

ARDISFOXX'S LEWD PF2E (AFLP)

New Items, Spells, Conditions, Monsters and Rules for a Lewd Pathfinder 2e Game.

These rules come with a complete Foundry module and the AFLP Lovense Integration Package, which can be used by players to make lewd effects and damage applied to their characters trigger their Lovense vibrators and toys in real life, adding a new element of spicy fun to any NSFW campaign.

AUTHOR'S NOTE:

This is a paid rule set, and I depend on this for my income. It only costs \$12, and with purchase you get all future updates for free. I think that's quite reasonable, so if you haven't purchased it, please support the author by paying for it here. <https://www.patreon.com/ardisfoxxart/shop/ardisfoxxs-lewd-pf2e-1272244>

If you're looking for other ways to support development, my Patreon only costs \$3 a month!

<https://www.patreon.com/ardisfoxxart>



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HOW TO INSTALL THE FOUNDRY MODULE:

1. In Foundry setup, navigate to the Modules tab.
2. Click Install Module.
3. Enter the below link in the Manifest URL at the bottom of the window, then click Install.
<https://github.com/ArdisFoxx/ardisfoxxs-lewd-pf2e/releases/latest/download/module.json>
4. Launch your Foundry world.
5. Activate the ArdisFoxx's Lewd PF2e module.
6. Import the compendiums. (If you don't want to import everything, at a minimum, the Cumflation and Arousal macros only work if the Arousal System items are imported)
7. Add the Sexual trait to the Pathfinder system in Foundry via the "Manage Homebrew Elements" menu in Settings > Pathfinder Second Edition.
8. View the Session Zero content guide and the Lovense Integration sections below before using any of this content in your game.

SESSION ZERO

To incorporate this content into your campaign, discuss the specific content openly with your group during Session 0. Let players vote for one of the four baseline "Lewd Game Modes" below. The mode with the lowest numerical value that received at least one player vote should become the mode your group uses. This ensures everyone feels comfortable going into a new game.

Corruption/Purity Arc

The below templates are a baseline for the start of your campaign. As your campaign develops, you may want to introduce lewd content from above your baseline, checking in with your players at the end of each session to confirm that they're enjoying it. Over the course of your campaign, your group might fall in love with the story and naturally move towards Lewd 1, or they may find that they enjoy the truly degenerate content and move all the way to Lewd 4!

LEWD 1. TYPICAL ANIME

You're strictly about the adventure. Sometimes you'll see sexy people.

- Humanoids may be sexy and alluring. You won't see anything explicit.
- Humanoids will not have sex with you.
- Monsters are 100% horrifying and not sexy.
- Monsters will not have sex with you.
- Sexual spells and items exist in the game, but only NPCs have access to them.
- Sexual spells and items will not be used against you by NPCs. They may use items and spells that only alter their own body in a sexy way, such as *Bimbofied Armor* and *Cleavage Sheath*.

LEWD 2. THE WITCHER III

Magic spells might put you in a sexy predicament. You might have consensual sex.

- Humanoids may be sexy and alluring. You may see something explicit.
- Humanoids may have sex with you.
- Monsters may be sexy and alluring, like big titty demi-humans or demons with huge cocks.
- Monsters will not have sex with you.
- Sexual spells and items exist, and you have access to some of the less explicit ones.
- Sexual spells and items might be used against you by NPCs. They may use items and spells that alter other peoples bodies in a sexy way, such as *Bagslut's Buttplug* or *Bondage Trap*.
- Sex is always consensual.

LEWD 3. SKYRIM WITH SEXY MODS

Magic spells might fuck you in combat, but physical sex is still a consensual activity.

- Humanoids may be sexy and alluring. You may see something explicit.
- Humanoids may have sex with you.
- Monsters may be sexy and alluring, like big titty demi-humans or demons with huge cocks.
- Monsters will not have sex with you.
- Sexual spells and items exist, and you have access to all of them.
- Sexual spells and items might be used against you by NPCs. They may use items and spells that fuck another creature with magic or some unseen force, ones such as *Portal Plug of Free Use* or *Pink Tentacles*.
- New rules are added to the game including the Arousal System, and new conditions such as Exposed, Horny, Mind Broken and Cumflated.
- Kinks are added to the game, including the starting kinks Dominant, Exhibitionist, and Submissive, and other kinks such as Bondage Princess, Cum Slut and Aphrodisiac Junkie.
- Sex is always consensual, unless its a spell effect.

