



KINKS & CANTRIPS

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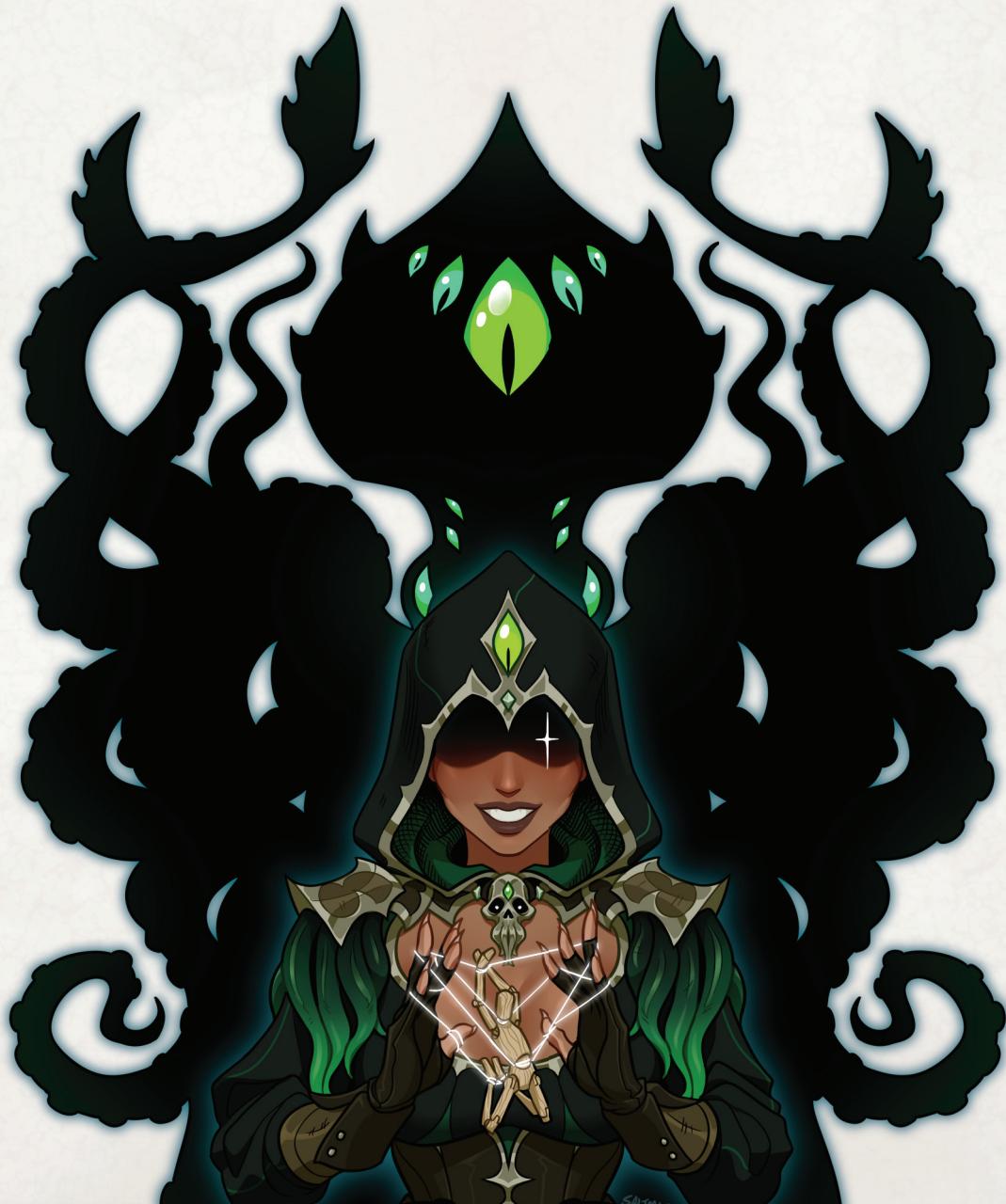
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RACES / SPECIES

The following character creation choices are appropriate for games set in Bundheim and represent a variety of tropes and topics common to kink thematics.

CUBELING

Whether it be an ill-begotten mating with a Laticifex ooze, a curse from a god having a lark, or a natural evolution of the ooze-based species of the wilds, Cubelings exist as intelligent humanoid beings whose bodies can be as amorphous or rigid as they desire because it is made entirely of slime. Incredibly, their bodies are not only malleable but elastic to a point, and they possess no internal organs, instead relying rather on a kind of unified cellular structure that only a biology driven by enchantment would explain.

INTERSPERSED SOCIETY

As cubelings have a non-traditional origin, there are very few instances of a community of them gathering in one place. More commonly, one can find a lone cubeling, or perhaps a pair, wandering through town or living a humble life in the wilds. Oddly, cubelings do not often seek their kin. Rather, they seem to be content with companionship from any who are willing to have them despite their bizarre nature. In turn, cubelings tend to hold dear their found family rather than blood relations.

There are exceptions to this, for a few known villages of cubelings exist. Primarily found within the underdark, most of these villages are peaceful affairs where cubelings live their lives farming whatever they fancy for sustenance (such as mushrooms). However, a few conclaves exist of cubelings who have fallen to the feral nature of the underdark's more dangerous oozes.



CUBELING TRAITS

A cubeling character has the following traits.

Ability Score Increase. Your Constitution increases by 2 and your Dexterity increases by 1.

Age. A Cubeling reaches adulthood at the age of 20 and generally lives until their third century.

Amorphous Size. Medium, but you may shrink or expand as an action one size up or down, to a cap of Small and Large. In addition you may squeeze through a space as small as one inch wide, but none of the items you are carrying or wearing change sizes, so may not necessarily fit through small spaces.

Speed. 30 ft. walking speed

Languages. You can speak, read, and write Common and Primordial.

Viscous Skin. You have resistance to bludgeoning damage.

Elastic Reach. Add 5 ft. to your attack range when you make a melee attack. You may also take hold of and manipulate objects up to 10 ft. away from you.

Expansive Explosion. As an action you may violently expand your body, bludgeoning all creatures near you. When you do so, make an unarmed attack against each creature within 10 ft. of you. On a hit, those creatures take $2d6 + \text{your Strength modifier}$ bludgeoning damage. You regain the use of this feature when you finish a long rest.

Fluid Physique. You know the *Alter Sex* cantrip.

PREDACIOUS FURFOLK

It is hard to describe Furfolk, for they come in a wide variety of shapes and sizes. Their ancestry can and does range from birds to wolves, from octopi to lizards. Whatever their heritage, they all share a mixed humanoid/bestial physique and possess qualities from their bestial lineage to accompany it. Some end up closer to their bestial ancestors, with only enough humanoid function to wield weapons and armor, while others may appear almost wholly humanoid save for few minor animalistic details.

Further, as the animal kingdom is split between predators and prey, Furfolk come in two primary varieties which each hold a particular archetype of their ancestry. Though

inherently derived from the various hunters that stalk the land, Predacious Furfolk need not be inherently violent or even desire to eat meat. They simply retain the physical characteristics of their genetic past.

PREDACIOUS FURFOLK TRAITS

A Predacious Furfolk character has the following traits.

Ability Score Increase. Choose one ability score and increase it by 2. Choose another ability score and increase it by 1.

Age. Furfolk tend to live roughly as long as their human counterparts.

Size. Choose a size, either Small or Medium, fitting to your bestial heritage.

Speed. 30 ft. walking speed

Languages. You can speak, read, and write Common and one other language of your choice.

Bestial Heritage. When creating a Predacious Furfolk character, you may gain three traits of your choice from the list below. In addition your creature type is beast as well as humanoid.

BESTIAL HERITAGE TRAITS

- *Amphibious*. You can breathe both air and water.
- *Pouncing Leap*. Your jump distance is doubled and the next attack you make after jumping at least 10 feet is made with advantage.
- *Camouflage*. You have advantage on Dexterity (Stealth) checks that rely on sight.
- *Clawed/Taloned*. If you hit with an unarmed attack, you deal 1d4 plus your Strength modifier plus your proficiency bonus slashing damage instead.
- *Clenching Jaws*. Once per turn, as an attack, you may make an unarmed attack with your bite. On a hit, you deal 1d6 plus your Strength modifier and lock onto the target with your jaws, grappling them.
- *Darkvision*. 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.
- *Fins/Flippers*. You have a swim speed equal to your walking speed.
- *Hurling Throw*. As an action, you may throw a creature grappled by you a number of feet equal to 3 times your Strength modifier.
- *Menacing*. You gain proficiency in the Intimidation skill.
- *Keen Sight*. You have advantage on Wisdom (Perception) checks that rely on sight.
- *Keen Senses*. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- *Pack Tactics*. You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't incapacitated.
- *Quiet Step*. You have advantage on Dexterity (Stealth) checks that rely on sound.
- *Rush*. If you move at least 20 feet towards a creature before hitting it with a melee attack, that creature must make a Strength saving throw against a DC equal to $8 + \text{your Strength modifier} + \text{your proficiency bonus}$. On a failed save, that creature is knocked prone.
- *Thick Skin*. Add 1 to your AC.
- *Tentacled*. Add 5 ft. to your melee attack range, you have advantage when attempting to either grapple a creature or keep a creature grappled.
- *Wall Climbing*. You can climb difficult surfaces without needing to make an ability check.

- *Winged*. You have a flying speed of 40 feet. To use this speed, you can't be wearing Medium or Heavy armor.

QUARRY FURFOLK

In contrast with their Predacious Furfolk cousins, Quarry Furfolk hail largely from the supposedly "harmless" critters that skitter to and fro. Theirs is a history of being hunted and though that time is largely past, they have kept the physical abilities that helped their ancestors survive the hunt.

QUARRY FURFOLK TRAITS

A Quarry Furfolk character has the following traits.

Ability Score Increase. Choose one ability score and increase it by 2. Choose another ability score and increase it by 1.

Age. Furfolk tend to live roughly as long as their human counterparts.

Size. Choose a size either Small or Medium, fitting to your bestial heritage.

Speed. 30 ft. walking speed

Languages. You can speak, read, and write Common and one other language of your choice.

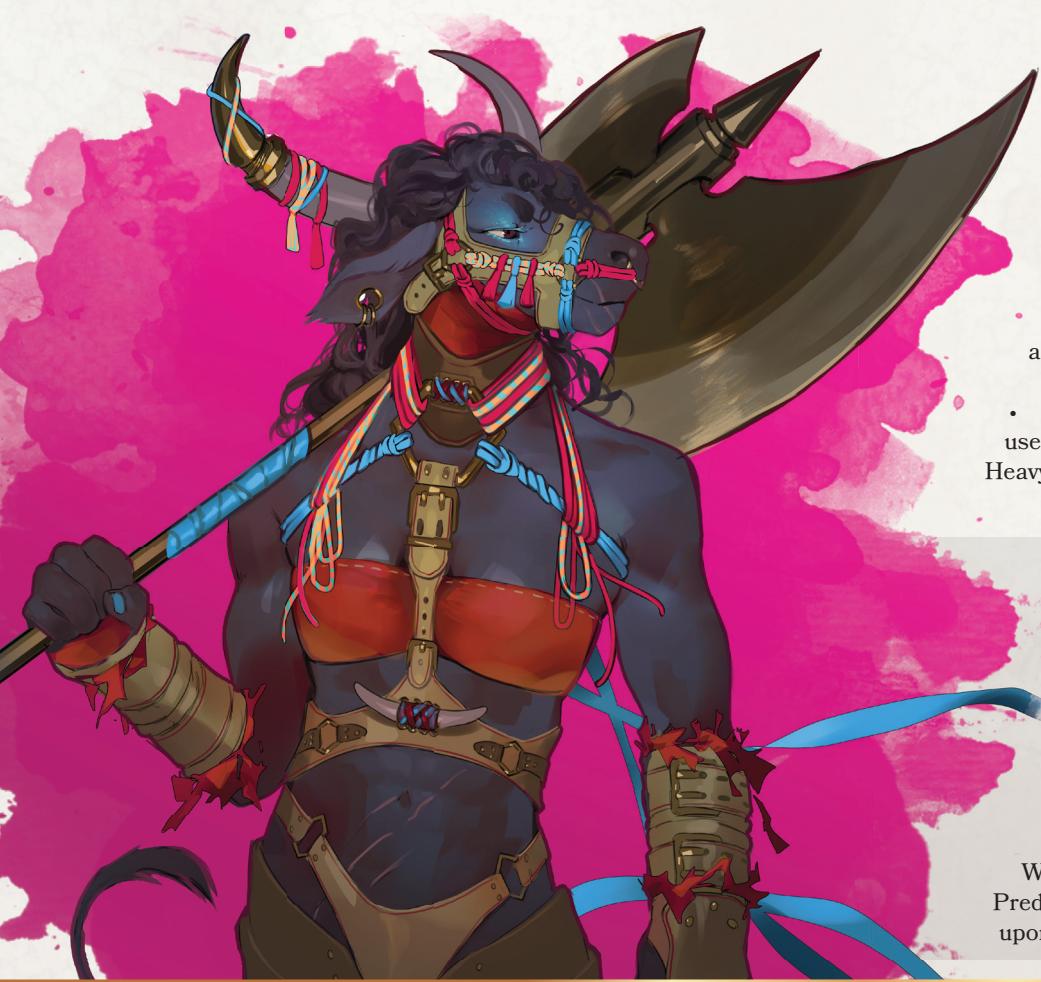
Bestial Heritage. When creating a Quarry Furfolk character, you may gain three traits of your choice from the list below. In addition your creature type is beast as well as humanoid.

BESTIAL HERITAGE TRAITS

- *Adorable*. You have advantage on Charisma (Persuasion) checks against creatures that can see you.
- *Alert to Danger*. You can't be surprised while you are conscious and creatures don't gain advantage on attack rolls against you as a result of being unseen by you.
- *Amphibious*. You can breathe both air and water.



- *Armor Plating*. Add 2 to your AC and subtract 5 ft. from your walking speed.
- *Bounding Leap*. Your jump distance is tripled.
- *Burrowing*. You can burrow through dirt and soft ground at a pace equal to your speed, but must end your turn above ground if you do so. Any hole you create is closed behind you as you move. If you cannot end your turn above ground due to an unexpected effect or situation during this movement, you are immediately shunted to the nearest unoccupied space above you.
- *Camouflage*. You have advantage on Dexterity (Stealth) checks that rely on sight.
- *Evasive Dash*. After you take the Dash action, you have advantage on Dexterity saving throws against effects you can see until the end of your next turn.
- *Darkvision*. 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.
- *Fins/Flippers*. You have a swim speed equal to your walking speed.
- *Fleet Footed*. Your walking speed is increased by 10 feet.
- *Hyper Aware*. You gain proficiency in the Wisdom (Perception) skill and double your proficiency bonus for determining your passive perception.
- *Keen Sight*. You have advantage on Wisdom (Perception) checks that rely on sight.
- *Keen Senses*. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- *Nimble Squeeze*. You have advantage on ability checks and saving throws to escape being grappled.
- *Prehensile Tail*. You have a tail that can function as another hand. It is capable of holding items and grabbing things, but not manipulating things that require fine motor skills.
- *Quiet Step*. You have advantage on Dexterity (Stealth) checks that rely on sound.
- *Quills*. When a melee attack targeting you yields a result more than 5 below your armor class you may deal piercing damage to the attacker equal to your proficiency bonus.
- *Regeneration*. Any limbs you lose will slowly regrow over the course of 60 days.
- *Sure Footed*. You have advantage on Strength and Dexterity saving throws against effects that would knock you prone.
- *Tremorsense*. You can detect and pinpoint the origin of vibrations within 60 feet, provided that the source of the vibrations is in contact with the same ground or similar substance as you.
- *Wall Climbing*. You can climb difficult surfaces without needing to make an ability check.
- *Wide Vision*. You can see in all directions around you.
- *Winged*. You have a flying speed of 50 feet. To use this speed, you can't be wearing Medium or Heavy armor.



OPTIONAL RULE: MIXABLE FURFOLK TRAITS

The list of traits for Furfolk characters on this and the preceding pages are intended to be a list of common traits for the given archetype, and should not be considered exhaustive. Players should feel free to approach their GM if they have a concept that pulls from traits in either list, for example a player that wishes to have Wide Vision but otherwise take traits from the Predacious Furfolk list as their concept is based upon an owl.

MYTHKIN

Considered by many to be the rarer cousin to Furfolk, Mythkin carry with them a lineage of legendary proportions. Whether it be a dragon, angel, unicorn, elemental, demon, giant, or djinn, somewhere in their blood runs the essence of a mythical creature. With this comes a wide array of visual traits that stem from their genealogical source. For example, one Mythkin might have a unicorn horn while another bears patches of dragon scales and yet another the slitted eyes of a fiend.

Due to the nature of this racial lineage, Mythkin tend to be rare. There is also the possibility that more than one entity contributed to the offspring, such that cross-breeds of draconic fiends or celestial giants are entirely possible.

With this heritage comes a great source of power which can be tapped into for short periods of time, allowing Mythkin to rise above their mortal brethren, if only for a moment.

MYTHKIN TRAITS

A Mythkin character has the following traits.

Ability Score Increase. Choose one ability score and increase it by 2. Choose another ability score and increase it by 1.

Age. Thanks to their legendary lineage, Mythkin live 4 times longer than the average human, but come of age in the same amount of time.

Size. Choose a size from Small, Medium, or Large, fitting to your mythical heritage.

Speed. 30 ft. walking speed

Languages. You can speak, read, and write Common and two of the following languages of your choice: Celestial, Draconic, Giant, Infernal, or Primordial.

Darkvision. You can see in dim light within 60 feet 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.

Legendary Lineage. Choose a creature type from the following list: Celestial, Dragon, Elemental, Fiend, or Giant. You are considered to be that type as well as humanoid.

Preternatural Physique. Your ancestry has bestowed upon you physical traits beyond what most mortals possess. When you create a Mythkin character, you gain a trait from the *preternatural physique* list below. If a trait requires you to choose a damage type, you must choose it when you gain the trait and it cannot be changed.

Mythical Moment. When creating a Mythkin character, you gain one ability of your choice from the *mythical moment* list below. The DC for the chosen ability equals $8 + \text{your Charisma modifier} + \text{your proficiency bonus}$. If an ability requires you to choose a damage type, you must choose it when you gain the ability and it cannot be changed.

PRETERNATURAL PHYSIQUE TRAITS

- **Awe Inspiring.** You have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks against creatures that can see you.
- **Indomitable.** You have advantage on saving throws against being charmed, frightened, or stunned.
- **Legendary Hide.** Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Radiant. You have resistance to damage of that type.

