

# **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 and Cum 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 on 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 certain Kinks to the game, including the starting kinks of Dominant, Exhibitionist and Submissive, as well as the kinks Bondage Princess and Aphrodisiac Junkie.

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, or by becoming Mind Broken. Some kinks are requirements for more advanced kinks which offer significant buffs or new abilities, while Starting Kinks can be picked up for free at level 1.

Kinks can be removed during downtime with the activity Retraining (Kink).

## **LEWD 3. SKYRIM WITH SEX MODS**

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

### **SPELLS AND ITEMS**

Items and Spells added to the merchants, treasure rewards and NPC spell repertoires now 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 by 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 the advanced kink 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 them automatically and give the option to increase or decrease the counters on either effect. The macro 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 a certain threshold that causes them to cum.

## 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              |

Using the Arousal Change macro in the module, you can also set the Cum Volume of a creature. Check the Creature Size table in the Cum Volume effect in Foundry for details on how much cum a creature has.

## CUMFLATION

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. Some players may love Cumflation, and others may not, so Cumflation should be discussed as part of introducing this mode, as its certainly possible to have a game using this mode without 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 a 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 successfull 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

## 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

The calculations for the "3.0.0 Cum System Update" for ArdisFoxx's Lewd PF2e took quite a bit of thought and testing, as the system needed to balance the Cumflation mechanic 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 its 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 also know a horse in Pathfinder is a large creature, and according to Google horses shoot between 15 to 150ml of cum per shot.

## **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\aflp.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}}