LEWD 4. SKYRIM WITH DEFEAT MODS

Monsters might defeat you and fill you with thick monster cum right in the middle of combat.

- Humanoids may be sexy and alluring. You may see something explicit.
- Humanoids may have sex with you.
- Monsters may be sexy and alluring, like big titty demi-humans or demons with huge cocks.
- Monsters may have sex with you.
- Sexual spells and items exist, and you have access to all of them.
- Sexual spells and items might be used against you by NPCs. They may use items and spells that enable the creature to be fucked by another physical creature, such as Animal Tail Plug or Flesh to Fleshlight.
- Sex may involve consensual non-consent. X Cards and safewords are enabled. This means NPCs or creatures may have non-consensual sex with your character during combat encounters, but you as a player are cool with it as part of the game dynamic and are consenting to it in advance, with the option to change your mind on that at any point and halt the game or skip the scene at any time.
- New kinks that interact with monsters are added to the game including Cum Slut and Creature Fetish. Monsters with the Sexual trait and Sexual attacks and abilities are added to the game. TPKs may be replaced with "Bad Ends" where, in the case where an encounter ends with the whole party being defeated, instead of death, the party is taken to the monster's lairs to become sex slaves. This usually involves a cut scene to narrate the passage of time, the PCs gaining a Creature Fetish, and then being released or having an opportunity to escape, re-equip and get revenge.
- Player Feats with the Sexual trait are added to the game, such as the advanced kinks Dommy Mommy/Daddy, Power Bottom and Size Queen.

USING THE RULES

LEWD 1. TYPICAL ANIME

In a game using this mode, the changes to your typical Pathfinder 2e experience are minimal.

SPELLS AND ITEMS

The GM adds certain Items and spells with the Sexual trait to merchants, treasure rewards and NPC spell repertoires that only affect the item wearer or caster. They shouldn't target or affect others, but instead allow PCs and NPCs to lewdify themselves as a form of sexy self expression or utility buff.

Sexual spells are intentionally part of every magic tradition (arcane, divine, primal, occult). This is simply for the fact that Sexual spells are few in number and we want to make it easy for player characters and NPCs to have access to cast them, or create items that require being able to cast them.

LEWD 2. THE WITCHER III

In a game using this mode, we immediately see a steep increase in sexy content compared to Lewd 1, with consensual sex scenes between humanoids becoming possible.

SPELLS AND ITEMS

The GM should add Items and Spells to merchants, treasure rewards and NPC spell repertoires that alter other people's bodies, not just the self. Sexual Items and Spells added to the game include ones that cause "lewdification", arousal change and sexy predicaments. Items and Spells that cause actual sex acts and penetration should not be included in this mode.

The GM might trap a treasure chest in a dungeon with the Bondage Trap spell, or an NPC caster might cast the Clothes to Oil, Horny Hex or Erogenous Overload spells on a PC. A captured PC might be equipped with bondage items or bimbofied clothing.

KINKS

The GM should add Kinks to the game, including the Starting Kinks of Dominant, Exhibitionist and Submissive, and also Bondage Princess and Aphrodisiac Junkie. Kinks that relate to sex or cumflation should not be added.

Kinks are a type of condition that give a character a debuff, making it easier for their Arousal to increase, while also giving them a buff or a new ability.

Most Kinks are gained by abilities or spells that apply a Kink. Some are requirements for Advanced Kinks (gained by the Advanced Kink general feat) which offer significant buffs and new abilities, while Starting Kinks can be applied to characters for free at level 1. With the exception of Starting Kinks, if a player asks for their character to be given a Kink its encouraged that they gain it during play instead of being granted it for free.

A Mind Broken character is more likely to gain new Kinks when engaging in Sexual activities that relate to the Kink. For example, even though the Dire Wolf Alpha doesn't apply bondage to a character, if a character is wearing bondage when it becomes Mind Broken by a Dire Wolf Alpha, the GM may ask the player to roll a DC11 flat check, with a failure resulting in the character gaining the Bondage Princess Kink.