- **Spell Resistance.** You have advantage on saving throws against spells.
- **Rebirth.** After you are reduced to 0 hit points, at the beginning of your turn you may spend one or more of your Hit Dice and regain hit points equal to the total rolled, springing to your feet rather than making a death saving throw. You may not use this effect again until you have completed a long rest.
- **Terrifying Presence.** Any creature that makes a saving throw against an effect you create that could cause them to become frightened does so with disadvantage.

MYTHICAL MOMENT ABILITIES

- **Elemental Breath.** Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Poison. In place of an attack you may let loose a billowing breath of elemental energy. Each creature in a 15 foot cone must make a Dexterity saving throw. A creature takes $2d6$ plus your proficiency bonus damage of the chosen type on a failed save, and half as much on a successful one. After you use this trait you cannot use it again until you complete a short or long rest.



- *Minor Wish.* Choose a cantrip from any class, you learn that cantrip. In addition, once per short or long rest, you may cast any 1st level spell without requiring material components. At 10th level you may cast any spell 2nd level or lower instead when using this ability.
- *Healing Touch.* As an action you may touch a creature adjacent to you. The target regains 2d8 hit points. After you use this trait you cannot use it again until you complete a short or long rest.
- *Protecting Aura.* As a bonus action you may exude an aura of divine protection. Until the end of your next turn, all creatures of your choosing within 30 feet of you gain a +2 bonus to their AC. After you use this trait you cannot use it again until you complete a short or long rest.
- *Terrifying Outburst.* As an action you may let loose a frightening manifestation of your will. Each creature of your choosing within 30 feet of you must succeed on a Wisdom saving throw or be frightened for 1 minute. A creature may repeat the saving throw at the end of each of its turns, ending the effect on a success. After you use this trait you cannot use it again until you complete a short or long rest.
- *Take Flight.* As a bonus action you begin to fly in a manner appropriate to your mythical heritage. Until the end of your next turn you have a fly speed of 60 feet. After you use this trait you cannot use it again until you complete a short or long rest.
- *Whirlwind of Power.* As an action you may disorporate into a maelstrom of elemental energy until the end of your turn. Choose one of the following damage types: Acid, Cold, Fire, or Lightning. While disorporated you have a fly speed of 30 feet and can move through a space as narrow as 1 inch. At the end of your turn any creatures whose space you passed through while in this form must make a Dexterity saving throw. A creature takes 2d6 damage of the chosen type on a failed save, and half as much on a successful one. After you use this trait you cannot use it again until you complete a short or long rest.
- *Erupting Stomp.* As an action you may stomp on the ground to create an eruption of energy around you. Choose from the following damage types: Cold, Fire, Lightning, or Radiant. All creatures on the ground within 15 feet of you must make a Dexterity saving throw. A creature takes 2d6 plus your proficiency bonus damage of the chosen type on a failed save, and half as much on a successful one. After you use this ability you cannot use it again until you complete a short or long rest.
- *Imbue Weapon.* As a bonus action you may channel energy into a weapon you are holding until the end of your turn. Choose from the following damage types: Acid, Cold, Fire, Lightning, or Radiant. When you hit a creature with an attack using the imbued weapon, you deal an additional 2d6 damage of the chosen type. After you use this trait you cannot use it again until you complete a short or long rest.

ZIICUBUS

Born of the mating between temptation demons and mortals, Ziicubi exist in a half space between the two. Much like Tieflings, they retain some of the traits of their fiendish ancestors, but find their talents more adept at tempting and seducing. Some societies hold those of the Ziicubus bloodline in the highest regard, for their talents make them proficient in maneuvering social landscapes. Others find this unsettling, and are untrusting of them as it can be hard to tell if one is being manipulated.

ZIICUBUS TRAITS

A Ziicubus character has the following traits.

Ability Score Increase. Your Charisma increases by 2 and your Intelligence increases by 1.

Age. Ziicubi mature at the same rate as humans, and live roughly the same amount of years.

Size. Ziicubi are about the same size and build as humans. Your size is Medium.

Speed. 30 ft. walking speed

Darkvision. 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.

Languages. You can speak, read, and write Common and Infernal.

Born of Temptation. You have advantage on saving throws against being charmed.

Enchanting Wings. Starting at 3rd level, you can use your action to unleash the demonic nature within yourself, causing wings to manifest behind you. These wings can take



any appearance you wish, such as bat-like or similar to those of butterflies. In order to manifest these wings you must be wearing clothing that can accommodate this change. Mundane clothing will be destroyed in the process if they can adjust for this change.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, you have a fly speed of 30 feet and any creature that can see you and is within 30 feet of you has disadvantage on saving throws to be charmed by you.

Once you use this trait, you may not use it again until you finish a long rest.

Alluring Gaze. You can cast the *Charm Person* spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Charisma is your spellcasting ability for this spell.

Whispered Nothings. You may communicate telepathically with any creature that is charmed by you, to a range of 120 feet.

Exploit Weakness. When you cause damage to a creature charmed by you, you may change the damage type to psychic and remove the charm effect from the creature.

LINEAGES

Here you will find alternative lineages that characters may call their own, such as the Unified. These take the place of and function as Races for the purposes of character creation. Lineages come with unique benefits and deficits, and you should consider the backstory of your character when you are choosing them.

ALPHA

The influence of the Apex Hunter Rettuti has spread throughout Bundheim, taking root in all manner of creatures by attaching itself to their psyche. Some call this effect a curse, while others deem it a blessing. No matter the judgment, the Hunter's influence has evolved the nature of those it touches, making them innately skilled in the art of domination. The city of Anudetu in Macenje have taken this to heart and incorporated it into their cultural structure, but in other parts of the world these individuals must reckon with their nature and how it fits into a more equitable social fabric.

ALPHA TRAITS

As someone who has the blood of an Alpha running through your veins, you possess the following traits.

Ability Score Increase. You have the same ability modifiers as your *Mortal Heritage*.

Age. You have the same aging traits as your *Mortal Heritage*.

Alignment. Your nature does not determine your moralistic alignment, so you may fall anywhere on the spectrum you desire. That said, many Alpha individuals find themselves bucking the law where it stands against them or working with it should it empower them. What is most important is your own position at the top of the natural order.

Size. You have the same size as your *Mortal Heritage*.

Speed. You have the same speed as your *Mortal Heritage*.

Mortal Heritage. When creating a character, pick a race or species. You have the same ability modifiers, size and speed as that race or species. For example, if you choose to take mountain dwarf as your *Mortal Heritage*, you have a +2 to your

Strength score, a +2 to your Constitution score, are considered a medium sized creature and have a base walking speed of 25 feet. If you inhabit the body of a human, you would instead have a +1 to all of your ability scores, be considered a medium sized creature and have a base walking speed of 30 feet. Etc.

Heritage Trait. Choose one racial trait of your *Mortal Heritage* that is not an Ability Score Increase, Age, Alignment, Size, or Speed. You gain that trait. If you choose to gain the *Bestial Heritage* trait, you may only choose 1 trait from the list rather than 3.

Greater Potential. Your form has a higher level of potential than those of the lesser beings that fill the world. The maximum value of your ability scores is increased by 2. When you improve an ability score by gaining a level, you may choose to raise 3 different ability scores by 1 point in addition to the normal choices.

Command the Pack. You naturally take up a position of leadership in any group. You may use the Help action as a bonus action on a creature that can hear you within 30 feet of you. If a creature uses the advantage given by this Help action to attack a creature within 5 feet of you, they gain an additional d4 bonus to their attack roll.

OMEGA

Where there are Alphas, often Omegas are present as well. Most commonly, the Omega traits revolve around the creature becoming a prized possession of others, but also in forming a bond with a particular individual. No one is quite sure of the specifics of these bonds, for some seem to be set from birth while others are decided by the Omega themselves. Via these bonds, Omegas are capable of giving a portion of themselves to their bondmate (usually an Alpha) in order to empower or protect them. Beyond this, Omegas find that they are often highly prized by all around them as creatures subconsciously seek to protect them due to their perceived value.

Outside of where this practice originated — Anudetu — those of the Omega lineage often find themselves occupying positions of trust and can easily gain the ear of those in the higher echelons of society, though few seek to leverage such positions. In these cases, individuals may even live their whole lives without coming to know of their Omega nature.

OMEGA TRAITS

As someone who has the essence of an Omega within your body, you possess the following traits.

Ability Score Increase. You have the same ability modifiers as your *Mortal Heritage*.

Age. You have the same aging traits as your *Mortal Heritage*.

Alignment. Your nature does not determine your moralistic alignment, so you may fall anywhere on the spectrum you desire. Your first and most important loyalty is to the creature you have formed a bond with.

Size. You have the same size as your *Mortal Heritage*.

Speed. You have the same speed as your *Mortal Heritage*.

Mortal Heritage. When creating a character, pick a race or species. You have the same ability modifiers, size and speed as that race or species. For example, if you choose to take mountain dwarf as your *Mortal Heritage*, you have a +2 to your Strength score, a +2 to your Constitution score, are considered a medium sized creature and have a base walking speed of 25 feet. If you inhabit the body of a human, you would instead have

a +1 to all of your ability scores, be considered a medium sized creature and have a base walking speed of 30 feet. Etc.

Heritage Trait. Choose one racial trait of your *Mortal Heritage* that is not an Ability Score Increase, Age, Alignment, Size, or Speed. You gain that trait. If you choose to gain the *Bestial Heritage* trait, you may only choose 1 trait from the list rather than 3.

Worth Protecting. When another creature uses an effect that protects by imposing disadvantage on attack rolls against you, increasing your armor class, or giving you a bonus or advantage on a saving throw, you gain an additional +1 bonus to your armor class and saving throws until the end of that creature's next turn. This effect cannot be stacked with itself if it is triggered again before the effect ends.

Soul Bond. You may choose a creature that you are familiar with to create a bond between your soul and theirs, making them your bondmate. This bond is permanent and you may not form a soul bond with another creature. You are considered charmed by your bondmate. This is not affected by resistance or immunity. When you complete a short or long rest you may empower your bondmate by spending a single Hit Die for any of the following effects:

- Roll the Hit Die spent, your bondmate gains double that amount as temporary hit points. You may reroll a value of 1 for this effect, but must keep the result of the new roll.
- Your bondmate loses 1 level of exhaustion.
- Choose a skill you have proficiency in. Your bondmate is also proficient with that skill.
- Your bondmate has advantage on checks made for one of the following ability types of your choice: Strength, Dexterity, or Constitution.

This effect ends when you finish your next short or long rest.

OPTIONAL RULE VARIANTS

Some variants of A/B/O (see Author's Note in the Macenje section) allow for differing behaviors of this bond between Alphas and Omegas. Below are a few optional rules which can be added to the Soul Bond trait to better approximate those variations.

OPTIONAL RULE: COMPETITIVE BOND

Creatures may compete to take control of an Omega's soul bond in the following manner: after an initial soul bond is set by the Omega, a creature may spend an hour attempting to assert their influence in order to take ownership of the Omega. The creature must make a contested Charisma check against the Omega, if they win they become the target of the soul bond. If the Omega wins, the creature may not attempt to take control of the bond again for 24 hours.

OPTIONAL RULE: FADING BOND

Not all soul bonds are maintained indefinitely and instead they must be reinforced periodically. A soul bond fades after 1 year, but may be reinforced by the Omega mating with the bonded creature.

OPTIONAL RULE: POLYBONDING

Some Omegas are capable of forming soul bonds with more than one Alpha. An Omega may form a Soul Bond with a number of creatures equal to its Charisma modifier (minimum of 1). The Omega is still only able to affect one creature with this ability when it finishes a short or long rest, regardless of how many they are bonded to.

UNIFIED

Historically and mythologically, the Unified are the hardy hive minded soldiers who ran amok under the direction of Hanesin Kheoh during the War of Unification. While the ultimate defeat of Hanesin freed the Unified, the curse that bound them was not uniformly broken. To this day, the curse is passed down intermittently, and manifests as a child comes of age.

Physically, a Unified person can be of any race or gender, just as their ancestors were. However, much like their ancestors, they bear an arcane scar around their throat, which appears as a tattooed runic collar.

Psychologically, a Unified individual no longer operates under the control of any other creature, for part of the curse was broken when Hanesin vanished. They do retain a nascent fraction of the telepathic communication and physical endurance once bestowed by the curse, but the mystery of the curse's true nature remains.

There exists a common fear that the Unified curse was only the first step in a larger scheme by Hanesin's masters. So too is there a resentment in the populace due to the history the Unified have of being the righteous hand of tyranny and enslavement. Still, there are others who recognize that the Unified are not responsible for these misdeeds, that ultimately they were just as much victims as any others in the War of Unification and that they deserve help to understand their true nature.

UNIFIED TRAITS

As a Unified individual, you have common traits that you share with those who have received the Curse of the Unified.

Ability Score Increase. You have the same ability modifiers as your *Mortal Heritage*.

Age. You have the same aging traits as your *Mortal Heritage*.

Alignment. None of the Unified are inherently evil. In fact, many end up Good aligned by dint of trying to prove themselves to not be the Unified of old. However, some cannot deal with the expectation and fear of their history, and decide to become the monsters the world expects them to be.

Size. You have the same size as your *Mortal Heritage*.

Speed. You have the same speed as your *Mortal Heritage*.

Mortal Heritage. When creating a character, pick a race or species. You have the same ability modifiers, size and speed as that race or species. For example, if you choose to take mountain dwarf as your *Mortal Heritage*, you have a +2 to your Strength score, a +2 to your Constitution score, are considered a medium sized creature and have a base walking speed of 25 feet. If you inhabit the body of a human, you would instead have a +1 to all of your ability scores, be considered a medium sized creature and have a base walking speed of 30 feet. Etc.

Heritage Trait. Choose one racial trait of your *Mortal Heritage* that is not an Ability Score Increase, Age, Alignment, Size, or Speed. You gain that trait. If you choose to gain the

Bestial Heritage trait, you may only choose 1 trait from the list rather than 3.

Limited Telepathy. You may speak telepathically with other Unified creatures while within 60 ft of them.

Arcane Bond. As an action you may touch a willing Unified creature adjacent to you. When you do so, the sigilic scar around both of your throats begins to glow, and an arcane bond is formed between you. This bond may be expanded with subsequent actions in the same manner, and the benefits of this trait apply to all bonded creatures. While you are bonded, the following effects apply:

- **Shared Pain.** When damage dealt to a bonded creature it may split that damage among all bonded creatures, with any damage unable to be split evenly dealt to the primary target, or randomly for area of effect spells.
- **Shared Experience.** When a bonded creature gains either Pain or Pleasure, they may have any bonded creature gain that Pain or Pleasure instead of them.
- **Shared Fate.** While any of the bonded creatures have more than 0 hit points, all bonded creatures have advantage on death saving throws. If any of the bonded creatures are dead, all bonded creatures have disadvantage on death saving throws instead.

This bond lasts for 24 hours or until one or more of the bonded creatures are on a different plane of existence.

GM NOTE: UNIFIED BALANCE

The Unified lineage is a specific narrative element to the campaign setting of the book and is built around the inclusion of other Unified individuals. It is highly suggested GMs with players who utilize this lineage take specific care and speak to their players about having another player also take the Unified lineage.



BACKGROUNDS

The following backgrounds are appropriate for characters playing in a campaign set in Bundheim.

MEAT MARKETEER

Many of the people of Bundheim enjoy the feeling of being objectified. A further subset of these live their lives as functional property, though always consenting as they move from partner to partner. This has created a sort of marketplace where those who wish to be “owned” are matched up with those seeking to take ownership.

This may seem crass and unempathetic, but there are meat marketeers who act as go-betweens for these transactions. Occupying a space somewhere between a match maker and a relationship broker, such merchants work for coin to ensure both property and owner walk away satisfied.

The factors that each side desires are myriad, from specific kinks and training to physical specifications or skills. This means that a successful meat marketeer has many individuals they are connected with, as the unique requirements make the process a numbers game as much as anything else. Knowing someone who knows someone can net one a successful sale, so keeping friendly with all around them is a common practice of the trade.

Often these marketeers work in guilds, with each trader getting a slice of the total sale after the guild itself has taken its cut. These guilds can be powerhouses of politics and business, for the wealthy tend to frequent them in search of filling out the ranks of their slave stable.

There are of course actual slavers who partake in this trade, selling off kidnapped individuals to undiscerning wealthy elites. This is a highly reviled practice in Bundheim, making such marketeers criminals of the highest order.

Skill Proficiencies: Your choice of Insight or Medicine

Languages: Two of your choice.

Equipment: A set of fine clothes, a healer's kit, and a purse containing 20 gp

FEATURE: KNOW YOUR CLIENT, KNOW YOUR GOODS

You have extensive experience with the merchant elite and the clientele that frequent them. You find that merchants and nobles treat you with the familiarity of one who belongs in their midst. As well, you have a keen eye for assessing the value of things and may make any skill checks to assess value or quality of goods or people with advantage.

SUGGESTED CHARACTERISTICS

The people who were once meat marketeers before adventuring share a few common characteristics which they might find useful in the course of their travels. Key among these is a comfort with people as they are accustomed to charming and bartering. This makes them keen observers, capable of sensing the motives and character traits of people easily. All of this comes at a bit of a cost in that it is easy to lose empathy when they maintain the mindset of people as business.

MEAT MARKETEER PERSONALITY TRAITS

d8 Personality Trait

- 1 I value coin most highly for it is the lifeblood of modern society.
- 2 Flattery will get me everywhere, and I am well practiced in its art.
- 3 Nothing makes me happier than successfully connecting people.
- 4 I am utterly unflappable, for all disagreements only signal the need for more negotiation.
- 5 I judge people by what they do, not by where they came from.
- 6 I like to say a lot while revealing very little.
- 7 I work hard and then blow off steam by playing hard.
- 8 I prefer to act like a common person despite my economic standing.

MEAT MARKETEER IDEALS

d6 Ideal

- 1 I will do whatever it takes to accumulate wealth.
- 2 Most people don't truly know what they want, and I wish to help them find out.
- 3 I hope to one day be the leader of my own guild.
- 4 Slavers are a blemish on our trade, I will combat them at every turn.
- 5 Everyone should be free to fulfill their desires.
- 6 My personal biases should not affect a proper pairing.

MEAT MARKETEER BONDS

d6 Bond

- 1 I was run out of my guild due to a misunderstanding, I will regain my rightful place.
- 2 I was once a participant in a pairing, and now I wish to help others find the joy it brought me.
- 3 I had a favorite client who was like a best friend, until one of my pairings convinced him I was corrupt.
- 4 I come from a great meat marketeer family, and I will do their name proud.
- 5 I apprenticed with a slaver before learning the vileness of their trade, one day I will run my sword through them.
- 6 A colleague challenged my own views of myself, so now I search for understanding.

