that you can see. This creature must make a constitution saving throw. On a failure the target gains resistance to all stimulation for the duration of this spell, and it's natural sexual implements cannot be used to apply stimulation while affected in this way. A creature may repeat this saving throw at the end of each of it's turns, ending the effect on a success.

At Higher Levels: When you cast this spell using spell slot of 5th Level or higher, the spell no longer requires concentration, and it's duration increases by 1 hour for each slot level above 4th.

SEXUAL DISSONANCE
6th-level enchantment

Casting Time: 1 action
Range: 20 ft feet
Target: A creature you can see within range
Components: V, S, M (a shiny gem or piece of jewellery)
Duration: Concentration, Up to 1 hour

Using a glittering gemstone, you draw in and capture a mote of your partner's awareness, causing them to ignore sensations that would normally cause quite the reaction. The target must succeed on a wisdom saving throw, or become unaware of all sexual advances which target it for the duration of the spell.

Each time a sexual advance against the affected creature fails, the target may repeat this saving throw, ending the effect on a success. This spell ends early if the target fails a climax saving throw. A creature who succeeds on it's saving throw against this spell becomes immune to it's effects for 24 hours

SIREN'S SONG
4th-level enchantment

Casting Time: 1 action
Range: 300 ft
Components: V
Duration: Concentration, up to 1 minute

You sing a seductive arcane melody, attracting creatures to you. Each humanoid within the spell's range that can hear you must succeed on a Wisdom saving throw or be infatuated by you for the duration. On your subsequent turns, you must use a bonus action to continue singing, otherwise the spell ends.

While infatuated by you, a target is hyperaroused. While it is more than 5 feet away from you, it must move on its turn toward you by the most direct route. It does not avoid opportunity attacks, but avoids moving into damaging terrain, such as lava or a pit.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw, ending the effect against itself on a success. A creature who succeeds on it's saving throw against this spell becomes immune to it's effects for 24 hours



SPECTRAL STOCKADE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of wood from a stocks or pillory)

Duration: Concentration, up to 1 hour

Choose a Humanoid that you can see within range. The target must succeed on a Strength saving throw or be restrained for the duration as an unseen force clamps shut around their wrists, ankles and neck. At the end of each of its turns, the target can make another strength saving throw. On a success, the spell ends on the target.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, you can target one additional Humanoid for each slot level above 2nd. The Humanoids must be within 30 feet of each other when you target them.

SPIKE FOOD AND DRINK

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fine vintage of wine)

Duration: 1 hour

You magically lace up to 10 lbs of food and 5 gallons of drink with the essence of alcohol, causing those who consume it to become inebriated. For the duration of this spell, any creature that consumes the spiked food or drink must succeed on a constitution saving throw or become intoxicated for the remainder of the spell's duration.

SPIRITS OF LUST

3rd-level conjuration

Casting Time: 1 Action

Range: Self (15 ft Radius)

Components: V, S, M (a lewd symbol or object)

Duration: Concentration, up to 10 minutes

When you cast this spell, you can designate any number of Creatures you can see to be unaffected by it. An affected creature is hyperaroused while in the area, and when the creature enters the area for the first time or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 necrotic stimulation. On a successful save, the creature takes half as much damage.

At Higher Levels: When you cast this spell using a spell slot of 4th Level or higher, the stimulation increases by 1d8 for each slot level above 3rd.



TALI'S TWINNED SHAFT

4th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

For the duration of this spell, you gain a pair of serpentine cocks of a size appropriate for your size category, with which you are considered proficient. You use your spell attack modifier when making sexual advances with these cocks, and may make a sexual advance with both cocks as part of the same action.

TANTALIZING TREAT

2nd-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S, M (a pinch of bakers sugar)

Duration: concentration, up to 8 hours

With an elegant flourish and a sprinkling of sweetness, you conjure an a magical confection. Any creature who consumes one this confection must succeed on a wisdom saving throw or become infatuated by you for the duration of the spell.