Kinks can be removed from characters as a downtime Activity through Retraining (Kink).

RETRAINING (KINK)

ACTIVITY

DOWNTIME **SEXUAL**

Category interaction

Kink retraining offers a structured way to alter a character's deeply ingrained erotic predispositions, should they wish to move away from identities like Aphrodisiac Junkie, Bondage Princess, Creature Fetish, Cum Slut, or Exhibitionist. This process involves devoting a period of focused downtime to intensive study and personal reflection, usually under the guidance of a trusted mentor or therapist. During these sessions, you engage in targeted exercises—ranging from reflective counseling and controlled exposure to meditative practices aimed at understanding and reframing your desires—to gradually replace your former fixation with a more balanced approach to intimacy.

Much like standard retraining, you must commit to this activity without mixing it with other downtime pursuits. You can spend a week of downtime retraining to redefine your erotic expression and remove one kink.

LEWD 3. SKYRIM WITH SEX MODS

In a game using this mode, sex acts via magic become possible.

SPELLS AND ITEMS

The GM should add Items and Spells to merchants, treasure rewards and NPC spell repertoires that include Sexual spells that fuck creatures, or cause them to cum instantly. These Items and Spells can be used in combat as a form of incapacitation, or used on willing PCs and NPCs for fun.

The GM might have NPC spellcasters use Power Word Nut or Pink Tentacles on the PCs, and they might add cursed items to the game such as Portal Plug of Free Use that trick the PCs into being fucked via magic. In this way, the mode has a slight noncon theme to it, but the noncon elements are impersonal, faceless magic effects.

KINKS

The GM can add Kinks to the game that relate to sex and Cumflation, such as Cum Slut and Size Queen.

AROUSAL SYSTEM

The Arousal System is introduced. The GM should add the Arousal Points and Cum Volume effects to all creatures, including PCs, NPCs and monsters. The macro "Arousal Change" is included in the Foundry module. The GM can use this Macro on a creature to add these effects to it automatically, with the option to increase or decrease the counters on either effect. The macro also automates adding the Horny effect to creatures when their Arousal exceeds a certain threshold (see below), and it generates a chat prompt when a creature's Arousal exceeds the threshold which causes it to cum.

AROUSAL POINTS

All creatures have Arousal Points (AP). Your Arousal Point value represents your sex drive and how easily you cum. Your Arousal Points are usually 1 until affected by something that increases it. When you take damage with the Sexual trait, or when you deal damage with Breed or a Sexual attack, your Arousal Points increase by the value of the damage.

When your Arousal Points are higher than half of your maximum Hit Points, you become Horny. When your Arousal Points equal or exceed your maximum Hit Points, you Cum.

Some spells, items, and other effects, as well as simply resting, can decrease Arousal in creatures. When you make your daily preparations, your Arousal is reduced to 1.

CUM VOLUME

The total volume of your own cum stored in your bodily reservoir. Each unit of cum is 125ml in a fantasy setting (where filling a creature causes Cumflation), or 2ml of fluid in a realistic setting. Creatures without penises are not able to cause Cumflation in other creatures through sex, and each unit of cum might be as low as 1ml.

Your maximum Cum Volume is set by your size, and any feats or items that grant Coomer to increase it.

Certain feats, items and spells can restore your Cum Volume instantly. You naturally restore your Cum Volume by half its maximum value each hour.

CREATURE SIZE	MAXIMUM CUM VOLUME
Tiny	1
Small	2
Medium	4
Large	80
Huge	1600
Gargantuan	32000

The Creature Size table shows how much cum a creature has based on their size.

CUMFLATION

As an optional addition to the Lewd 4 mode, the GM can apply Cumflation effects (when a creature has so much cum inside them it makes them Clumsy) to creatures when a spell effect causes it.

The macro "Cumflation" is included in the Foundry module. This sophisticated macro can be used to apply Cumflation to each individual hole a creature has, automatically applying or adjusting the effects on a creature and posting a lewd message to chat describing the holes being filled. It also includes a "purge" button which can be clicked to roll a fortitude save in an attempt to purge a hole of its Cumflation.