MEAT MARKETEER FLAWS

d6 Flaw

- 1 I never take no for an answer.
- 2 The only value other people have is the value they can bring me.
- 3 I find there is no success unless all is perfectly done.
- 4 I am the most well connected and smartest person in the room.
- 5 The first offer is never enough, I must always haggle up even if it would cost the client dearly.
- 6 I don't worry about repercussions beyond the current deal being made.

CURIOS EXPLORER

Hailing from the isolated continent of Frjel you have journeyed away from your homeland in search of a place among the nations of Bundheim.

Frjel knows little of the domination and submission that rules Bundheim society, but you are curious to learn more about these concepts. You were raised in a traditional society where sex and relationships are plain.

The Free State of Frjel is a calm nation devoid of strife, where the monarchy ensures life ticks onward for its citizens without major upheaval. However, as Frjel was largely inaccessible until recently, you are also not well studied in the greater pieces of history that shaped the world. Instead, you have a set of beliefs and history that is correct insofar as it depicts Frjel's history, but that history has glaring errors in the lands beyond Frjel's shores.

Your life is devoted to exploration and learning, both of which have driven you to come to the new lands beyond Frjel. You seek new experiences and to ultimately define yourself, as the dynamics of Bundheim intrigue you greatly.

Skill Proficiencies: Investigation, Survival

Tool Proficiencies: Either cartographer's tools or navigator's tools

Languages: Two of your choice

Equipment: A set of traveler's clothes, a writing kit (quill, ink, parchment and journal), a belt pouch containing 10gp

FEATURE: DISCOVER YOURSELF

You are an individual seeking to define what you desire, and more importantly who you are. When creating a character with this background, you may not pick any of the sub-classes contained within this book. Instead, at a point in which you have downtime, you may spend 3 days for each level you have gained to change one of your classes and/or sub-classes to one from this book. Work with your GM to flesh out any required equipment or material changes. Once you have used this feature, you may not use it again.

FEATURE: AIR OF INNOCENCE

Your fresh-eyed and bushy tailed demeanor gives you a leg up when interacting with the strangers you're sure to encounter on your travels. All humanoids you interact with innately treat you as a friendly acquaintance until you or someone associated with you does something to change this opinion.

SUGGESTED CHARACTERISTICS

Those who choose this background usually do so in search of themselves. You are one of these wandering explorers who are curious and attentive, but within, you are facing turmoil about your own identity. You tend to pay close attention to others and seek out new experiences in order to find who you are.

This tends to make you overly trusting as your excitement can blind you to the nefarious intentions of others who seek to exploit your naivete.



CURIOUS EXPLORER

CURIOUS EXPLORER PERSONALITY TRAITS

d8 Personality Trait

- 1 I am willing to try anything once.
- 2 I want to hear the story of everyone around me, and record it to tell others.
- 3 I love to make new connections and see new sights.
- 4 I am naturally inquisitive and want to know how everything works, no matter how small the subject matter.
- 5 I want to experience everything, but more than anything I want to find good food.
- 6 I want to bring what I learn back to my people, for I am a conduit to them.
- 7 I know who I am and what I want, but I'm worried it's wrong and I'm looking for validation.
- 8 I've faced past trauma about what I want and I'm looking for a way to heal from it.

CURIOUS EXPLORER IDEALS

d6 Ideal

- 1 I've spent too long hiding what I want, I will not be ashamed now.
- 2 My newfound allies are everything to me, I will do anything to ensure their safety.
- 3 While I have already found myself, I will mentor anyone so the path they walk is easier than mine was.
- 4 I will become the best at my newfound passion, no matter who gets in my way.
- 5 The freedom I am seeking within myself has inspired me to ensure the freedom of others.
- 6 None should be degraded for their desires.

CURIOS EXPLORER BONDS

d6 Bond

- 1 A kind soul took me in when I first arrived, I will protect them with my life.
- 2 I have found someone that matches my desires exactly, I will learn all I can from them.
- 3 Though I am confused, I have found another seeking answers and I believe we can help each other.
- 4 My parents have always encouraged me to find myself, now I want to make them proud of me by the deeds I do.
- 5 A former friend turned on me when I opened up to them; now I am even more driven to be happy with who I am.
- 6 A past relationship failed because of my desires, but I still admire that former partner greatly.

CURIOS EXPLORER FLAWS

d6 Flaw

- 1 I am willing to try **anything** once.
- 2 I don't know who I am, so I'll act like you in the hopes that you won't notice.
- 3 I'm jealous of anyone who gets to be happy about who they are without this struggle for self discovery.
- 4 My own desires sicken me and I struggle to accept them.
- 5 I am worried that my desires make me a bad person because they include hurting people.
- 6 Because I have been unable to express my desires, I am obsessed with them.

SADISTIC ARTIST

To some they are torturers, but that term is so passé to those who practice the art. There is little as delicate as the act of binding another person to your will then inflicting agonies upon them so delicious that they thank you for it afterward. It is no boast to say those that can do so possess a unique talent borne from innate ability and endless study.

Individuals will travel far to have a session with these artists, to experience something outside what they think they are capable of. The goal of these visits might simply be mundane, such as to blow off a little steam or let loose. However the highest caliber artist seeks to bring enlightenment and self improvement to the client, so that they might walk away a better person for it.

And sure, some use these sadistic skills for evil. That does not make the act itself evil, for it is intention that ultimately decides the alignment of the artist.

Skill Proficiencies: Insight, Medicine

Tool Proficiencies: Choose one from the following list: leatherworker's tools, smith's tools, or woodcarver's tools.

Languages: See the *Proficient in Pain* feature below.

Equipment: A set of common clothes, a set of torture implements (flogger, clothespins, a small knife), a belt pouch containing 10gp

FEATURE: PROFICIENT IN PAIN

You can discern what someone is trying to say even if they are gagged or screaming, assuming they are attempting to communicate in a language you know. In addition, if you spend at least one hour torturing a humanoid, you gain a +1 bonus to any skill checks for each hour you spent torturing them when you make a skill check related to verbal interaction with that creature (such as persuading or interrogating them), up to a maximum bonus of +5. This effect ends when you have spent 1 hour or more not torturing the creature.

SUGGESTED CHARACTERISTICS

The individuals who become Sadistic Artists usually do so because of their passion for the field. They are usually highly driven, borderline obsessive really, about pursuing the best and latest techniques for bringing an experience to their clients.

However this zeal can have a downside because the pursuit of perfection comes with the risk of losing sight of morality. Many storied torturers considered themselves an artist but to those that found themselves under their influence, they were nothing more than evil incarnate.

SADISTIC ARTIST PERSONALITY TRAITS

d8 Personality Trait

- 1 I am incredibly curious about all things that induce unique experiences.
- 2 I appreciate the finer things in life, because someone worked hard to create them.
- 3 I love connecting with people and learning who they truly are.
- 4 When I'm working, I put on a persona to help me mask my own insecurities.
- 5 I bring an upbeat attitude to everything I do, because tormenting can be fun.
- 6 Flattery will get you everywhere, particularly with me.
- 7 I appreciate good banter as a sign of wit.
- 8 I love surprises because they help me catch people off guard.

SADISTIC ARTIST IDEALS

d6 Ideal

- 1 To endure is the greatest show of strength one can exhibit.
- 2 Screams are the sweetest form of melody.
- 3 Everyone deserves to know rhapsody, even the common person.
- 4 My time is precious, and worth more than a little coin.
- 5 Blood is the most precious of mediums to work with.
- 6 To pursue perfection is to pursue the divine.

SADISTIC ARTIST BONDS

d6 Bond

- 1 When I became an adventurer, I had to leave behind my favorite client. Now I wish to make them proud.
- 2 An accident traumatized a client under my care, I want to make it up to them.
- 3 Artists from my guild showed me the ropes early on, now I wish to do the same for others.
- 4 A mentor kept one of their key techniques secret, I will do anything to figure it out.
- 5 I've heard rumors of a rope master of unprecedented skill. I wish to become their apprentice.
- 6 A critic harshly reviewed my service, I wish to prove them wrong.

SADISTIC ARTIST FLAWS

d6 Flaw

- 1 It is easy for me to get lost in the idea of perfection in the current task and lose sight of my larger goals.
- 2 I am superior to all around me, and I struggle to tolerate the weak.
- 3 There are no limits beyond what is physically possible.
- 4 I struggle to discern if someone is ready for a certain experience, and tend to go overboard.
- 5 What matters most is what I take away from a scene, not what the client feels.
- 6 I am ashamed of what I do.

DUNGEONEER

The world is littered with dungeons, both of the ruinous and playful varieties. Like all structures, someone has to design, build, and maintain these spaces and it just so happens there is a sizable overlap in the skill sets needed for both types.

The vaunted dungeoneer does the dirty work that others are not often willing to partake in. They do the thankless work behind the scenes, making the pillories and hanging the proverbial chains. Well, at least they do so for the playful dungeons. For the deadly ones, theirs is the genius behind each trap and monster.

Yet the knowledge of mechanics, construction, and design allow someone with this skill set to have a significant advantage when it comes to adventuring. Who better to know where a trap may lay hidden than one adept at placing such devices? For this reason, dungeoneers are highly desired in many circles as they make excellent practical allies.

Skill Proficiencies: Investigation, Sleight of Hand

Tool Proficiencies: Choose two from the following list: carpenter's tools, mason's tools, smith's tools, tinker's tools or woodcarver's tools.

Equipment: A set of traveler's clothes, one each of the tool kits you have chosen to be proficient in, a belt pouch containing 10gp

FEATURE: DUNGEONEERING

You have ample experience in planning and placing devices of suffering in spaces of torment. You have advantage on skill checks made to notice or discern how to disarm traps. You can also perfectly recall the layout and physical details of any dungeon you have been inside within the last 6 months.

SUGGESTED CHARACTERISTICS

Like all good architects, those with a dungeoneering background tend to be passionate about their art while retaining a sense of practicality. They appreciate fine artistry but look at problems from a pragmatic perspective.

Much akin to mages, it is easy for dungeoneers to get lost in their work. Each detail calls to them on an intimate level and it is easy to lose the forest for the trees.

DUNGEONEER PERSONALITY TRAITS

d8 Personality Trait

- 1 I love to roll up my sleeves and dig into a problem.
- 2 There is no such thing as too dirty of a job, nor a job too small.
- 3 I am fascinated by interconnecting systems, particularly traps that link one after the other.
- 4 I love including the personal touches in my work and go the extra mile to learn all I can about those around me.
- 5 I have an anecdote for every occasion.
- 6 I want to know how things work, the more complex the better.
- 7 The key to success is being fastidiously organized.
- 8 Etiquette and euphemisms are for people who have time to lollygag, and I am not one of them.

DUNGEONEER IDEALS

d6 Ideal

- 1 Learning is its own reward and I want to know all that I can.
- 2 I never work for free.
- 3 It is only through constant practice that we can improve ourselves.
- 4 Once I have learned enough, I will build the perfect dungeon that none can delve.
- 5 Life is about the memories we help to create.
- 6 What I do is art, and I will ensure it is respected as such.

AUTHOR'S NOTE: DUNGEON MONITORS

Within public play spaces, such as BDSM clubs, individuals volunteer to serve as pseudo-lifeguards known as Dungeon Monitors. Their duty is to watch over the space and make sure everyone participating in BDSM scenes is doing so safely and within the rules of the venue, as well as keep a general sense of order among all bystanders. Thanks to these individuals, public play spaces are safer and they should be thanked whenever possible.

DUNGEONEER BONDS

d6 Bond

- 1 My tools are as valuable as my hands because they were passed down through my family.
- 2 A rival stole one of my designs and is now famous for it.
- 3 I was expelled from my guild for incompetence, I will return and prove my expertise one day.
- 4 I have designed the perfect collar, now I need to find someone worthy of wearing it.
- 5 I will bring my work to the common people because you should not need to be rich to have a wonderful dungeon.
- 6 I lost my mentor due to a failed design. I will find where they went wrong and finish their creation.

DUNGEONEER FLAWS

d6 Flaw

- 1 I am capable of fixing any problem or person I encounter.
- 2 Hard work is the most desirable trait, and any who cannot hack it are not worth my time.
- 3 My work is my life and I struggle to have passions outside of it.
- 4 Messiness and minor mistakes frustrate me to no end.
- 5 I can never be satisfied, because I can always do better.
- 6 I am jealous of any that are better than me and it keeps me from pushing myself.

TERATOLOGIST

Monsters are a fact of daily life in Bundheim, and some individuals choose to devote their lives to the study of such creatures. Many of these teratologists do so in search of ways to manage the monsters, to tame them for the purposes of fulfilling desires. Yet others do so in search of improved defenses against these creatures, or to better hunt them for components.

It is easy however to get complacent in this field, to achieve a sense of mastery over the unknown terrors of the wilds. Those that fall into this trap find themselves prey to the very things they study. Of course, if one survives such an encounter they might learn more from the ordeal thanks to the firsthand experience.

Skill Proficiencies: Animal Handling, Survival

Tool Proficiencies: calligrapher's tools, cartographer's tools

Languages: Deep Speech

Equipment: A set of traveler's clothes, explorer's pack, a belt pouch containing 10gp

FEATURE: XENOPHILIA

You are adept at discerning the nature and function of monsters, which gives you an edge in your pursuit of them. You have advantage on survival checks to track aberrations, beasts, and monstrosities. In addition, while you are within 60 feet of a hostile aberration, beast, or monstrosity you are considered to have at least 1 Pleasure and may not fall below 1 Pleasure so long as you remain conscious and within this range.

SUGGESTED CHARACTERISTICS

Teratology is exhausting dangerous work often undergone by those with an explorer's mindset. Many such individuals are bold and adventurous by nature, always seeking out new experiences and thrills in the pursuit of their passion. So too do they often possess innate curiosity, at least where it pertains to the subject of monsters.

This attitude can lead to carelessness however, as the pursuit of their quarry can blind teratologists to the threats around them. They are susceptible to overconfidence and often fall victim to the very thing they are hunting.

TERATOLOGIST PERSONALITY TRAITS

d8 Personality Trait

- 1 I prefer to barrel headlong into my research. Discovery requires risk.
- 2 A more measured approach will serve me well before I get into the field.
- 3 I like to be thought of as a noble explorer and prefer the finer things in life.
- 4 I worry about others stealing my work, so value secrecy above all else.
- 5 People are like monsters, their actions tell you everything you need to know about them.
- 6 I am very sure of myself, and wish to spread that confidence to others.
- 7 I have been out in the field so much that I have lost the finer social graces.
- 8 Research is fine, but more than anything I love to travel.



TERATOLOGIST IDEALS

d6 Ideal

- 1 The sweetest fruit of my endeavors is to be renowned worldwide.
- 2 No job is too big if the coin is right, but no job is worth doing for free.
- 3 The data I gather is its own reward.
- 4 What I learn from monsters I will use to empower myself.
- 5 I am seeking the strongest monster in order to kill it and prove my own strength.
- 6 Nothing is inherently evil, many creatures are just misunderstood.

TERATOLOGIST BONDS

d6 Bond

- 1 I have lost colleagues to a particular monster and wish to end its reign of terror.
- 2 My mentor died because of a mistake I made, I will protect all around me no matter the cost.
- 3 My lover was transformed into a monster, now I seek to fully understand them.
- 4 I serve my nation and its people by the work I do.
- 5 A monster stole my soul, now I am searching for its weakness so that I may get it back.
- 6 A rival passed off my work as their own, I will disgrace them and regain my reputation.

TERATOLOGIST FLAWS

d6 Flaw

- 1 When things get too hairy, I run to save my own skin.
- 2 I struggle to tell when something is truly evil and often find myself being manipulated because of it.
- 3 There is no threat too big, nor anything I cannot handle.
- 4 I'll do anything to get my hands on valuable monster parts.
- 5 I throw myself at dangerous creatures in the hopes they will bring me carnal pleasure, despite the danger.
- 6 Other people often disappoint me, at least with monsters you know where you stand.

MAIDSERVANT

Every noble household of any sufficient standing will have a large staff of servants, cooks, attendants, and so forth. Unique among these positions are the maidservants who act as a combination cleaner, servant, and personal attendant. Though many have gained employment as a maid, few have attained the lauded position of maidservant.

Over time the close proximity of these individuals, along with the submissive nature of their work, has fostered a more direct relationship with the nobles of the house. In many cases this involves carnal services rendered in addition to menial ones, with the more sadistic nobles joyously subjecting their maidservants to various tortures for their own enjoyment. In turn, many masochists have taken it upon themselves to learn

the skills necessary for this trade as they find it a welcome home for their predilections.

While this may seem a one directional affair, and in some cases it is just that, often a maid servant and a noble will form a bond of loyalty and protectiveness toward each other. In this way the maid servant expands their repertoire to include basic bodyguarding duties and in rare cases they function as the head of security for the household itself.

It should be noted that despite the connotation of "maid" with one of a feminine nature, all genders, orientations, and backgrounds have achieved the vaunted status of maidservant.

Skill Proficiencies: Athletics, Insight

Tool Proficiencies: Either cobbler's tools or weaver's tools

Languages: One of your choice

Equipment: A set of upper society servant's clothes, a cleaning kit (feather duster, soap, and rag), a belt pouch containing 2gp

FEATURE: HOMEBOUND

You are skilled at maneuvering through the complex social structure of a noble house. In particular you find your expertise allows you a certain amount of freedom by masquerading as part of the staff. While you are dressed in a maidservant's uniform within a place dedicated to high society, those of noble standing automatically perceive you as unimportant until you make a hostile action. During this time you have advantage on Dexterity (Stealth) checks, Dexterity (Sleight of Hand) checks, and Charisma ability checks if you are bound or restrained.

OPTIONAL FEATURE: PLEASING DEMEANOR

With the GM's permission, you may choose to gain this feature instead of the Homebound feature above. Your primary focus has become to bring Pleasure to the individual you serve. When you spend at least 1 hour pleasing a creature in whatever way they see fit, they gain 1 Pleasure. This Pleasure does not fade for 24 hours and no effect may remove it. Only one creature may be affected by this ability at a time.

SUGGESTED CHARACTERISTICS

Maid servants tend to be quiet, stalwart companions. First and foremost they are loyal to those they are in service to and work tirelessly to look after them. These attributes can have downsides however as maidservants often blind themselves to the misdeeds of their betters. Sometimes this can read as naive, but the more experienced will eventually have to decide for themselves what they are willing to tolerate should they find themselves in the employ of a maligned noble.