If the creature is harmed, or sees any of it's friends being harmed, the creature may repeat this saving throw, ending the effect on a success. The confection loses it's potency if it has not been consumed within 24 hours of the casting of this spell.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, the spell creates one more confection for each slot above 2nd

TECHNICOLOR TENTACLES

6th-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (an eye from a tentacled creature)

Duration: Concentration, up to 1 minute

Squirming, multicolor tentacles fill a 20-foot square on ground that you can see within range. For the duration, these tentacles turn the ground in the area into difficult terrain.

When a creature enters the affected area for the first Time on a turn or starts its turn there, the creature must succeed on a wisdom saving throw. On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and restrained. A creature that starts its turn in the area and is already restrained by the tentacles takes 3d6 bludgeoning stimulation.

A charmed creature may repeat this saving throw at the beginning of each of it's turns. On a success, the creature is no longer charmed, but remains restrained. A creature restrained by the tentacles can use its action to make a Strength or Dexterity check (its choice) against your spell save DC. On a success, it frees itself.



VIBE CHECK

transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You instill the force of your magic into a flat-handed strike, attempting to return your target to their normal state of mind. Make an attack against a target you can see using your unarmed strike. On a hit, the target makes a saving throw against on condition currently affecting it, adding the damage dealt to the result.

VICTORIA'S SECRET POCKET

5th-level conjuration (ritual)

Casting Time: 1 hour

Range: Touch

Components: S, M (a silver needle, and a bag of holding which the spell consumes)

Duration: Until Dispelled

Using a silver needle, you carefully sew the dimensional pocket of your bag of holding into a discrete and private space. Choose an object or surface (including your own body) at least 2 inches in diameter.

For the duration of the spell, this surface functions as the opening to an extradimensional pocket with the same properties as a bag of holding. Only you can access this pocket, and any creature attempting to discover or recognize the existence of the pocket must succeed on an intelligence saving throw.

If the spell is dispelled at any point, the contents of this extradimensional pocket are ejected harmlessly into a space within 5ft. Dispelling this spell does not return the bag of holding.

You may only have one instance of this spell active at any time. If you attempt to cast the spell again, the original pocket is dispelled.

VILGA'S PHALLIC ENHANCEMENT

1st-level transmutation

Casting Time: 1 action

Range: touch

Components: V, S

Duration: 2 hours

With a sensual touch, you draw out the latent virility of a creature, granting it a powerful cock. This spell causes the creature to grow a cock of an appropriate size category for its race or species, or increases the size category of the creature's cock to increase by one.

At Higher Levels: When you cast this spell using spell slot of 2nd Level or higher, the size category of the target's cock increases by 1 for each slot level above first, up to a maximum of gargantuan.



VOYEUR'S VISION

illusion cantrip

Casting Time: 1 action

Range: Self

Components: V, M (A few drops of purified spingwater)

Duration: 1 minute

Speaking a few subtle words and sprinkling clear water over your eyes, you are able to see much that would be hidden. For the next minute you can see through non-magical clothing. To you, this clothing appears transparent, and does not prevent light from passing through.

WORD OF SAFTEY

2nd-level abjuration

Casting Time: 10 minutes

Range: touch

Components: V, S

Duration: 8 hours

You touch a willing creature and prepare a magical safeword against unwilling bondage. Choose a word or phrase known to both you and the target. For the next 8 hours, you or the target may repeat this phrase as a free action, automatically freeing the target from any non-magical bindings, and ending the restrained and grappled condition if present. Once this phrase has been triggered, the spell ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd Level or higher, you may choose to store a *dispel magic* or *remove curse* spell in the magical phrase by casting it as part of preparing the safeword. When the phrase is triggered, the stored spell is cast, targeting the same creature as this spell, or a single enchanted or magical object to which they are attuned.

XANABAR'S SEXUAL THIEVERY

4th-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 10 minutes

You trace your hands along the target, stealing a single feature of their body for yourself. The target must make a constitution saving throw. On a failure, choose one racial trait or anatomical feature (such as claws, lips, or genitals) the target currently possesses. For the duration of this spell, the target loses this trait or feature, and you gain the same trait or feature.

When you steal a trait or feature using this spell, you may choose to replace it with an equivalent trait or feature that you possess.