CUMFLATION

When a creature with a penis Cums inside another creature, it causes Cumflation. The creature's belly swells as they are filled with copious amounts of creamy lust.

Each of the three holes (ass, pussy, mouth) of a selected token can be cumflated up to a maximum value of 8, and the total of those 3 values are then added together and divided by 3 (rounded down) to get a final Cumflated condition effect. The effect of Cumflated on a character is equivalent to Clumsy, as the sloshing liquid and the pressure cumflation places on internal organs makes movement difficult.

A creature filled in holes at once rolls a DC 11 flat check, and gains the Cum Slut kink on a success. This allows them to ignore the harsh penalties of Clumsy while making it easier to become Horny, making the Cum Slut easily preyed on by Sexual monsters.

LEWD 4. SKYRIM WITH DEFEAT MODS

In a game using this mode, sexual defeat becomes a part of the game. Combat encounters now include NPCs and monsters with the Sexual trait. These creatures have Sexual attacks that can incapacitate creatures and cause them to cum or lose their mind to feelings of lust.

KINKS

The GM should add player feats such as the Advanced Kinks to the game. This allows PCs to defeat monsters with Sexual attacks as well.

MONSTERS AND DEFEAT

In Pathfinder the reasons for a monster to want to fight or kill the player characters are nearly as numerous and varied as the monsters themselves, and when it comes to their sexual desires, the same is true. Some monsters may be horny all the time and desire to fuck any adventurers they come across, only to leave their prey unconscious and unharmed when the monster has satisfied its urges. Other monsters may see sex with prey as another form of domination, relishing in their total conquest. Feral monsters may see sex and a mere precursor to the slaughter and consumption of the prey they consider food, while intelligent monsters may see adventurers as potential sex slaves to be taken back to their lairs. Civilized monsters may use bondage items on captured prey to enforce their domination on defeated foes, making their escape a difficult challenge.

Noncon is a nuanced fantasy with many different layers. If your players choose this mode as part of Session 0, discuss monster fantasies and noncon with your group. Some players might like sex and violence to be separate things, where the safety of their character in a sexual defeat scenario is guaranteed. They might be excited about a monster defeating them and having their way, only to be shocked and saddened when their character is killed or eaten by the monster afterwards. Because of this, the default assumption by the GM should be that monsters will not kill player characters after breeding them.

Many monsters will simply leave once they are satisfied, but even in a Bad End (TPK) scenario, Sexual monsters are more likely to want to keep the characters as breeding pets. This can lead to a session where the player characters attempt an bold escape from the monsters lair, retrieve their lost equipment and then return to get revenge on the monsters who defeated them.

BREEDING IN COMBAT

Monsters with Sexual attacks generally have a similar action rotation when they get within melee of a character that they want to defeat:

Strike > Strip (applies Exposed) > Mount (applies Prone, Restrained) > Breed (Sexual Nonlethal damage).

Using this action rotation, players have a chance to respond and beat an enemy back before it can start to Breed a character. Breed deals automatic Sexual damage to the target creature so it can't crit or miss, and the damage increases the Arousal Points of both the monster and the target creature.

When a creature's Arousal Points reach half their maximum Hit Points they become Horny, which makes it even harder to Escape the Restrained condition applied by Mount due to the Sexual trait. If that happens, it might be up to the character's allies to save them, before the whole party is overrun!

Once a creature reaches 0 Hit Points from Sexual damage, they become Mind Broken. In this state of defeat, the character becomes a useless cocksheath and is used as a monster's personal cumdump, at least until the monster empties their balls, gets bored and wanders off.

THE BALANCE OF SEXUAL ATTACK DESIGN

For monsters in a combat encounter, a successful Mind Break on a player character - or even landing multiple Breed attacks in a row - can be quite difficult. But compared to more traditional forms of defeat in a Pathfinder game (ie: character death) sexual defeat in a lewd campaign can be a lot of fun! So to make sexual defeat easier to reach, Sexual attacks are unbalanced by design through two powerful debuffs - Exposed, and Horny.

Many monsters are embodiments of lust or are feral creatures who don't wear "exposable" armor, and are thus immune to these effects. This balance ensures that in a combat encounter with a Sexual monster, the monster actually has a chance to do something fun before the player characters destroy it.