MAIDSERVANT PERSONALITY TRAITS

d8 Personality Trait

- 1 Without loyalty we have nothing.
- 2 I am a silent companion, meant to be seen but not heard.
- 3 I strive for perfection in all things, at least in the eyes of my betters.
- 4 While serving is fine, the true joy comes from being punished for my mistakes.
- 5 I run a tight ship and expect all around me to meet my standards.
- 6 My servitude is my primary focus and I strive everlong to anticipate the needs of those around me.
- 7 I am incredibly protective of those I am in service to.
- 8 I define myself by my work.

MAIDSERVANT IDEALS

d6 Ideal

- 1 The greatest honor is remaining unnoticed as I go about my duties.
- 2 I seek advancement among the household's staff first and foremost.
- 3 I wish to pull the levers of society but never want to be perceived as such.
- 4 I travel between noble houses to learn the latest in binding and punishment techniques, hoping to one day be the best at that craft.
- 5 I pine to be swept up by a noble who wishes me to be their favorite plaything.
- 6 I cover for my fellow staff members, even going as far as to confess to their mistakes so they are not punished.

MAIDSERVANT BONDS

d6 Bond

- 1 A noble mortally punished a fellow maid servant and I did not intervene. Now I seek vengeance.
- 2 A fellow maid servant framed me for a mistake that got me removed from the household. I will prove my innocence and regain my honor.
- 3 I bought an enchanted duster which wrecked the household. I must track down the shopkeep who sold it to me and make things right with the noble I served.
- 4 The noble I was in service to gifted me a particular toy before they were assassinated. That toy is now my most prized possession and I think of them whenever I use it.
- 5 I awoke in my noble's bed to find the household empty and apparently unoccupied for decades. I will stop at nothing to determine what happened.
- 6 My best friend and I have wanted to become maid servants our whole lives. Now we are bitter rivals vying for placement in the best household in the city.



MAIDSERVANT FLAWS

d6 Flaw

- 1 I see myself only as an object to be used by those better than me.
- 2 My morality does not matter as I only need to do what my noble asks of me.
- 3 I can solve anyone's problem and will not rest until I have done so.
- 4 Initiative is for the fools who are not patient enough to wait for orders.
- 5 I seek ever more intense punishments with no regard for my own wellbeing.
- 6 A mess is not to be tolerated and I am well within my rights to reprimand those creating one.

COURT DANCER

Acting as one part performer in residence, one part concubine, court dancers devote themselves to pleasing their patron's every whim. This arrangement can range between a comfortable position where the dancer occupies a space akin to a spouse, or a much more restricted affair where the dancer is often bound only to be partially released when performing. The nature of this arrangement is dependent on the predilections of both the dancer and the patron, and in truth some of the most lucrative positions reside with those who devote themselves to the latter.

The types of performances put on by dancers covers a wide range. Most simply excel at acrobatic performance in time with music in order to put on a more classic show for their patron. Others include various torments or feats of endurance as part

of their act which can in turn increase their rates and standing. Particularly sadistic nobles will pay huge sums for a dancer who is capable of putting on a show that excites them for such nobles have seen many tortures and are rarely impressed. So too do court dancers come in all shapes and sizes, all genders and orientations. The generally accepting nature of Bundheim has created a world in which all manner of dancers are cherished.

Skill Proficiencies: Your choice of Performance, Persuasion, or Acrobatics

Tool Proficiencies: Two instruments and two gaming sets of your choice, disguise kit

Languages: One of your choice

Equipment: A set of performer's clothes suitable to upper society, an instrument of your choice, a disguise kit, a belt pouch containing 10gp

FEATURE: ENTHRALLING GYRATIONS

Your performing prowess enchants any who behold it and entices them to spend time with you. If you spend at least 10 minutes performing you may have any number of humanoids that behold you for that duration make an Wisdom (Insight) check vs your Charisma (Performance). On a failure, you have advantage on all Charisma checks directed at that creature and, if their orientation allows physical attraction toward you, they consider you a highly desirable mate. This effect lasts until you or someone known to be associated with you takes hostile action against the creature.

SUGGESTED CHARACTERISTICS

As a necessity for enticing prospective patrons, many dancers find confidence a necessary trait. This in turn aids their performances as few want to watch a dancer who is stumbling their way through their routine. As well, many are fiercely territorial toward their patrons and live in constant fear they will be replaced. In this way dancers are prone to developing a very vindictive attitude that can be harsh to those they perceive as a threat. Yet, thanks to their performative abilities, they are extremely careful to keep an enticing face toward their patron or any who would influence them.

COURT DANCER PERSONALITY TRAITS

d8 Personality Trait

- 1 I am confident in my abilities and feel as though there is little I cannot master.
- 2 I feel most at home when I am being beheld by those in awe of me.
- 3 I prefer to present as mysterious and intriguing but in reality I'm making it up as I go.
- 4 I am fascinated by the latest fashions and trends.
- 5 My outward appearance serves as a suit of armor against a harsh world.
- 6 I am always open to trying new things if my patron wishes for me to do so.
- 7 I am intensely curious, the best perk of a wealthy patron is access to their library.
- 8 I look out for myself first and foremost, no one else has your back.

COURT DANCER IDEALS

d6 Ideal

- 1 Performance is not just an art, it is a spiritual experience shared between two or more individuals.
- 2 I wish to be known far and wide, and cherished by as many hearts as possible.
- 3 The relationship between dancer and patron is sacred, an unbreakable bond for all time.
- 4 I value the wellbeing of other dancers over either myself or my patron.
- 5 I am a traditionalist at heart, the old ways are best.
- 6 I take joy in helping soothe the wounded heart, my function is as a healer first and foremost.

COURT DANCER BONDS

d6 Bond

- 1 Despite all teachings otherwise, I fell in love with a fellow dancer during training. Now I search for them after their disappearance into high society.
- 2 A patron broke my trust and now I struggle to perform without thinking of them.
- 3 The dressmaker who made my first outfit is like a parent to me.
- 4 I sell every gift a patron gives me and send home all my earnings so that my sick sibling has enough to get by.
- 5 I belong to a secretive group of spies with whom I am more loyal than any other.
- 6 A wizard patron taught me how to summon a simple familiar who has grown to be my best friend in all the world.

COURT DANCER FLAWS

d6 Flaw

- 1 I must outdo each of my previous performances, even if I have to risk my safety to do so.
- 2 I am covetous of what I feel is mine and will deal harshly with those who threaten to take them.
- 3 I define myself solely by the opinions others have of me.
- 4 I refuse to acknowledge the troubles of the world in favor of focusing on an idyllic fantasy.
- 5 My patron handed me off to another patron who in turn handed me off to another patron. I cannot get over that first patron and pine to return to them.
- 6 I feel there is little I cannot do, despite having never done a great many things.

CLASSES

Below you will find a variety of classes which adventurers may train in for campaigns set in Bundheim. Of course, you are absolutely free to use these classes outside this campaign setting, and similarly you should feel free to use any other published classes from other source material, presuming you have your GM's approval.

Many of the features described below are in fact subclasses for the base classes, and as such you will need to choose them when your class achieves the necessary level to do so.

These subclasses feature mechanics for dealing with bondage, being gagged and so forth, such that the kink-based activities in Bundheim are not necessarily always inhibitions and in many cases can be used to great effect. Each is focussed around one of the three major BDSM orientations: submissive, dominant, and switch (those who change as they desire). You can choose to take on a class that speaks to your own nature, or challenge yourself by taking on one you do not personally identify with, that's one of the benefits of roleplaying games.

SUBCLASSES

A number of subclass options have been crafted for the Escapologist, along with the other base classes. The table below denotes which subclass options are available for each class, for ease of reference. You will find descriptions of the Escapologist class immediately following its respective entry, while the others have been placed following them.

SUBCLASS OPTIONS

Base Class	Sub-Classes
Barbarian	Path of the Red, Path of Terror, Path of the Titan
Bard	College of Brats, College of Sirens, College of Warmth
Cleric	Exorcist Domain, Peril Domain
Druid	Circle of the Lamb, Circle of Pollen, Circle of the Tamer
Escapologist	Guiding Hand, Virtuoso
Fighter	Dynamic Duelist, Tormenting Hunter
Monk	Way of the Feather, Way of the Heelbreaker, Way of the Wick
Paladin	Oath of the Indomitable, Oath of the Sagittarian
Ranger	Horrorling Witch, Slinglash Conclave
Rogue	Null Visage, Stitcher
Sorcerer	Sanguine Hex, Soulfire
Warlock	Alabaster, Contract, Sublime Slithering
Wizard	School of Dilemmaturgy, School of Inscription

ESCAPOLOGIST

At first the challenge had been in escaping. Manacles of cold iron, ropes pulled taut, expert knots crafted with a devious intent, all these and more made for interesting obstacles standing between Khelgir and his freedom.

But time and study had revealed a disturbing fact: locks could always be picked, knots always undone, and escape was always inevitable. Absolutely had Khelgir put in the work to do so, but no amount of studying the latest in lock mechanisms brought back the exhilaration that the first escapes brought him. He still loved the art of escaping, but it had become mundane.

The paper pinned to the tavern's message board changed everything. "Do you like adventure?" it read. "Do you want fame, fortune, power perhaps? If the answer to any of these is 'Yes!' then come to Sylvan's Cantina on the western edge of town any evening this week."

Now, 6 months later, Khelgir found himself a proper adventurer, attached to a band of comrades he had fought beside on numerous occasions. His swordwork needed improving and he had absolutely no knack for the arcane, but his new line of work gave him ample opportunity to put his escapology skills to work.

All of this he considered as he stood caught in the trap that held him. A smirk spread across his face as his limbs worked against the semi-sentient chains. Sure, the water was rising and he would surely drown if he couldn't escape the cold iron that ensnared him, but the challenge of it was greater than any he could have found back home. Besides, he had the skills to feasibly have a chance of surviving this. The same could not be said of the bone-thin mage.

DESCRIPTION

Escapologists devote themselves to studying the survival of dangerous situations. Thanks to this and the nature of Bundheim they often specialize in lock picking, unfastening even the most expert of knots, and enduring the unendurable. They may not cause the most damage or wield the forces of the universe, but killing an escapologist is a true feat.

CLASS FEATURES

As an Escapologist, you gain the following class features.

HIT POINTS

- **Hit Dice:** 1d12 per Escapologist level
- **Hit Points at 1st Level:** 12 + your Constitution modifier
- **Hit Points at Higher Levels:** 1d12 (or 7) + your Constitution modifier per Escapologist level after 1st

PROFICIENCIES

- **Armor:** Heavy armor, Medium armor, Light armor
- **Weapons:** Martial weapons, Simple weapons
- **Tools:** Thieves' tools
- **Saving Throws:** Strength, Dexterity
- **Skills:** Choose two from Athletics, Acrobatics, Investigation, Perception, or Sleight of Hand

EQUIPMENT

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

- (a) chain shirt or (b) leather armor
- (a) a simple weapon or (b) a martial weapon
- (a) a hand crossbow and 20 bolts or (b) five javelins
- a dungeoneer's pack

ESCAPOLOGIST

Level	Proficiency Bonus	Features
1	+2	Daring Defense, Get Into Trouble
2	+2	Always a Way Out, Slippery
3	+2	Expert Ventures
4	+2	Ability Score Improvement
5	+3	Extra Attack, Improvisation Proficiency (d6)
6	+3	Ability Score Improvement
7	+3	Venture Feature
8	+3	Ability Score Improvement
9	+4	Improvisation Proficiency (d8), Tools at Hand
10	+4	Venture Feature
11	+4	Versatile Defense
12	+4	Ability Score Improvement
13	+5	Improvisation Proficiency (d10)
14	+5	Ability Score Improvement
15	+5	Venture Feature
16	+5	Ability Score Improvement
17	+6	Improvisation Proficiency (d12, light)
18	+6	Endure to Survive
19	+6	Ability Score Improvement
20	+6	Venture Feature

AUTHOR'S NOTE: ESCAPOLOGY

A vaunted area of expertise for magicians from the very beginning of stagecraft, Escapology is the pursuit of escaping seemingly impossible situations despite all odds. Throughout the ages such acts have seen magicians defying death via falling, drowning, fire, being crushed, and far more besides.

Techniques utilized in these escapes include hidden keys, deft hand work at manipulating bindings, and clever engineering in the traps themselves. Further these practices have influenced a number of kink activities, such as peril play and predicament bondage.

DARING DEFENSE

1st-level Escapologist feature

Due to the wide variety of dangers you face, you have found the different weights of armors either hamper or aid in your escapades. In addition to the normal bonuses and attributes donning a set of armor provides you, you gain the following benefits and penalties depending on the classification of the set of armor worn.

- **Heavy.** Reduce any damage you would take by an amount equal to your proficiency bonus. You have disadvantage on Dexterity saving throws.
- **Medium.** When you are hit by an attack from an attacker you can see, you can use your reaction to halve that attack's damage against you. Your movement speed also increases by 5 feet.
- **Light.** You have advantage on Dexterity saving throws against effects you can see and your movement speed increases by 10 feet. You have disadvantage on Constitution saving throws against effects that deal acid, cold, fire, lightning, or thunder damage.

GET INTO TROUBLE

1st-level Escapologist feature

Real danger makes for the greatest escape experiences, but the trick there lies with getting into trouble in the first place. As an action you may have a creature you can see within 30 feet of you make a Wisdom saving throw. The DC for this feature is equal to $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. On a failure, if that creature has an attack or effect that grapples, incapacitates, paralyzes, restrains, or stuns, they must use that ability during their next turn and you must be included as a target for that effect. This feature cannot provoke a creature to use the Grapple attack action. If the target cannot feasibly take the required course of action due to this it may act normally instead. You may use this ability a number of times equal to your proficiency bonus and regain all spent uses when you complete a long or short rest.

In addition, as a bonus action you may make a contested Wisdom (Insight) check against a creature's Charisma (Deception). If you win, you learn whether the creature has the capability via an attack, ability, or item to grapple, incapacitate, paralyze, restrain, or stun beyond the Grapple attack action. You do not learn the method by which it causes any of these statuses, only whether it is capable of it.

ALWAYS A WAY OUT

2nd-level Escapologist feature

When you are targeted by an effect that would cause you to become grappled, restrained, or reduces your movement speed, you may choose to let the effect automatically succeed. If you do so, beginning from the start of your next turn you may automatically pass the first saving throw or ability check that allows you to escape that effect.

You may use this feature a number of times equal to your Dexterity modifier, to a minimum of one. You regain expended uses of this feature when you finish a short or long rest.

SLIPPERY

2nd-level Escapologist feature

From 2nd level, you have grown deft at weaving in and out of dangerous encounters. You may Disengage as a bonus action. When you are prone, standing up uses only 5 feet of movement.

EXPERT VENTURES

3rd-level Escapologist feature

At 3rd level, you choose to focus on how you apply your skill. Choose either the Guiding Hand or the Virtuoso venture. Both of these are detailed in the following pages. Your choice grants you features at 3rd level and again at 7th, 10th, 15th, and 20th levels.

EXTRA ATTACK

5th-level Escapologist feature

Starting at 5th level, you can attack twice whenever you take the Attack action on your turn.

IMPROVISATION PROFICIENCY

5th-level Escapologist feature

You are adept at working with whatever tools are at hand to get the job done. When you attack with an improvised weapon, you may use your Proficiency bonus, even if the object you are attacking with bears no resemblance to a weapon.

In addition the damage dice for using such weapons increases to d6, and increases again to d8 at 9th level, d10 at 13th level, and at 17th level it increases to d12 and is considered to have the *light* property as long the object being wielded weighs less than 100 pounds.

TOOLS AT HAND

9th-level Escapologist feature

It goes without saying that being restrained severely limits one's access to tools. A clever mind finds almost anything can be used to get out of a sticky situation. You may use your Proficiency bonus when using an object that can feasibly fit in a lock in an attempt to pick it.

VERSATILE DEFENSE

11th-level Escapologist feature

Thanks to your extensive experience with a wide variety of equipment, you have further learned to utilize your chosen defenses to maximum effect. You gain the following benefits depending on the classification of armor you are wearing (in addition to the effects of the *Daring Defense* feature).

- **Heavy.** You have resistance to acid, cold, fire, lightning, and thunder damage.
- **Medium.** When you use a reaction, you gain a +2 bonus to your AC until the end of your next turn.
- **Light.** When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ENDURE TO SURVIVE

18th-level Escapologist feature

You have honed not only your skills to escape, but your physicality such that you can survive even the harshest of situations without losing effectiveness. You can hold your breath for up to two hours, do not suffer any penalties to attack rolls or skill checks for being blinded or deafened, only need to eat and drink once every 7 days, only accrue exhaustion for not sleeping after the 7th missed night's sleep, and do not suffer any penalties for being in an extremely hot or cold environment.

GUIDING HAND ESCAPOLOGIST

Floor tiles, door handles, wall sconces and suspiciously well crafted statues are among the most feared sights Hendrik has encountered in his long career. Floor tiles always seem to breed a thriving population of pressure plates, door handles are nearly always close friends with a series of gears and pistons, and that's without listing the 746 ways a wall sconce can be in bed with numerous poison dart launchers.

And though all of these things are commonplace, and thus easy to respect, what keeps Hendrik up at night is the burbling barbarian who decided to get overly drunk the night before the party began their delve through the Catacomb of Calamities. With a sigh, he grips the back of the barbarian's furs right before the oaf steps on a floor tile at least 2 inches too tall.

There are joys though, in all of this. Sometimes the traps are non-lethal or particularly imaginative. Those are the moments Hendrik lives for, where there's even a passing chance the rest of the party will learn something from the experience.

Not usually one to lose focus, all of these musings left Hendrik aloof as the rogue attempted to pick an obviously enchanted lock attached to what was clearly a mimic.

As the traps sprung around them, Hendrik noted the bonds springing forth to ensnare them all. In a moment, the entire party would be trussed in iron and facing hordes of ravenous undead, along with the aforementioned mimic who was now salivating quite openly.

With a sigh, and a smirk he would never acknowledge, Hendrik began formulating a plan to get them all out of this.

AUTHOR'S NOTE: MENTORSHIP

The pursuit of kinky activities requires a vast array of knowledge and skill sets, and beginning that pursuit is an often daunting idea. Thankfully, it is common in kink related communities for people to mentor and teach those that are new. This can range from handing down physical skills such as ropework and anatomical knowledge to ensure safe practices all the way to emotional support as the individual faces a slew of difficult and exciting topics.