In a battle against Sexual monsters, player characters might try to avoid defeat as much as possible, resisting and fighting back while avoiding the Exposed and Horny debuffs and any corrupting kinks as much as they can. However other characters might be "recreational losers", relishing sexual defeat at the hands of monsters and making it easy for the monsters to instantly defeat them. Some characters may even use their bodies as a sexual weapon in its own right, dominating monsters with sex much in the same way that monsters do, or submissively "tanking" sexual monsters to keep them away from their allies.

PLAYER CHARACTERS AND DEFEAT

Player characters that gain Sexual attacks through the Advanced Kink feats will find they suddenly have access to some very powerful abilities. Sexual monsters are immune to the Exposed and Horny debuffs that make Sexual attacks so unbalanced, but what of non-Sexual NPCs or other player characters who don't share that immunity? With the ability to dominate any creature they wish at will, some players can turn a lewd game into a sour experience for everyone. At best, characters without Sexual attacks may feel redundant beneath the shadow of the characters who have them, and at worst, a "murder hobo" type player with Sexual attacks may turn a lewd game on its head by defeating every single NPC that looks at them the wrong way, every merchant that doesn't give them a fair deal, or even other player characters at the table.

As the GM, if you allow player characters to take the Advanced Kink feats, discuss this with your group and let your players know that just because they have these abilities, it doesn't mean they should be defeating and fucking everything in sight. Treat the new abilities like an explosive new spell - to be used at the right time.

Failing that, consider adding the below divine retributions to the "Dommy Mommy/Daddy" and "Power Bottom" Advanced Kinks respectively, as a way to encourage fair play and curb any "murder-rapist hobo" tendencies by putting some rails around them.

BDSM Code - Dominant

You follow the dominant code of Cayden. If a creature willingly submits to you, or a creature attempts to kill you in combat unprovoked, you see their sexual defeat as a right and true conquest. You find glory in making such creatures cum and fall unconscious from pleasure, leaving them helpless and wanting more.

Anathema Sexually attacking unwilling creatures without deadly provocation or slaughtering creatures made unconscious through Sexual attacks is anathema to Cayden's will. You feel Sickened 2 by your actions, you are unable to gain Arousal, become Horny or Cum, and you lose the benefits of this kink until you undergo an Atonement ritual with a Caydenite priest guiding your reaffirmation of the code.

BDSM Code - Submissive

You follow the submissive code of Arshea. Your true self and desires lie in acts of submission to the powerful and dominant, giving your body to them willingly for them to use as they see fit, and finding comfort in their strength. Healthy submission is giving yourself to a partner who respects you, while also respecting their boundaries.

Anathema Sexually attacking unwilling creatures without deadly provocation or slaughtering creatures made unconscious through Sexual attacks is anathema to Arshea's will. You feel Sickened 2 by your actions, you are unable to gain Arousal, become Horny or Cum, and you lose the benefits of this kink until you undergo an Atonement ritual with an Arshean priest guiding your reaffirmation of the code.

BEHIND THE CUM

Building the Cum Volume elements of [ArdisFoxy's Lewd PF2e](#) took quite a bit of thought and testing, as it needed to balance Cumflation against the Cum Volume and account for Arousal and Cum frequency. Here's the breakdown:

- We'll start with the Cumflation system, because that was already built in 1.0.0.
- Cumflation (8) is considered the "maximum Cumflation", where the stomach, ass or pussy is entirely full.
- The human body can store around a liter of fluid in it's stomach, or 1000 ml. This sets a baseline for how many mls fills one of the 3 holes up completely (It can stretch to have up to 4000 ml, but that sounds more like a Size Queen kink than a baseline). Dividing 1000 by 8 is 125, so each 1 unit of Cumflation equates to 125 ml of cum. Fill someone with 8 units, and that's 1000 ml.
- Next, we need to figure out how much cum creatures of various sizes can produce in their body (we'll call it Maximum Cum Volume), and also how many mls are in the average cum shot for each creature size.
- We need to figure out two sets of values - fantasy (with Cumflation), and realistic. We don't know the fantasy values off hand, but we can research what the realistic values are for a couple of real world creatures and use them as a baseline.
- A quick search tells us the average human male shoots between 1.25 - 5 ml of cum per shot. We know a horse in Pathfinder is a large creature, and according to Google horses shoot between 15 to 150ml of cum per shot.
- We'll assume diminishing returns on each shot within a short period - each time they cum, their total cum is reduced by half its current total. So they can get maybe two good shots out.
- If we set the Maximum Cum Volume of a medium creature (a human) to 4, and of a large creature (a horse) to 80, and we assume that they lose half their current Cum Volume each time they cum, this leaves us with a good first shot of 2 "units" of cum for a human, and 40 for a horse. We'll set each unit of cum to equate to 2 ml of fluid as a generous "realistic" value, making a human's first cumshot shoot 4 ml, and a horse shoot 80 ml.
- We'll assume the values for creatures of other sizes; Tiny, Small, Huge and Gargantuan. Dogs and cats don't shoot much less than a human (in fact some dogs shoot more), so we'll set the Maximum Cum Volume to 2 for a Small creature and 1 for a Tiny creature. We'll apply a Coomer kink to dogs and wolves to increase their Cum Volume.
- We know that horses shoot quite a lot more cum per shot than a human, so it seems that the values really take off with creatures larger than humans. Large having around 20x the shot of a human is a good baseline, so we'll continue it, setting Huge creatures (a giant) to (80 x 20) 1600 units of Maximum Cum Volume, and gargantuan creatures (an ancient dragon) to (1600 x 20) 32000 units.

We now have the full picture. So we can know, for example, that in a fantasy setting, given the values for Maximum Cum Volume on a gargantuan creature, and the value of 125 ml of cum per unit of Cumflation, that an ancient dragon shoots (1600 units of cum x 125 ml) 2000000 ml of cum with its first cumshot, or 2000 liters. Which is approximately the same amount of liquid that will fill a large bath, like a jacuzzi.

ACTIONS

BREED ➡

ACTION

NONLETHAL SEXUAL

Requirements You have Mounted a creature

Effect You deal damage with unarmed or a body part to the creature and continue fucking it. If you Cum or the creature is reduced to 0 Hit Points by this damage, the creature is Mind Broken.

CUM ➡

ACTION

SEXUAL

Effect You orgasm, reducing your Cum Volume by half its current value. If you cum with your penis inside a creature, the creature is Cumflated by an equal value.

Your Arousal Points are reduced by half your maximum hit points, rounded up.

If the orgasm reduces your Cum Volume to 1 or less, you gain Afterglow.

Impregnate When a creature's pussy is Cumflated, make a DC 5 Flat Check. On a failure, the creature is impregnated.

The pregnancy term before the birthing occurs is 30 days for a large or smaller monster, 70 days for a huge monster, or 90 days for a gargantuan or larger monster.

EDGE ➡

ACTION

MENTAL

Trigger You Cum.

Effect [DC 20 Fortitude] You refrain from cumming. Your Arousal Points and Cum Volume are not reduced, and you gain Afterglow.

MOUNT (BOTTOM) ➡

ACTION

NONLETHAL SEXUAL

Requirements A creature is Exposed.

Effect You attempt to Trip or Grapple the creature. This attempt neither applies nor counts toward your multiple attack penalty. On a success, you Mount the creature's ass, mouth, penis or pussy with your own ass, pussy or mouth. The creature is Mounted, knocked Prone and Restrained.

While you have the creature Restrained, if you Purge Cumflation successfully, the creature's hole you have mounted becomes Cumflated by an equal amount.

MOUNT (TOP) ➡

ACTION

NONLETHAL SEXUAL

Requirements A creature is Exposed. You have a penis, either real or Prosthetic.

Effect You attempt to Trip or Grapple the creature. This attempt neither applies nor counts toward your multiple attack penalty. On a success, choose which of the creature's holes to penetrate from their ass, mouth or pussy if they have one.

Ass or Pussy The creature is Mounted, knocked Prone and Restrained.

Mouth The creature is Mounted, knocked Prone, Grabbed and Gagged.

PURGE CUM

ACTION

SEXUAL

Requirements You have Mounted a creature

Effect You attempt to purge Cumflation from one of your holes. Roll a Fortitude save against a hard DC for your level.

Success You purge the Cumflation from your hole.

Failure You fail to purge the Cumflation.