DESCRIPTION

Where some Escapologists hoard their skills for fame and fortune, those that venture down the path of the Guiding Hand seek to utilize their skills to safeguard those around them. Such individuals have not only grown skilled at escaping whatever

dangers adventuring presents them, but to also aid their allies in achieving the same feats. Often this takes them further into the line of fire, but their unbreaking nature ensures they can survive even the most disastrous of outcomes.

CLASS FEATURES

GUIDING HAND FEATURES

Escapologist Level	Feature
3rd	Mentor's Aid, Learned Luck (one use)
7th	Always Wary
9th	Learned Luck (two uses)
10th	Lead by Example
13th	Learned Luck (three uses)
15th	Bullet Catch
17th	Learned Luck (four uses)
20th	Mistake's Rebuttal

MENTOR'S AID

3rd-level Guiding Hand feature

When a creature or object adjacent to you grapples, incapacitates, paralyzes, restrains, or stuns a single other creature within 60 feet of you, as a reaction you may instead make yourself the target of that effect. You must declare this effect before the opposed check is made.

LEARNED LUCK

3rd-level Guiding Hand feature

Witnesses tell the tale of your incredible luck at surviving the impossible, but you know that luck came from years of hard work and spilled blood. When you make an ability check, attack roll, or saving throw and have disadvantage on the roll, you may instead make that roll without disadvantage. You may use this feature once per short rest.



Starting at 9th level you may use this feature two times per short rest, increasing to three times at 13th level and four times at 17th level.

ALWAYS WARY

7th-level Guiding Hand feature

Danger lurks around every corner, and each shadow hides a menace until it has been proven otherwise. While you are conscious you cannot be surprised and have advantage on Initiative checks. In addition, any Wisdom (Perception) and Investigation (Intelligence) skill checks you make to find hidden dangers such as traps or ambushers are made with advantage.

LEAD BY EXAMPLE

10th-level Guiding Hand feature

When you succeed on a saving throw for an ability or effect from a hostile source, you may choose a number of creatures equal to your proficiency bonus that are within 60 feet of you and that can see you to learn from your experience. Those creatures have advantage on the next saving throw they are required to make for that ability or effect. You may use this ability a number of times equal to your proficiency modifier and regain all spent uses when you finish a long rest.

BULLET CATCH

15th-level Guiding Hand feature

Myths circle through the Escapologist community of an individual who was so swift they could catch a projectile fired via black powder. You have grown in your skill to the point where there are now at least two people who can accomplish this feat. When a creature other than yourself that is within 15 feet of you is targeted by a ranged attack, you may use your reaction to try and catch the projectile. When you do so, you move to be adjacent to the targeted creature. Then, the attacker rolls their attack roll and you must make a Dexterity saving throw with a DC equal to the attack roll's result.

On a success you catch the projectile harmlessly, and the original target is dealt no damage. If the ranged attack was a ranged spell attack and you succeed on the saving throw, for the next minute your you gain resistance to the damage type that the spell would have dealt.

If you fail the saving throw, you instead become the target of the attack and it automatically hits you.

MISTAKE'S REBUTTAL

20th-level Guiding Hand feature

You have learned to not only aid your allies in escaping the worst fate has to offer, but to actively prevent the worst of a catastrophic moment. As a reaction to a creature you can see being hit by an attack roll, failing a saving throw, or in any other way becoming imminently in danger of being harmed, you may stop the flow of time for all but yourself. No time passes for other creatures, while you take 10 turns in a row (1 minute of time).

During this moment of frozen time you may drag willing creatures that are large or smaller by physically maneuvering

them. Your movement speed is reduced by half while dragging creatures this way.

Time continues either after the 1 minute has expired, or if anything you do affects a creature in any way other than moving them. This effect also ends early if you move more than 1,000 feet from where you were when you activated it.

When time resumes, any attack, abilities, spells, or effects that were about to happen before the stop still happen. Creatures may not change the target of these abilities, and any that are invalid due to their target no longer being viable are wasted. Area of effects still occur with the originally chosen source point after time resumes. Once you use this feature you may not use it again until you finish a long rest.

VIRTUOSO ESCAPOLOGIST

What Dirue missed most from her old life was the stage. Real life doesn't have the lighting or framing the stage provided her, nor the nooks to sequester away her tricks. The trap doors she found these days were filled with spikes or ravenous oozes rather than landing pads and backstage access.

Still, one must make do with what they have at hand. That's the most important rule of improv, afterall. If what she had to work with was her wit, a length of enchanted rope, and a sexually frustrated kraken... well, she would give them the best show she could.

The angles played out in her mind as she sprung forward. The stalagmite to her left would make an excellent place to reappear from, and there was a blindspot in the pool behind the beast she could use in a pinch. She smirked as the tentacles reached for her. It may not be the stage, but her party would never forget this moment.

DESCRIPTION

Not all performers of escapology make the transition to adventuring, but those that do retain the focus on performance first and foremost, along with the many tricks they learned from their stagecraft. In turn the exhilaration of their daring feats inspires their party, reminds them of the wonder of the adventure they are embarked upon and the magic of their actions.

CLASS FEATURES

VIRTUOSO FEATURES

Escapologist Level	Feature
3rd	Give Them A Show, Nothing Up My Sleeve
7th	Now You See Me
10th	The Magic Touch
15th	Smoke and Mirrors
20th	Infallible Skill

GIVE THEM A SHOW

3rd-level Virtuoso feature

When you escape from being grappled by a hostile creature or incapacitated, paralyzed, or restrained by any creature, you may give Awestruck Inspiration to each creature of your choosing that can see you and is within 60 feet of you. Awestruck Inspiration gained this way lasts for 1 minute.



A creature with Awestruck Inspiration can spend it when they make an attack roll, ability check, or saving throw to roll a d6 and add the result to that roll. A creature can only have Awestruck Inspiration or not, it is not a resource that can be stockpiled.

You may use this ability a number of times equal to your Charisma modifier to a minimum of 1. You regain expended uses when you finish a short or long rest.

NOTHING UP MY SLEEVE

3rd-level Virtuoso feature

Many times the key to escaping is simply hiding the right tool in the right place. You have grown adept at sequestering the items you need within folds of clothing, the corners of your mouth, or other more imaginative places. While clothed you may have up to 8 tiny items hidden about your body. While unclothed you may have up to 3 tiny items hidden.

Tiny items include things like Thieves' Tools, a potion bottle, key, or anything else at the GM's discretion. You have access to these items regardless of whether you are restrained, so long as you are conscious.

Any creature that searches you for hidden items does so with disadvantage.

THE MAGIC TOUCH

7th-level Virtuoso feature

While it is traditional that escatology does not utilize real magic, no one is strictly stopping you. And besides, it would be a shame to leave so much potential for pizzazz on the table. You learn the *Mage Hand*, *Prestidigitation*, and *Thaumaturgy* cantrips. Your mage hand is always conjured invisible. You may use your mage hand to perform the following additional tasks:

- Stow or retrieve an item on your person
- Use thieves' tools to pick a lock
- Use a key to open a lock
- Attempt to untie a knot

NOW YOU SEE ME

10th-level Virtuoso feature

It is not enough to merely escape, for appearing unexpectedly adds all the more dazzle to the feat. When you escape from being grappled, incapacitated, paralyzed, or restrained by a hostile creature, you may teleport to an unoccupied space up to 30 feet away.

SMOKE AND MIRRORS

15th-level Virtuoso feature

Sometimes the best way to escape from danger is to never be caught at all. An expert performer leads the eye where they want, and makes the audience believe the impossible is real. When you fail either a saving throw or a contested skill check, or are hit by an attack, as a reaction you may become invisible and teleport up to 30 feet away. You become visible after 1 minute, when you make an attack or cast a spell, or end the effect on your turn.

When you do so you leave behind a semi-tangible illusory duplicate of yourself. The duplicate vanishes when you become visible. The duplicate has enough physicality that it can be picked up, grappled, restrained and so on, but is revealed to be an illusion when it takes damage. You may control the actions and expressions of this duplicate. The duplicate is silent and you may not move it. It also may not attack or attempt to deal damage in any way. A creature may see through the duplicate's illusory nature by making a contested Intelligence (Investigation) check against your Charisma (Deception) skill.

You may use this twice. You regain expended uses of this feature when you finish a long rest.

INFALLIBLE SKILL

20th-level Virtuoso feature

Long practiced, and much survived, your skills have grown to the point that failure by your own hand is no longer a possibility. You may choose to automatically succeed on Strength, Dexterity, or Constitution saving throws. If an effect that requires a Strength, Dexterity, or Constitution saving throw would deal half damage on a success, you instead take no damage from that effect. You may use this ability a number of times equal to your Charisma modifier, to a minimum of 1. You regain all spent uses when you finish a short or long rest.

PATH OF THE RED BARBARIAN

Cell bars screamed as they were torn free from their mountings. The cacophony would summon guards from the surrounding corridors, so Manath knew he had to hurry if he was to escape.

The first layer of guards were equipped with whips and flails, for often their job entailed wrangling prisoners back into line rather than stopping escapes. The few that survived would later tell the tale to their mates. Normally you struck a man and he was driven low by the pain, but the escaped barbarian Manath only seemed to draw strength from the punishing strikes.

The second layer of guards were softer physically but wielded arcane energies. Again, the aim was deterrence. If an escapee made it this far, they could be turned back or subdued without bringing great bodily harm. Though they assailed Manath with all manner of illusions, a bid to overwhelm him with desire and bliss, he again only seemed to be emboldened. There were far fewer of these arcanist guards sharing their story afterward than the previous group.

The last layer was much more conventionally equipped. Among them they bore crossbows and swords, along with proper armor and discipline. However, only the bodies would tell the tale of Manath's passing through, for by this point he burned from the sensations wrought by the previous two groups, and was no more stoppable than a landslide.

DESCRIPTION

Path of the Red barbarians have mastered using both pleasure and pain to fuel their fervor. They seek out such sensations, but must manage their experiences lest they become overwhelmed. Stronger examples of this path use a word of power to temporarily remove themselves from the world, gaining a respite from these sensations as a consequence.

AUTHOR'S NOTE: FRENZY

The sensations experienced from acts involving various kinks, such as pleasure and pain, can lead one to become more and more focused on receiving those sensations.

This is in particular prevalent to those new to these activities, in particular those of the submissive mindset, as they are finally able to experience that which they have desired but been unable to do.

There is a danger in this, as it can lead one to seeking ever greater sensations, including beyond their limits, be it physical or mental. It is important to moderate oneself when undertaking such endeavors and be sure to explore with those you trust and have built a rapport.

SENSATIONAL ZEAL *3rd-level Path of the Red feature*

You gain the ability to focus the physical sensations you're feeling to overcome your physical limitations. Your Sensation is the total of your current Pleasure and Pain added together. You gain effects according to your Sensation, along with all previous effects, as defined by the *Sensation Table*.

If your Sensation ever exceeds your Constitution score, you must roll a number of d4 equal to the difference at the end of each of your turns and suffer necrotic damage equal to the result. Your hit point maximum is reduced by the same amount of damage taken from this effect, returning to normal after you complete a long rest. In addition, you may never become immune to necrotic damage and the maximum amount of Pain or Pleasure you can have is increased by 3.

SENSATION TABLE

Sensation Effect

1+	<i>Eager to Play.</i> You may add twice your proficiency bonus when making Initiative checks.
3+	<i>Enjoy the Ordeal.</i> If you gain Pleasure or Pain, you may gain temporary hit points equal to your current Sensation.
5+	<i>Excited Charge.</i> You may take the Dash action as a bonus action.
10+	<i>Endure Punishment.</i> You gain resistance to acid, cold, fire, lightning, and thunder damage.
15+	<i>Wanton Fervor.</i> Each time you hit with a melee attack, you deal bonus necrotic damage equal to half your Sensation.
20+	<i>Overwhelmed Senses.</i> You are immune to being charmed, frightened, paralyzed, or stunned.

RELISH THE FEELING

3rd-level Path of the Red feature

As a reaction when you take damage you may roll a d4 and gain an amount of Pain equal to the result. Alternately, when you heal or gain temporary hit points you may roll a d4 and gain Pleasure equal to the result.

The die you roll for this feature changes when you reach certain levels in this class. The die becomes a d6 at 6th level, a d8 at 10th level, and a d10 at 14th level.

DON'T STOP

6th-level Path of the Red feature

As a reaction to being targeted by an attack or spell, you may choose to automatically allow the attack to hit or fail the saving throw. If you do so, you gain Pain equal to the damage dealt to you from that attack or spell up to the amount that would bring you to your maximum. You lose Pain equal to the amount gained at the end of your next turn.

You may use this ability a number of times equal to your proficiency bonus and regain all spent uses when you finish a long rest.

In addition, you make saving throws to avoid the negative effects from having too much Pain or Pleasure with advantage.



WON'T STOP

10th-level Path of the Red feature

If an effect from a creature other than yourself would remove Pleasure or Pain from you, you may choose to keep them instead. This feature may not be used for Pleasure or Pain being removed from a lack of sustaining them.

SPEAK THE RED WORD

14th-level Path of the Red feature

You utter a singular word of power, freeing you of all torment. Choose a word when you gain this feature. As a reaction to being targeted by an attack, spell, or other effect, you may speak that word to transport yourself to a demiplane of your own creation and imagining. When you do so, remove all Pleasure and Pain from yourself and end all conditions you are suffering from other than exhaustion, incapacitation, or unconsciousness. While in the demiplane your hit points may not change, and you may take no actions. You automatically return from this demiplane at the end of your next turn, reappearing in the space you left. If that space is occupied, you are shunted to the nearest free space.

You may use this ability a number of times equal to your Constitution modifier, to a minimum of 1. You regain all spent uses when you finish a long rest.

PATH OF TERROR BARBARIAN

As the dragon's claws gripped Finora tight, she felt the upwelling of something incredible within her. Around her she could hear the screams of her party members as they understandably began to freak out about her predicament. Finora herself was not immune to the fear the dragon's presence created, and she could sense the tingling excitement of it begin to course through her.

The rub, as it were, was whether she would do anything about it. This moment, right here, was exactly the sort of situation she relished ending up in. Sure, she was in mortal danger, but there was no arguing the exhilaration of it. She could feel the arousal welling up within her as well, a natural response to the helpless situation she was even now falling prey to.

The dragon's grip, however, was not yet ironclad. Despite the thrill of danger, Finora did not wish to actually perish this day. Reaching deep into the terror, she pulled it upward and peppered in the arousal it had born. With incredible strength made all the more potent by these emotions, Finora broke the dragon's grip and fell to the floor. Letting loose a primal scream of terror, Finora urged her allies onward to make good their escape from the danger posed by the dragon.

DESCRIPTION

Key to the identity of a barbarian is their legendary rage. Many variants of barbarian will utilize their anger in a slew of ways, but unique among barbarians are those devoted to the Path of Terror. By tapping into the horror of the world around them (filled with monsters as it inevitably is) and their own fear, they elevate their rage to astounding feats of physical prowess that allow them to escape or survive that which would claim a normal person. As well, many such barbarians have proven proficient in invoking this same fear in their allies such that they too can take flight when the situation calls for it.

AUTHOR'S NOTE: FEAR PLAY

Many emotions are tied into the experience of kink, but the pervading sense of intimacy and consent pushes fear to the background in many cases. Some individuals find the thrill of terror to be its own aphrodisiac and many other kinks have branched off in the pursuit of crafting experiences to that end. Such kinks include edge play, peril play, consensual non-consent, and asphyxiation.

It is important when partaking in scenes involving fear to remember both that it might cause the bottom to panic and lash out, and there's a very real possibility of interacting with traumas that have created a fear and these activities should be undertaken only with much communication and safeguards.

CLASS FEATURES

PATH OF TERROR FEATURES

Barbarian Level	Feature
3rd	Terrified Rage
6th	Fight or Flight
10th	Bravely Run Away
14th	Existential Dread

TERRIFIED RAGE

3rd-level Path of Terror feature

You revel in the experience of being afraid, and in turn can utilize the emotional energy it provides you to strengthen your martial prowess. When you rage, you may choose to become frightened as well. When you are frightened you do not suffer the normal penalties to ability checks and attack rolls, nor are you unable to move closer to the source of your fear.

If you become frightened due to raging, and thus do not have a specific source for your fear, you must choose a hostile creature or trap you can see to be the source of your fear (refer to the *Detect Trap* spell for what is considered a trap). If you cannot select a source for your fear you may not become frightened when you rage and instead follow the normal rules for raging.

You may double your rage damage bonus for attacks that target the source of your fear.

In addition, if a creature or effect would have you become frightened, you may begin to rage without expending one of your rages. You may choose to automatically fail any saving throws or ability checks to resist becoming frightened. Your rage is also sustained so long as you are frightened.

FIGHT OR FLIGHT

6th-level Path of Terror feature

You have learned to harness the surge of adrenaline that courses through your veins once you become frightened. You have advantage on attack rolls against creatures you are afraid of and you may roll a d4 and add the result to Dexterity checks and saving throws you make as long as you can see the source of your fear.

BRAVELY RUN AWAY

10th-level Path of Terror feature

Seeking to escape that which scares you has fostered in you a nearly supernatural ability to remove yourself and your friends from a situation. While you are frightened, you and any creature that begins its turn within 15 feet of you may use a bonus action to Dash so long as they end that movement further from the source of your fear than they began.

EXISTENTIAL DREAD

14th-level Path of Terror feature

There is little more terrifying than being in mortal danger. You have learned to harness this fear and turn it into a potent motivating force. While you are frightened, for every 10 hit points you are missing below half of your maximum, you gain a +1 bonus to attack rolls, ability checks, and saving throws. For example if your maximum hit points is 120 and you currently have 40 hit points, the bonus would be a +2 (for being at 20 less than half your maximum hit points). You must be conscious to gain this bonus and the bonus amount may not exceed your proficiency bonus.

PATH OF THE TITAN BARBARIAN

Jedeth barreled down the tree-strewn hillside, the furious woman giving chase despite his best efforts. Though he dared not take the time to look back, he knew the pursuit continued from the crashing and snapping of bark and branches from behind.

What had surprised him initially was how monstrously *huge* she was. Jedeth had stumbled upon her in a clearing, and even then she had been well over 6 feet tall. Astoundingly, as she grew more inexplicably angry at him, and began the hounding he was now occupied with, she seemed to grow moment by moment. The one time he had chanced a glance backward, she must have been at least 20 feet tall.

He thought at first he had tripped, which was completely understandable as he ran down rough hillside dodging scrubs and trees in headlong flight. Then, as the ground fell out from beneath him, he noticed the pressure on his flanks. She must have picked him up, much like he would a pup in the town square. Quickly his situation evolved into being squeezed tight in a mammoth fist, his chest barely able to draw air.

He tried to plead, tried to whimper or fight, but the grip was like iron and he knew he could not escape. She glared at him, fury seeping from every pore. No, not glaring, she was studying him, sizing him up. Oh gods, he had seen that look before. She was eyeing him as he would a side of beef fresh cut from the hearth roast.

Jedeth barely had time to fail at a scream, before she shoved him down her gullet. He felt her teeth scrape against his skin, followed by the moist inside of her throat squeezing him, more gently than her fist had done but more than strong enough to ensure he could not escape. The last of the day's light left him as her mouth closed behind him, leaving him struggling in darkness.

Though it took awhile for her digestion to do its duty, eventually the wiggling inside her halted. As the lethargy of a satisfying meal washed over her, she shrank back down to normal size. Once more she roamed the woods, now in search of a place to sleep the peaceful rest of the sated.

DESCRIPTION

Barbarians who choose to follow the Path of the Giant learn to grow themselves in size when they are raging. While in this state, they use their increased size to their advantage, with some even going so far as to devour their foes.

CLASS FEATURES

PATH OF THE GIANT FEATURES

Barbarian Level	Feature
3rd	Growing Rage
6th	Trampling Stride
10th	Microvore
14th	Enormous Physique

GROWING RAGE

3rd-level Path of the Giant feature

You may choose to grow in size when you rage. When you do so, you gain the effects of the *Enlarge/Reduce* spell. These effects last for the duration of your rage.



AUTHOR'S NOTE: MACROPHILIA/VORAREPHILIA

Macrophilia relates to the sexual attraction to giants. More specifically the focus is on the comparative sizes of those involved, be one normal size and the other tiny, or one normal size and the other very large. Themes revolve around physical domination and power residing in the larger person.

Often related is the concept of vore, or the desire to be consumed or eaten by another creature. The size difference presented by macrophilia allows for this, and the act of consuming is often seen as an ultimate exertion of power over another.

TRAMPLING STRIDE

6th-level Path of the Giant feature

You can move through the space of any creature that is of a smaller size than yours. As an action, you may move up to your speed and may move through the space of creatures who are at least one size smaller than you. After completing this movement, you may have all creatures whose space you moved through make a Strength saving throw. On a failure, the creature takes $4d6 + \text{your Strength modifier}$ bludgeoning damage and it is knocked prone. On a success, they take half damage and are not knocked prone. The DC for the saving throw is equal to $8 + \text{your Strength modifier} + \text{your proficiency bonus}$. Creatures that are already prone when you move through their space automatically fail the saving throw.

MICROVORE

10th-level Path of the Giant feature

As an action, you may attempt to swallow a grappled creature that is medium size or smaller, and at least 2 sizes smaller than you. When you do so, the creature must make a Dexterity saving throw against a DC of $8 + \text{your Strength modifier} + \text{your proficiency bonus}$. On a failure they are swallowed.

A swallowed creature is blinded and restrained, has total cover against attacks and other effects outside of you, and must make a Constitution saving throw at the beginning of its turns. If the creature fails the saving throw it takes $5d6$ acid damage, or half as much damage if it succeeds. The DC for this saving throw is equal to $8 + \text{your Constitution modifier} + \text{your proficiency}$.

If you take 10 damage or more on a single turn from a creature inside you, at the end of that creature's turn you must succeed on a Constitution saving throw against a DC of 15 or half the damage taken this turn, whichever is higher. On a failure, you regurgitate the creature, which falls prone in a space within 10 feet of you of their choosing. If you fall unconscious or die, the swallowed creature is no longer restrained and may escape from within you by using 20 feet of movement, exiting prone. You may release a swallowed creature by regurgitating it as an action.

You may only have one creature swallowed at a time. If your size shrinks while you have a creature swallowed you automatically regurgitate the creature to an unoccupied space adjacent to you.



ENORMOUS PHYSIQUE

14th-level Path of the Giant feature

You have learned to expand to the physical limits of your body. When you rage, you may choose to grow to your maximum size rather than use the effects of *Growing Rage*. For the duration of your rage, you gain the following effects:

- Your size increases to Huge.
- Your weight becomes 1,000 pounds.
- You get a +4 bonus to your Strength ability score. This bonus may not cause your Strength score to exceed 24.
- Add 5 feet to your melee range.
- You deal $2d8$ bonus bludgeoning damage when you hit with an attack.
- You become immune to bludgeoning, piercing, and slashing damage from non-magical sources.
- You make Dexterity saving throws with disadvantage.
- Your speed is reduced by 5 feet.

If the space you occupy when you use this feature cannot accommodate this new size, you may not use this feature when you rage. You may use this feature once per long rest.

COLLEGE OF BRATS BARD

The arch devil Brastrexoth stood triumphantly over the bound form of the adventurer before him. Despite her wriggling, Brastrexoth knew his infernal chains were utterly inescapable.

"Pledge fealty to me mortal, and I may yet show you mercy" commanded Brastrexoth.

In return, two words graced his ears: "make me." The silence and stillness of Brastrexoth bore truth to his astonishment at the adventurer's impudence. How dare this meek woman with her tiny sword and useless armor dare to countermand him in the face of her helplessness?! There was only one thing for it, and so Brastrexoth set upon the adventurer with his flaming whip.

Ten minutes later, he himself was huffing from the exertion. The adventurer was nothing but a sobbing mess of a surely pliant human, ready to receive his dominance.

"What say you now, weak little human? Will you bend the knee to my ownership?" Brastrexoth inquired, utterly sure of the pending answer.

"After all that clumsy flailing you just did? You couldn't own a puppy, let alone me" she responded.

To Brastrexoth's horror, she was *smiling* up at him as she said this. Despite her recalcitrance, Brastrexoth found himself very much looking forward to the process of breaking her to his will.

AUTHOR'S NOTE: BRATS

BDSM often involves a dynamic of obeying the commands of the dominant person in order to avoid punishment. Flipping this dynamic on its head, so-called "brats" enjoy riling up those who would dominate them in order to elicit punishment. Rather than submitting, such individuals take extreme satisfaction in breaking rules and pushing buttons in order to garner attention from their dominant. Of course, many also enjoy the retribution such annoyances warrant. This dynamic can create a more playful air to a scene, or allow a dominant to be more severe in their response as the brat is in essence inviting the punishment for their behavior.

PESTERING WORDS

3rd-level College of Brats feature

You learn how to say exactly the thing that most challenges the authority of others. When a creature that you can see within 60 feet of you makes an attack roll or an ability check, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the GM determines whether the attack roll or ability check succeeds or fails. The creature is immune if it can't hear you.

EYE FOR ANNOYANCES

3rd-level College of Brats feature

You have a keen eye for discerning what words most get under a creature's skin. You gain proficiency in the Wisdom (Insight) skill. If you are already proficient in that skill you may choose another skill to become proficient in.

In addition, as a bonus action, you may make a Wisdom (Insight) check against a creature you can see that isn't incapacitated, contested by the target's Charisma (Deception) check. If you succeed, the *Vicious Mockery* spell cast by you deals maximum damage against that creature for the next 1 minute.



DESCRIPTION

The quick wit and sharp tongue iconic to the bard profession is a potent weapon for any who wish to taunt or distract their foes. In this way some bards find satisfaction from becoming the target of their opponent's immense ire. Such bards have come to be known as brats for it is impossible not to draw a direct comparison to misbehaving children with their petulant taunts. And yet once such bards have drawn the agitated scorn of their foe, they revel in soaking up the punishment meted out so that their allies might be spared.

CLASS FEATURES

COLLEGE OF BRATS FEATURES

Bard Level Feature

3rd	Pestering Words, Eye for Annoyances, Flirt with Retribution
6th	Cheeky Dodge, I Said Harder
14th	Cocky Little Shit

FLIRT WITH RETRIBUTION

3rd-level College of Brats feature

You have honed your ability to distract others to such a degree that they struggle to focus on anyone other than yourself due to the ire you inspire in them. When you use your Pestering Words feature, you may mark the creature affected. The marked creature has disadvantage on attack rolls against any creature other than you. This mark fades after 1 minute or when you mark another creature in this way.

You also gain proficiency with medium armor and shields.

CHEEKY DODGE

6th-level College of Brats feature

Having repeatedly drawn punishment upon yourself, you have grown skillful in dodging the efforts of the creatures you have taunted. When you mark a creature via the Flirt with Retribution feature, note the result of the bardic inspiration used to resolve the Pestering Words portion of that ability. You gain the follow abilities:

- When the marked creature makes an attack against you, you may add the result of the bardic inspiration to your armor class.
- As a reaction when the marked creature causes any number of creatures to make a saving throw while it can see you, all creatures other than you that are making a saving throw for that effect may add the result of the bardic inspiration as a bonus to their saving throw.

I SAID, HARDER

6th-level College of Brats feature

You relish in being ravaged by the creature you have acted out against. When the creature you have marked via the Flirt with Retribution feature causes you to take damage, you may gain 1 Pleasure then gain temporary hit points equal to twice your current Pleasure.

COCKY LITTLE SHIT

14th-level College of Brats feature

As a reaction when the creature you have marked via the Flirt with Retribution feature targets only you with an attack, ability, or spell you may predict you will overcome whatever torment is being brought upon you. If the triggering attack fails to hit you, or you succeed on the first saving throw or ability check required by the effect, you may regain 3 uses of your bardic inspiration. However if the attack hits you, or you fail the first saving throw or ability check required by the effect, you gain 5 Pain.

COLLEGE OF SIRENS BARD

Preparing for the set had been brutal. Before the performance came a regimen ranging from vocal exercises to physical training. Dancing and singing were a lot more exhausting than the public expected it to be, but Elswyn's performance went well beyond those of mundane entertainers.

The worst of it was right before the show. She had been bound, as was traditional for such spectacles, but a slew of attendants had also worked her over with every implement imaginable. She suffered, she exalted, each sensation further honing the one that came after it. By the time the curtain was ready to rise, she was panting and barely cogent, her senses nearly overwhelmed from it all. Despite all of the torment and exertion, she was still aware of herself and her surroundings. She couldn't fall over into the abyss of mindlessness, not yet.

When the performance began, the stage lit up revealing only her restrained and naked form. Her performance featured no sets, no fantastical spectacles of lighting or motion, the stage was devoid of all things save her alone. From center stage she gave the audience little regard, for she was preoccupied with what may be below her, under the stage. A trapdoor at her feet waited to deliver her to this mystery in the dark. It was almost never the same thing twice, for if they repeated the same torment it would not be so effective at overwhelming her. Like a spice, the surprise made her experience all the more succulent. Perhaps this time it was a tentacled aberration, or a gang of lecherous fae. Her manager was more than capable of sourcing new sensational experiences to spring upon her for the show.

There was near silence, only her panting barely audible in the large space as all others remained quiet in anticipation. A simple snap broke it, causing some in the audience to jump as the trapdoor released. Elswyn fell from sight, down into the void beneath the stage. As whatever lay below worked upon Elswyn, her screams reverberated through the theater. Though primal, each carried a tone that fed into the overall melody of Elswyn's suffering.

An empty stage, barely lit, with no performer visible, would otherwise have been the basis for an empty audience. For Elswyn's unique vocal stylizations, no seats remained empty in the venue.

AUTHOR'S NOTE: VOCALIZATIONS

Many of the activities found in kink and BDSM will yield vocalizations ranging from screams of pain to moans of orgasmic bliss, and anything in between. These sounds can serve as valuable feedback on what the subject feels about what they're experiencing, but they also can be a source of satisfaction for the one creating them.

DESCRIPTION

Aptly named, bards who study the College of Sirens specialize in utilizing vocalizations to influence their allies and enemies. Such bards use the sensations they're experiencing as fuel for their magic-laden screams. While the specific methods vary depending on the individual, such bards are popular performers at Vocalariums for their ability to craft an empathic experience in the viewer. The very best of these performers require extensive recovery periods as their shows leave them a heaving wreck upon the stage, utterly spent of bodily energy.

CLASS FEATURES

COLLEGE OF SIRENS FEATURES

Bard Level	Feature
3rd	Build Steam, Empathetic Connection
6th	Sensational Inspiration, Adamantine Will
14th	Enchanting Overload

BUILD STEAM

3rd-level College of Sirens feature

When you join the College of Sirens at 3rd level, you learn the ability to take the sensations you're feeling and channel them into your vocal chords, amplifying your powers. As a bonus action, you may perform an act upon yourself or focus on one happening to you that yields intense physical sensation. If you do so, expend one use of your Bardic Inspiration dice and gain the rolled amount to either your Pleasure or Pain. This ability may not bring you above your maximum Pleasure or Pain, and you need not make a saving throw if the result would have yielded a result more than your maximum.

EMPATHETIC CONNECTION

3rd-level College of Sirens feature

As a reaction, when you gain any amount of either Pleasure or Pain points, you may add 1 point of that type to a willing creature within 60 feet who can hear and see you.

ADAMANTINE WILL

6th-level College of Sirens feature

You make Constitution saving throws with advantage if you have at least one point of either Pleasure or Pain.

Starting at 14th level, if you have at least five points of either Pleasure or Pain, as a reaction when you are required to make a Concentration check you, rather than rolling, may choose to automatically succeed that check.

SENSATIONAL INSPIRATION

6th-level College of Sirens feature

From 6th level, when a creature who can hear you while you have at least 3 points of either Pleasure or Pain rolls a Bardic Inspiration dice you gave them, they may add a bonus to that roll equal to either your current Pleasure or Pain, to a maximum of your Charisma modifier value.

ENCHANTING OVERLOAD

14th-level College of Sirens feature

When you have experienced a large amount of sensation, you can channel the stored energy into an intense magical and emotional explosion. As an action you may expend either all Pleasure or all Pain points on yourself and create one of the following effects, depending on the type spent:

Pleasure. Your moans enchant the minds of all creatures who can discern it. All creatures of your choosing that can hear you within 60 feet must make a Charisma saving throw. The DC

of this save is equal to $8 + \text{your proficiency bonus} + \text{the amount Pleasure spent}$.

On a successful save the moans are only slightly alluring and the target makes an attack roll, ability check, or saving throw if it rolls a d4 and subtracts the number rolled from the result until the end of your next turn while you are within sight of them. On a failed save the target is charmed by you until the end of your next turn. While charmed in this way when the target makes an attack roll, ability check, or saving throw it does so with disadvantage.

Pain. Your cries of anguish pierce the minds of creatures around you. All creatures of your choosing that can hear you within 60 feet must make a Charisma saving throw. The DC of this saving throw is $8 + \text{your proficiency bonus} + \text{the amount of Pain spent}$.

On a successful save the target finds your suffering only mildly distracting and has disadvantage on attack rolls until the end of its next turn. On a failed save the target psychically empathizes with your experience, roll a number of d6 equal to the amount of Pain you spent, the target takes psychic damage equal to the result.

After using this feature you fall prone and cannot use reactions until the start of your next turn. You may use this feature once per short rest.



COLLEGE OF WARMTH BARD

Sylvar sidled up behind Vrutha, wrapping his arms around the man's torso. Applying pressure with his arms, Sylvar squeezed for a moment before relaxing. He did not remove his arms, but instead began tracing spirals with his finger tips, intermittently twirling his finger tips in Vrutha's chest hair.

"I'm so very proud of you," Sylvar whispered into Vrutha's ear, "we've come so far on this journey and all the while you've shown yourself to be the hero I knew you could be."

Laying the side of his face against the back of Vrutha's neck, he continued.

"This will be very difficult, but I believe in you. You go ahead and take that warhammer of yours, and you show that Beholder what it means to tussle with the likes of you."

He turned his face, bringing his lips to where his cheek had formerly been resting. Sylvar placed a soft kiss on the nape of Vrutha's neck. It was nothing special, just enough to leave Vrutha wanting more.

"Oh, and stay safe out there," Sylvar commanded. "It wouldn't do to lose one so precious as you to such a lowly beast."

Sylvar's arms unfolded, freeing Vrutha from his grasp. With a gentle shove, he pushed Vrutha's immense frame forward, spurring him on to the battle at hand.



AUTHOR'S NOTE: GENTLE DOMINATION

While domination is often portrayed as harsh and demanding, it can in fact be soft and soothing. Such a style of domination is often firm, but encouraging. This can provide both a nourishing experience (where "traditionally depicted" domination is somewhat cold and demeaning), but also aid in building confidence or overcoming shame.

DESCRIPTION

Bards who follow the College of Warmth prefer to devote their efforts toward a singular individual. In doing so they find they can more acutely empower them with their encouraging demeanor. Through this, such bards retain a dominant stance while bolstering their ally in a manner that is gentle rather than severe.

CLASS FEATURES

COLLEGE OF WARMTH FEATURES

Bard Level	Feature
3rd	Singular Attention, Whispered Adoration, Inspiring Devotions (2)
6th	Intimate Countercharm, Intriguing Stranger
9th	Inspiring Devotions (3)
13th	Inspiring Devotions (4)
14th	Painful Adoration
17th	Inspiring Devotions (5)

SINGULAR ATTENTION

3rd-level College of Warmth feature

When you take a short rest, you may choose a creature to focus your attention upon. That creature treats all rolls of their hit dice during this rest as their maximum (e.g. a d8 would result in an 8).

WHISPERED ADORATION

3rd-level College of Warmth feature

When you spend a use of your Bardic Inspiration to inspire a creature, you may choose to whisper your inspiring words into the ear of a creature within 5 feet of you instead. When that creature rolls the Bardic Inspiration dice they gain from this process, they may instead roll two such dice and take the higher result. Bardic Inspiration dice gained by creatures this way only lasts 1 minute instead of the normal 10 minutes.

INSPIRING DEVOTIONS

3rd-level College of Warmth feature

You may choose two Inspiring Devotions. Devotions may be used as bonus action by expending a Bardic Inspiration. Each Devotion targets one creature within 5 feet of you that can see and that can hear you, other than yourself. You may choose 1 more Devotion at 9th level and again at 13th and 17th level.