Critical Failure As a failure, and your insides cramp up. You become too sore to purge Cumflation from any hole for an hour.

STRIP

ACTION

ATTACK

NONLETHAL

SEXUAL

Requirements Your last action was a successful Strike that lists Strip in its damage entry, or you have a creature Grabbed or Restrained

Effect If used after a Strike, you attempt to Grapple the creature using the weapon or body part you attacked with. This attempt neither applies nor counts toward your multiple attack penalty. On a success, the creature is Exposed. The Strike damage becomes Sexual and Nonlethal.

FEATS

ADVANCED KINK

FEAT 3

GENERAL

SEXUAL

You gain an Advanced Kink that you meet the prerequisites for.

Advanced Kinks Dommy Mommy/Daddy, Power Bottom, Size Queen

Special You can select this feat more than once. Each time you do, you gain an Advanced Kink that you meet the prerequisites for.

LOVENSE INTEGRATION:

The Lovense integration is composed of 3 parts; the Foundry module outputting to the console, a Web Browser configured to save that console to a log file in real time, and an app listening to the log file for triggers to send to your Lovense toy.

PLAYER SETUP OF LOVENSE INTEGRATION:

1. Players should download the [AFLP Lovense Integration](#).
2. Extract it anywhere on your computer.
3. Run one of the Chrome or Edge shortcuts within the folder to launch a web browser in logging mode. Login to your Foundry world in that browser.
4. Run GameInterfaceForToys.exe. Note that Windows Smart Screen can produce a false positive detecting it as suspicious software, because the software hasn't seen any use so it has no reputation. This is a known issue with software packaged in Git. This software is perfectly safe and open source, and you can view the full code here <https://github.com/MinLL/GameInterfaceForToys>.
5. Tap Settings.
6. Click "Select another log file" and navigate to `%localappdata%\Google\Chrome\User Data` for Chrome, or `%localappdata%\Microsoft\Edge\User Data` for Edge. Double click the chrome_debug.log file.
7. Change the "In-game character name" to the name of your player character in Foundry.
8. Change the Lovense Host IP address to the Local IP of your Lovense Game Mode. (To locate this IP, open the Lovense app on your phone, select the Discover tab, then select Game Mode).
9. Click Save to exit the settings.
10. Make sure your Lovense App is on and your toy is connected. Then Click Reload Toys.
11. Click Configure Events.
12. Scroll to the bottom and click Select All.
13. Scroll down and click Save.
14. You're ready to go! To test it, try applying the Exposed or Horny conditions to your character. You can edit the strength or duration of each type of vibration by editing the values in `AFLPLovenseIntegration\data\events\games\ardisfoxxslewdpf2e\afllp.yaml`.

HOW DOES IT WORK?

The console messages are logged in a format of [Date - Time] ActorName, Effect.

For example:

[03/20/2025 - 11:30:36PM] Neela, Horny.

[03/20/2025 - 11:38:19PM] Neela, damage.

The module manifest comes with a shortcut for Edge and Chrome browser. If you have either of these browsers installed, when you open one of these shortcuts it will launch the browser in logging/debug mode. In this mode, console events are saved to a log file. This file is saved in:

"C:\Users[USERNAME]\AppData\Local\Microsoft\Edge\User Data\chrome_debug.log" for Edge browser, or

"C:\Users[USERNAME]\AppData\Local\Google\Chrome\User Data\chrome_debug.log" for Chrome browser.

The module manifest comes with a custom install of [Game Interface For Toys](#), pre-configured to detect AFLP events.

AFLP RELEASE ROADMAP

- 1.0.0 - Initial Release. Added new monsters, conditions, kinks and items. Added Cumflation macro.
 - 2.0.0 - AFLP Lovense Integration Release
 - 3.0.0 - Cum System, PDF version of the rules for non-Foundry users, a guide on using the rules
 - 3.3.0 - Items Update; More items, womb tattoos, body writing, cock rings, cursed items
 - 3.5.0 - Spells Update; More cantrips and levelled spells
 - 3.7.0 - Monsters Update; More monsters and monster abilities
 - 4.0.0 - Player Character Feats and build options
- {{footnote ArdisFoxx's Lewd PF2e | How to Guide}}