- **Strike True.** Target creature receives a bonus to their attack and damage rolls equal to your proficiency bonus until the start of your next turn.
- **Burn Them All.** Target creature may reroll damage rolls of 1 until the start of your next turn.
- **Don't Dally.** Target creature may move through difficult terrain without suffering a speed penalty and may Dash as a bonus action until the start of your next turn.
- **Read the Body.** Target creature you can see must make a Charisma saving throw vs your spell save DC, if it fails you learn either the damage immunities and resistances, the saving throw statistics, or the condition immunities of that creature.
- **Don't Die, Darling.** Target creature makes death saving throws at advantage while within 30 feet of you. Additionally, you may stabilize that creature as a bonus action if you are within 5 feet of them. This effect lasts for 1 hour or until you choose another creature to receive this Devotion, whichever happens first.
- **Stay Safe Out There.** When the target rolls a 1 on the d20 for an attack roll, ability check, or saving throw, they can reroll the die and must use the new roll. This effect lasts for 1 hour or until you choose another creature to receive this Devotion, whichever happens first.
- **Protect Me.** (prerequisite: Bard level 13) Target willing creature you can see may spend its reaction when you are targeted by an attack while you are within 5 feet of them to have that attack target them instead. This effect lasts for 1 hour or until you choose another creature to receive this Devotion, whichever happens first.
- **Distracting Look.** (prerequisite: Bard level 13) Target creature that can see you must make a concentration check at disadvantage if they are concentrating on a spell.
- **What I Say Is True.** (prerequisite: Bard level 17) Target creature that can hear you must make a Charisma saving throw versus your spell save DC, if they fail you may speak a statement of no longer than ten words about you or an object the target can see. The target takes your words as true, and acts accordingly for the next 5 minutes. The creature may repeat the saving throw when they take damage, ending the effect on a success. On a successful save the target is unaffected, and you cannot use this Devotion on them again for the next 24 hours.
- **Utterly Infatuating Display.** (prerequisite: Bard level 17) Target creature that can see you must make a Charisma saving throw vs your spell save DC, if they fail they subtract your Charisma modifier from all attack rolls they make for the next minute.

INTIMATE COUNTERCHARM

6th-level College of Warmth feature

Your touch can disrupt mind influencing effects. As a bonus action you may place a hand upon a creature within 5 feet of you. So long as you remain touching that creature with that hand, the creature is immune to being charmed or frightened. This effect also ends either condition if that creature is charmed or frightened. You may touch a second creature to also give them this benefit as another bonus action on a subsequent turn, but you will be unable to cast spells that require a somatic component while both hands are occupied.

INTRIGUING STRANGER

6th-level College of Warmth feature

You gain the ability to study the patterns and nuances of a creature in order to become familiar with them and their social expectations. After 1 minute of speaking with a creature in a language you can both understand, you gain advantage when making Charisma (Persuasion) and Charisma (Deception) checks against that creature.

PAINFUL ADORATION

14th-level College of Warmth feature

You have learned to utterly infatuate a creature, such that they wish it to never end. When a creature that is charmed by you has the condition end, as a reaction you may choose to spend one Bardic Inspiration and have that creature take $6d6 + \text{your Charisma modifier}$ psychic damage.

EXORCIST DOMAIN CLERIC

The succubus Nymorra approached the cleric in the darkness of the tunnels. He was an odd sight, standing upright not on boots, but rather a set of sharp edged stilt-like constructs. Nymorra was not overly worried about these for while they would make potent weapons, the darkness that enshrouded them both was magical and absolute, though not a hindrance for her.

"Come to my side. I'll show you such pleasure as only the gods have dreamed of" she whispered, lacing her voice with seductive energy. The cleric didn't move. He simply remained standing, his head slightly bowed. Nymorra shifted to the right, circling him to better interface with him from the front. After all, few could resist her eyes.

What she saw as his front came into view was even more bizarre than the stilts. A heavy metal belt encircled his waist, a secondary piece slipping downward between his legs like a saddle. A chastity device then, problematic for a demon like herself that utilized temptation, but few locks could keep Nymorra at bay.

The first sign that things were amiss was what he wore upon his head. A complicated rig of leather and metal covered his mouth, ears and eyes. The eyes, that was the clue. If he was already blindfolded the only thing the darkness was doing was lulling Nymorra into a false sense of security.

Too late did Nymorra realize she had severely underestimated her prey, that he was utterly blocked from any kind of seduction. His head snapped up, looking exactly at her despite all blinding impediments. He brought two vicious short blades to bear and with a leap set upon her to complete his hunt.

DESCRIPTION

Clerics devoted to Exorcism utilize implements of chastity to block themselves off from the temptations of the demons they fight. In addition, they are adept at hunting such creatures, and make for formidable martial foes.

CLASS FEATURES

EXORCIST DOMAIN FEATURES

Cleric Level	Feature
1st	Bonus Proficiencies, Martial Prowess, Defend Against Temptation
2nd	Channel Divinity: Sense Quarry
6th	Channel Divinity: Divine Weakness, Stride the Inferno
8th	Devotion of Self
17th	Empyreal Hunter

DOMAIN SPELLS

Once you gain access to a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Cleric Level Spells

1st	Find Familiar, Searing Smite
3rd	Branding Smite, Warding Bond
5th	Crusader's Mantle, Magic Circle
7th	Aura of Purity, Banishment
9th	Destructive Wave, Dispel Evil and Good

BONUS PROFICIENCIES

1st-level Exorcist Domain feature

You gain proficiency with martial weapons and heavy armor.

AUTHOR'S NOTE: CHASTITY

Chastity is the act of refraining from sexual intercourse. In BDSM this can be a forced experience, with a person's genitalia locked behind a device or bound such that they cannot receive pleasure. Then, if that person is placed in a situation that increases arousal, the denial of relief further enforces their submissive position.

As many chastity devices can be worn safely for long durations, practitioners will often lock away their ability to receive sexual gratification for long periods, culminating in a larger and more intense release. Such devices usually feature locks of some kind, and the dominant person will maintain control of the key, which can be brandished as an enticement or mocking gesture.

MARTIAL PROWESS

1st-level Exorcist Domain feature

When you hit with a melee weapon or spell attack, you may add your proficiency modifier to the damage roll.

You also become proficient with Hell Striders (refer to the Common Items/Weapons section for properties and statistics).

DEFEND AGAINST TEMPTATION

1st-level Exorcist Domain feature

If you have a chastity belt affixed which fills and blocks access to your ass and genitalia, you have advantage on saving throws against being charmed or frightened by Aberrations, Fiends, Fey, and Undead. In addition, if you would gain Pleasure, you must subtract 1 from the amount of Pleasure you would gain.



CHANNEL DIVINITY: SENSE QUARRY

2nd-level Exorcist Domain feature

You may use your Channel Divinity to find your prey. As an action you learn the location of any Aberrations, Fiends, or Undead within 120 feet of you. Alternately, you may focus on an Aberration, Fiend, or Undead creature with which you're familiar, and learn its location if it is within a mile of you.

DIVINE WEAKNESS

6th-level Exorcist Domain feature

As a bonus action, you may investigate the defenses of a creature within 60 feet. When you do so the GM shares with you the Resistances, Immunities, and Saving Throws of that creature, then you may choose to remove one damage resistance from that creature. You may use this ability twice and regain all spent uses when you finish a long rest.

DEVOTION OF SELF

8th-level Exorcist Domain feature

If you are wearing a chastity belt which fills and blocks access to your ass and genitalia, a gag which blocks use of your mouth, and a blindfold, you gain Blindsight (60 feet), Telepathy (300 feet), no longer require the verbal component for spells, become immune to being charmed or frightened, and cannot gain Pleasure.

EMPYREAL HUNTER

17th-level Exorcist Domain feature

As an action, you focus your divine might to become an Empyreal Hunter. For the next 1 minute you have a +2 bonus to your armor class, your weapons deal an additional 2d8 radiant damage on a hit, and your weapons become magic weapons. During this time your weapons emit dim light in a 30-foot radius. You may use this ability a number of times equal to your Wisdom modifier, to minimum of 1, and regain all spent uses when you finish a long rest.

PERIL DOMAIN CLERIC

"Do you wish to die Serena?"

It was a rhetorical question, for Karden had no intention of killing Serena, nor was she in a position to answer. Beyond the fact that she was gagged, Serena was preoccupied staying upright on her tiptoes. Should she fail that task, the noose around her neck would ensure she would have quite a lot of difficulty breathing.

"In truth, I care not what your answer may be" continued Karden as he paced around her bound upright form. "That decision is no longer yours to make. It resides wholly in my hands."

He continued to pace. Serenea attempted to keep her eyes on him as he went by, but her position was too precarious to turn as he passed around her backside.

"I could kick out the crate upon which you are standing, then watch your legs flail to gain purchase on nothing but air. An enticing idea, that I may yet bring to fruition." Karden's tone was low and insidious, filled with nefarious potential. Serena knew he was just goading her, that these threats were empty

and only meant to scare her. Or at least, she thought she knew that.

Karden stepped forward, directly in front of her. One large booted foot pressed against the crate upon which she was perched. He leaned forward, placing much of his weight against the wooden box.

"Only a little more pressure Serena, and I could watch you dance in panic." She felt it, the small shift of the crate beneath her as he applied pressure. She began to panic, all faith at Karden's intentions gone from her.

Seeing this, he stepped back, releasing the threatening gesture. Serena still had to struggle, even with the crate she was forced upon her tiptoes atop it as she tried not to succumb to the noose fastened at her throat.

Karden stepped away once more, moving behind her so she could only hear his voice.

"No, I think you will not strangle this day. But we shall see about drowning next, I think."

DESCRIPTION

Clerics who vow to the Peril domain do so with the focus of helping others see the value of life. They seek to bring others closer to death, but to ultimately keep them from tipping over the edge into the abyss. Such practices often come with a stigma, as do all whose worship brings them close to the domain of death.



AUTHOR'S NOTE:

DAMSEL IN DISTRESS / PERIL

The concept of a damsels in distress has been in the collective subconscious for much of human history. One such example is the proverbial damsels tied to the railroad tracks by a moustache twirling villain. It makes sense then, that utilizing the prospect of death would be a natural expression of dominance. For what could surpass giving up control of one's mortality to another?

This type of play comes with many dangers, and must not be taken lightly. Even something as seemingly innocuous as choking comes with the danger of blood clots or other mishaps. In real life, scenes dealing with the possibility of death should remain fantasy or left to roleplaying rather than creating a real possibility of harm.

CLASS FEATURES

PERIL DOMAIN FEATURES

Cleric Level Feature

1st	Mortally Empowered, Dangerous Play
2nd	Channel Divinity: Gasping Doom
6th	Death Denied
8th	Peril's Reward
17th	Master of the End

DOMAIN SPELLS

Once you gain access to a domain spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the cleric spell list, the spell is nonetheless a cleric spell for you.

Cleric Level Spells

1st	Cure Wounds, Sanctuary
3rd	Gentle Repose, Safeguard Existence
5th	Vampiric Touch, Revivify
7th	Aura of Life, Death Ward
9th	Mass Cure Wounds, Raise Dead

MORTALLY EMPOWERED

1st-level Peril Domain feature

You have learned to use the difference between life and death as a tool. You have a pool of Mortality points equal to your cleric level which you can spend for various effects, as listed below. Your pool of Mortality points resets when you finish a long rest.

- **Terminal Velocity.** If a creature you can see is below half of their maximum hit points at the start of their turn, you may spend a number of Mortality points up to half your cleric level (to a minimum of one). Until the end of their turn, that creature adds 5 feet to their speed for each Mortality point spent.

- **Back From The Brink.** After a creature you can see makes a death saving throw, you may spend any number of Mortality points to add a bonus to the roll equal to the amount spent. You must use this feature before the death saving throw is rolled. If the roll result is greater than 20, the creature gains hit points equal to the difference. If the unmodified roll is a 1, this effect is ignored and the creature still suffers two failures as even the most careful practitioner can encounter unexpected dangers.

- **Reprise.** When a creature is healed by you, you may spend Mortality points up to the amount of hit points healed. The affected creature then gains temporary hit points equal to the amount of Mortality points spent.

DANGEROUS PLAY

1st-level Peril Domain feature

As an action, you can bring one of your allies to a state of continued peril, helping them see the exhilaration of living. Choose a willing creature within 5 feet of you, if that creature's hit points are above 3/4 of their hit point maximum (rounded down), their hit points are reduced to 3/4 of their maximum and their hit point maximum is reduced by an equal amount. That creature gains temporary hit points equal to the amount lost, and you gain an equal number of Mortality points.

Each creature can only be affected by this feature once per long rest. When the creature finishes a long rest, their maximum hit points are restored to normal.

CHANNEL DIVINITY: GASPING DOOM

2nd-level Peril Domain feature

As an action, you present your holy symbol and instill an overwhelming sense of impending doom in the people around you. Each creature of your choosing with an Intelligence score of 4 or higher, that can see you, and that is within 30 feet of you must make a Wisdom saving throw vs your spell save DC. If a creature fails the saving throw it is frightened of you and begins to suffocate. At the beginning of their turn, affected creatures can repeat the saving throw, ending these effects on a success.

Creatures that cannot be frightened or that do not need to breathe are immune to this effect. Additionally, this effect ends when an affected creature is more than 30 feet from you.

DEATH DENIED

6th-level Peril Domain feature

As a reaction, when a creature you can see within 60 feet of you drops to 0 hit points, you may have their hit points become 1 instead. When you do this you begin to Concentrate as though you would a spell, but this effect does not count against the number of spells you may Concentrate on. You still are required to make Concentration checks for this effect when you normally would be required to do so. You may only Concentrate on this effect for 1 creature at a time.

While you are Concentrating on this effect, that creature can neither gain nor lose hit points. When the affected creature takes damage you must make a Concentration check for this effect. Determine the DC for that check as though that damage had been dealt to you.

When you lose or end Concentration, that creature's hit points return to 0 and the creature becomes unconscious. You may stop Concentrating on this effect at any time.

PERIL'S REWARD

8th-level Peril Domain feature

As an action, you can beseech your divine patron to reward those around you who have suffered from being in a dangerous situation. When you do so, choose a number of creatures up to the value of your Wisdom modifier that you can see, to a minimum of 1. Those creatures gain benefits according to the table below for the next minute.

These benefits are cumulative based on the amount of hit points they possess in comparison to their hit point maximum. Benefits are lost or gained as the creature's hit points change.

REWARDS

HP	Effect
< 50%	At the start of the creature's turn, they may gain 1 Pleasure.
< 10%	When the creature is healed, they heal an additional d6 for each point of Pleasure they have.
1	The creature makes saving throws with advantage and all effects that restore hit points use the maximum number possible for each dice rolled. Spells you cast that heal the creature are considered to have been cast with a spell slot 2 levels higher than was actually spent to cast the spell when determining the spell's effect for the creature.

You may use this feature a number of times equal to your Wisdom modifier, to a minimum of one. You regain all uses when you complete a long rest.

In addition if your current hit points are below 50% of your hit point maximum, when you hit a creature with a weapon attack you can cause the attack to deal an extra 1d8 necrotic damage to the target. When you reach 14th level, the extra damage increases to 2d8.

MASTER OF THE END

17th-level Peril Domain feature

Any damage you suffer that would take you below 1 hit point may instead be subtracted from your Mortality points. While you have exactly 1 hit point, you have resistance to all damage.

In addition, attacks against you cannot score a critical hit while you are unconscious.

CIRCLE OF THE LAMB DRUID

She laid on her back facing the night sky. Really, it was a wonderful midsummer night. The sky above was clear, the stars tracing lazy paths from horizon to horizon. Behind her the soft grass cushioned her back. It wasn't a mattress, but she was used to nature's version of one and found it comforting. Even her nakedness did not bother her, for there was no chill at night this deep into the hot season. Truthfully, if anything, she would welcome the coming dew.

The only thing she could complain about was her stiffness. As her arms and legs were tied to stakes driven into the ground,

forcing her spread eagle in the clearing. She was finding her shoulders and hips tired of being unable to move. Though, if she was nitpicking, her mouth was getting a bit dry from being forced open so long by the gag. Thankfully, this area of the countryside was devoid of insects, so that was one less concern.

The serene sky above her, combined with the quiet of the night and faint snoring of her companions a few feet away, left her in a tranquil meditative state. She pondered the world around her, the grass, the breeze, her friends. A few of those friends had visited her earlier in the evening, but everyone seemed content and off in their own dreams. Of course, should any change their mind, she would be here, ready and available.

The rustling caught her attention, someone was getting up. She craned her head, trying to see who it might be, an action that left her groaning. Of course it was Zavan, it had to be Zavan. It wasn't so much that she didn't want it to be Zavan approaching her, more it was his half-orc lineage she was nervous about. Or, deep down, perhaps that was what excited her.

AUTHOR'S NOTE: SERVICE

A common act for one in a submissive state is to perform acts of service upon those dominating them. This can range from simple tasks such as cleaning or massaging, to sexual gratification without focus on the submissive's own satisfaction. By serving, the state of submission is heightened and the power of the dominant is reinforced. Many find an aspect of objectification and humiliation to these scenarios further magnify the submissive experience.

Depending on the participants' proclivities, these acts are sometimes performed among like-minded people. The open social aspect further increases the sense of ownership and power.

DESCRIPTION

Druuids who devote themselves to the Circle of the Lamb do so by devoting themselves to their companions. First and foremost they provide aid and succor during times of rest, which in turn allows them to function at maximum capability when not resting. As well, such druids sacrifice themselves to give greater benefit to their allies.

CLASS FEATURES

CIRCLE OF THE LAMB FEATURES

Druid Level	Feature
2nd	Bestow Rest
6th	Lifeblood Restoration
10th	Giving Nature
14th	Doting Affection

CIRCLE SPELLS

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level Spells

3rd	Cure Wounds, Aftercare
5th	Mass Healing Word, Revivify
7th	Aura of Life, Stoneskin
9th	Greater Restoration, Dream

BESTOW REST*2nd-level Circle of the Lamb feature*

When you take a short or long rest you may dote upon your traveling companions to enhance their own rest. For example, this may take the form of a foot rub or serving them food. You may enhance the rest of a number of creatures equal to your Wisdom modifier. Any affected creatures gain $2d6 + \text{your Druid level}$ temporary hit points.

LIFEBLOOD RESTORATION*6th-level Circle of the Lamb feature*

You may exchange your own vitality to heal those around you. As an action, you may roll a d6 and reduce your maximum hit points by the amount rolled. After doing so, a creature within 60 feet of you regains 12 hit points. You may repeat this process as many times as you like as part of a single action.

Your maximum hit points are restored when you finish a long rest. You may not use this feature if you are transformed via the Wild Shape feature.

GIVING NATURE*10th-level Circle of the Lamb feature*

If you are wearing a gag which keeps your mouth propped open, you no longer require the Verbal component for spells.



In addition, if your hands are bound, you no longer require the somatic component for spells.

If you are wearing an open mouth gag, both your genitalia and ass are exposed, and your hands are bound when you take a rest, any number of creatures of your choosing may use your body however they wish. Any creatures that do so for at least 1 hour gain advantage on Wisdom saving throws and are immune to being frightened for the next 24 hours. You still gain the benefits of a short or long rest when using this feature, as do any creatures who make use of you so long as they do nothing else during that rest that would disqualify them from gaining the benefits of it. When you complete a rest that utilized this feature, you gain 1 level of exhaustion.



DOTING AFFECTION

14th-level *Circle of the Lamb* feature

When you take a rest, you may choose one creature taking a rest with you to pamper and show affection. Until your next rest, that creature is considered Pampered. Only one creature may be Pampered by you at a time. While you are within 15 ft of your Pampered creature, they are immune to being charmed or frightened, have advantage on Charisma saving throws, and if they take damage you may reduce any damage they take by half, but you receive damage equal to the amount and type of damage reduced.

CIRCLE OF POLLEN DRUID

Bri could no longer say with certainty what was going on, but what she did know was that she very much wanted it to continue. The days leading up to this moment faded into a haze. With each inhale, she lost a little more of herself only for it to be replaced by a more suggestable, more controllable facsimile of what she had been.

All then was as Maladir wished it. Around the two of them blossomed an array of flowers, each spewing forth a mind altering pollen. As Bri breathed the pollen in, she found her inhibitions melting away to be replaced by a singular desire: do as Maladir wishes. In truth, this had been a desire Bri had been harboring for some time, but she had finally decided to succumb to Maladir's mind-altering influence as an act of utter submission toward him. This it turned out was wise because if not for the pollen's effects, she would have panicked at the ravaging the vines had given her while under Maladir's control.

What followed was a dizzying blur of a night for Bri, one where she did as she was bade, where her inhibitions could do nothing to stop her from fulfilling Maladir's desires. She would awaken the next morning with a small hangover from the experience, but this did nothing to hinder her in pursuing the pollen's sublime influence once more.

DESCRIPTION

Nature is replete with a variety of mind altering substances and it is only natural that druids would learn to utilize those substances for their own ends. While many such druids prefer to live solitary life as their affinity for plants overcomes their desire for sentient company, there are those who venture the world to ensure nature's wellbeing despite civilization's attempts at claiming the land for themselves. Often arriving in a haze of pollen or spores which have been laced with pheromones, Circle of Pollen Druids are potent allies to those who wish to alter the behavior of those around them.

AUTHOR'S NOTE: PHEROMONES / SEX POLLEN

A subset of hypnosis and other mind altering types of play, the concept of pheromones altering the mental state of individuals has been common throughout history. Often these effects are aphrodisiac in nature but memory manipulation and mental blankness are also often depicted. Beyond pheromones, various other substances can create this sort of mind altering effect. Common examples include: pollen, spores, chemical gas, and in rare cases specific sounds or tones.

CLASS FEATURES

CIRCLE OF POLLEN FEATURES

Druid Level	Feature
2nd	Plant Shape, Pollen Burst
6th	Concentrated Pheromones
10th	Neural Spores
14th	Aspect of the Bloom, Venomous Kiss

CIRCLE SPELLS

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

DRUID LEVEL SPELLS

3rd	Barkskin, Enthrall
5th	Plant Growth, Speak with Plants
7th	Blight, Grasping Vine
9th	Commune with Nature, Geas

PLANT SHAPE

2nd-level Circle of Pollen feature

You have attuned yourself not only with the bestial form, but also those of plants. You may wild shape into a plant type creature with a challenge rating as high as 1 in addition to the normal beast shapes. While wild shaped into a plant form you are immune to being poisoned.

Starting at 6th level, you can transform into a plant with a challenge rating as high as your druid level divided by 3, rounded down.

POLLEN BURST

2nd-level Circle of Pollen feature

When you summon or create one or more plants, or open any number of buds, blooms, or seed pods upon a plant (including via *Druidcraft*), as a reaction you may release a single burst of pollen from one point upon that plant's surface. You may also release a burst from your body as a bonus action if you are wild shaped into a plant form.

When you do so, choose a creature that is neither a construct nor undead within 5 feet of the pollen outburst. That creature must succeed on a Wisdom saving throw against your spell save DC or suffer one of the following effects of your choice:

- **Beguiling Bloom.** The target becomes charmed by you for 1 hour and regards you as an infatuated admirer while charmed in this way. If you or your allies do anything harmful to the target, this effect ends. The target has advantage on the Wisdom saving throw for this effect if you or your allies are fighting it.
- **Poisonous Vapor.** The target suffers 2d6 poison damage and is poisoned for the next 1 hour.

You may use this feature a number of times equal to your proficiency bonus and regain all spent uses when you complete a short or long rest.

CONCENTRATED PHEROMONES

6th-level Circle of Pollen feature

You have learned to concentrate the pheromones in your pollen bursts. You gain the following additional effect options for the Pollen Burst feature when you use it.

- **Erogenous Aroma.** The target has disadvantage on saving throws against your spells and abilities that add Pleasure to the target. In addition, as a reaction to the target gaining any amount of Pleasure, you may have the target gain 1 additional Pleasure. This effect lasts for 1 hour.
- **Dreadful Dander.** The target becomes frightened of you for 1 hour. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success. If the target fails 3 of these saving throws in a row, the fear cannot be ended before it has run its full duration.

NEURAL SPORES

10th-level Circle of Pollen feature

Your pollen has grown increasingly potent at affecting the minds of your enemies. You gain the following additional effect options for the Pollen Burst feature when you use it.

- **Static Haze.** For the next 1 minute the target has disadvantage on all concentration checks it makes. In addition, if the target begins its turn concentrating on a spell, it must make a concentration check for that spell.
- **Paralytic Pulse.** The target is stunned until the end of its next turn.

ASPECT OF THE BLOOM

14th-level Circle of Pollen feature

By channeling your connection with plants, you transform yourself for 1 minute into a form that is both plant and humanoid. This form can take any visual appearance you wish, such as causing rows of floral blooms to sprout from you in a wondrous display or making your musculature become twisting vines with leaves for hair. While in this state your Pollen Bursts affect all creatures within 10 feet of its origin. Once you use this feature you may not use it again until you finish a long rest.

VENOMOUS KISS

14th-level Circle of Pollen feature

Your lips carry a potent toxin which you are capable of delivering via a kiss. As an action while you are in humanoid, plant, or Aspect of the Bloom forms, you may make an unarmed melee attack against a target that is adjacent to you. On a hit the attack deals 2d6 + your proficiency bonus + your Wisdom modifier poison damage and the target must make a Constitution saving throw. On a failure the target suffers an additional 5d10 poison damage and becomes poisoned. You

may use this feature a number of times equal to your Wisdom modifier, to a minimum of 1. You regain all spent uses when you complete a long rest.

CIRCLE OF THE TAMER DRUID

Maira crouched along the ridgeline, surveying the valley below. Beside her, Prishu stood vigil to ensure nothing surprised them both as Maira focused. “Stood” was a bit disingenuous for Prishu, who was more kneeling than standing. With the use of hempen rope, her wrists had been bound to her biceps, and likewise her ankles to her thighs. This forced her to crawl much like a four legged animal, and ultimately kept her from standing properly.

An outsider, less familiar with the druidic powers Maira wielded, would have presumed this would severely hamper Prishu’s ability to respond to any threats. That person would be correct, but only for a moment. Truth was, Maira preferred to keep her companion in this state, to help Prishu keep a mindset adjacent to beasthood. The other adornments Prishu wore, such as the heavy leather collar, further reinforced her position at Maira’s side.

Prishu’s eyes narrowed as she caught the scent of something in the wind. She couldn’t place exactly what it was, but she let out a warning to let Maira know something was coming. Without hesitation, Maira turned to peer in the same direction as Prishu. As Maira trusted Prishu, she wove power through her hand as she turned, bringing her command of the natural world to bear on Prishu.

The transformation was nearly instantaneous, Prishu’s form shifting and growing until it became that of a dire wolf. Where once there were bound appendages, vicious claws now adorned savage limbs, all four holding aloft an excellent specimen of predatory might. To Prishu, this was her true self, uncaged by Maira. They both stood ready, listening as snapping twigs and rustling leaves foretold the coming attack.

DESCRIPTION

While Circle of the Tamer druids retain the ability to wild shape, they much prefer to transform their allies and in the process yield stronger transformations than they themselves could achieve. In addition, by retaining a humanoid form, they continue to be able to cast spells and fight alongside their now bestial companion.

AUTHOR’S NOTE: PET PLAY

Similar to objectification, the act of being turned into an animal-like pet form is an expression of the desire to be dehumanized. This can occur either forcefully, by clever bindings and equipment to force the submissive into an animal-like posture, or by simple command.

Accompanying this are activities such as being led around on a leash, or forced to make animal sounds that exacerbate the humiliation. Some practitioners prefer specific animals for these scenes, such as a dog, while others care more for the act of their humanity being removed.

CLASS FEATURES

CIRCLE OF THE TAMER FEATURES

Druid Level	Feature
2nd	Pet Shape
6th	Mythical Companion
10th	Empowered Shaping
14th	Imbued Instruction

CIRCLE SPELLS

Once you gain access to a circle spell, you always have it prepared, and it doesn’t count against the number of spells you can prepare each day. If you gain access to a spell that doesn’t appear on the druid spell list, the spell is nonetheless a druid spell for you.

DRUID LEVEL SPELLS

3rd	Animal Friendship, Aftercare
5th	Alter Self, Barkskin
7th	Polymorph, Dominate Beast
9th	Dominate Person, Geas



PET SHAPE

2nd-level Circle of the Tamer feature

While you are more than capable of Wild Shaping yourself, you prefer to wild shape others, taking possession of their new form and commanding it as one would a pet or animal companion.

As an action you may use one of your uses of the Wild Shape feature to Pet Shape the physique of a willing humanoid creature within 5 feet of you. The rules for this Pet Shape match those you would normally follow for the Wild Shape, but apply to the chosen creature instead. You may not also use the Wild Shape feature while you have another creature Pet Shaped.

When you cast a spell, your Pet Shaped creature may deliver that spell. All ranges for that spell are determined from that creature, but if the spell requires an attack roll or saving throw, you use your attack modifier for the roll and the DC is your spell save DC.

MYTHICAL COMPANION

6th-level Circle of the Tamer feature

When you gain this feature, choose from among these creature types: aberration, dragon, or monstrosity. When you Pet Shape a creature, you may transform that creature into either a Beast or a creature of the type chosen from the list above.

EMPOWERED SHAPING

10th-level Circle of the Tamer feature

You have mastered channeling your druidic magics into your Pet Shaping ability, allowing you to transform a companion into a stronger form at the cost of more power being drained. You may expend 2 uses of the Wild Shape feature to Pet Shape.

While transformed in this way the transformed creature may as a bonus action gain temporary hit points equal to its double its Pleasure, to a maximum of your druid level. In addition, it deals additional damage the first time it hits with an attack during its turn equal to its Pain.

IMBUE INSTRUCTION

14th-level Circle of the Tamer feature

As part of shifting a creature to your desired Pet Shape form, you may instill in them a fraction of your will. When you Pet Shape a creature, you may choose one of the below benefits to apply to them for the duration of their transformation.

- **Be My Eyes.** The creature has advantage on Wisdom (Perception) checks that rely on sight or hearing. That creature can also telepathically relay what they are seeing back to you.
- **Protect Me.** While the creature is within 5 feet of you, you gain a +5 bonus to your AC and have advantage on Strength and Dexterity saving throws.
- **Go, Attack!** The creature has advantage on attack rolls they make and may as a bonus action take the Attack action. When doing so, they may only make one weapon attack.



DYNAMIC DUELIST FIGHTER

Amari danced about the ring, their grace and motion captivating the audience with its beauty. In their hands they held the coveted tools of their trade: Switchblades. It was funny to them, the look on their foe's face when the two small shortswords dropped their blades, each dangling by a wire from the hilt. Very few anticipated that maneuver, and fewer still expected them to retract in a blink as Amari closed upon them, a whirling onslaught of slicing aggression.

This foe was their favorite kind: slow, large, and unbelievably stupid. Probably an ogre, maybe half goliath, but definitely the definition of power over grace. Really, Amari should have laid down more coin on this fight. With each whip crack and carving cleave, victory became more certain. Then came the fist. That's the problem, you don't even need to be good when you're that big, sometimes a lucky break will do.

Just like that, the fight turned. Amari's attacks were blocked, the brute using their back to take the worst of the lashings. And though the pain must have been immense, very little structural damage was being wrought. Something was wrong here, Amari knew. There was something they were missing.

It was the eyes. They should have known. There was too much cunning, too much eagerness. Amari had been played, for this was no brute. This was a seasoned fighter with a crude mind for tactics and the brawn to back it up. The first portion

of the fight had been little but a reading, as the brute learned Amari's ways.

Thankfully, they had not tipped their hand entirely. It was true, for all the fluidity and changing of stances they had done, it all came down to two basic states of being. One gave Amari excellent endurance and close up work, an ability to take punishment. The other was punishing and vicious, an onslaught of pain. The brute has discerned this, and countered each in kind.

But there was more to Amari, more than taking or giving. They were both, not either or. So with a smirk, they introduced the brute to a third method of combat, born of both styles and made all the better for it.

AUTHOR'S NOTE: SWITCHES

In BDSM, people are commonly depicted as either being of the dominant or submissive mindset. Yet, there are many who switch back and forth, earning them the appropriate label of *Switch*. To such people, their preferred positions may change based on a wide variety of personal preferences. Some will change position depending on their partner, while others will change session to session.

For such reasons, within a scene the two positions are often referred to as *Top* or *Bottom*, depending on whether one is either giving or receiving. This gives freedom for a *Switch* or others to not denote themselves as either *Dominant* or *Submissive*, but rather the position they prefer at that moment.

DESCRIPTION

Fighters who focus on the martial art that is Dynamic Dueling do so with the intent to become masters of both melee and close proximity ranged fighting. For this they swap moment to moment between stabbing and defending to piercing and striking. A set of blades which can change forms, with blades either attached to the hilt or unreeled on long wires, further enhance their ability to be fluid threats in combat.

CLASS FEATURES

DYNAMIC DRIVE FEATURES

Fighter Level Feature

3rd	Switchblade Proficiency, Shifting Desire, Variable Violence
7th	Mercurial Maneuvering
10th	Reversing Retaliation
15th	Fluid-like Focus
18th	Best of Both

SWITCHBLADE PROFICIENCY

3rd-level Dynamic Duelist feature

You become proficient with Switchblades (refer to the Common Items/Weapons section for properties and statistics).

SHIFTING DESIRE

3rd-level Dynamic Duelist feature

You have learned to flow between dominant and submissive styles for your fighting technique, weaving each together into a more nuanced and deadly whole. At any given time, you are either in a Top or a Bottom state of mind. You may change between the two for free at the end of your turn.

The class features below are presented with two options, each representing and applying to its noted state of mind.

VARIABLE VIOLENCE

3rd-level Dynamic Duelist feature

- **(Top) Punishing Strike.** When you hit with a ranged attack, you may add 1 Pain to the target and then deal bonus piercing damage equal to the target's Pain.
- **(Bottom) Punished Strike.** When you hit with a melee attack, you may either gain temporary hit points equal to your current Pain or gain 1 Pain.

MERCURIAL MANEUVERING

7th-level Dynamic Duelist feature

- **(Top) Antagonistic Shift.** As a bonus action, you may move up to 15 feet to a space adjacent to a hostile creature without provoking attacks of opportunity. Starting at 13th level, as a bonus action, you may instead teleport to a space up to 15 feet away that is adjacent to at least one hostile creature. At the end of your turn, change your state of mind to Bottom.
- **(Bottom) Stalking Shift.** As a bonus action, if you are adjacent to a hostile creature you may move up to 15 feet to a space that is not adjacent to any hostile creatures without provoking attacks of opportunity. Starting at 13th level, as a bonus action, you may teleport to an unoccupied space up to 15 feet away that is not adjacent to any hostile creatures. At the end of your turn, change your state of mind to Top.

REVERSING RETALIATION

10th-level Dynamic Duelist feature

- **(Top) Distracting Rebuke.** When you succeed on a saving throw from another creature that has at least 1 Pain, as a reaction you may make an attack against that creature. If that attack hits, until the end of your next turn, that creature makes concentration checks with disadvantage.
- **(Bottom) Enduring Rebuke.** When another creature hits you with an attack and you have 1 or more Pain, as a reaction you may remove 1 Pain from yourself to increase armor class by an amount equal to your Dexterity modifier against the triggering attack.

FLUID-LIKE FOCUS

15th-level Dynamic Duelist feature

- **(Top) Domineering Burst.** When you use an *Action Surge*, you can use the extra action you gain to cast the *Command* spell. If you do so, the spell affects all creatures of your choice within 30 feet of you, that can hear you, and have at least 1 Pain. The DC for the saving throw is equal to $8 + \text{your Charisma modifier} + \text{your proficiency bonus} + \text{the amount of Pain the target currently has}$.
- **(Bottom) Enduring Burst.** When you use your *Second Wind*, you may choose to become resistant to any one of the following damage types for 1 minute: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. You may choose an additional damage type for every 2 points of Pain you have. If you have 5 or more Pain, you may instead choose one of the damage types to become immune to rather than gain any resistances.

BEST OF BOTH

18th-level Dynamic Duelist feature

As a bonus action you may change your state of mind to be Balanced. While Balanced, you are considered to be in both Top and Bottom states of mind. An effect may not change your state of mind during this time (such as when using Mercurial Maneuvering). After 1 minute, you must return to either a Top or Bottom state of mind. You may use this feature twice and regain all spent uses when you complete a long rest.

TORMENTING HUNTER FIGHTER

Swish, THWACK. There it was, the sound he loved to hear. *Swish, THWACK.* The prelude, followed by the climax. *Swish, THWACK.* The apprehension, followed by the scream.

Each swing was a carefully executed ballet of arcing preparation followed by resounding impact. His arm was every bit the instrument of this torment as was the thin reed cane he wielded. Only those inexperienced with his work made the mistake of mocking him for his choice of weapon.

A sword may slice, a mace may pummel, and an arrow may pierce, but his cane brought torture. Why break an arm when you could break the spirit? The former left you with a mess of blood and meat, but the latter left him in control.

He continued his assault, each strike timed for maximum suffering, each blow aimed precisely to land among its kin that came before it.

DESCRIPTION

Rather than wielding a sword or an axe, Tormenting Hunters prefer implements of corporal punishment. These they use, along with techniques used to maximize suffering, to bring incredible pain to their foe and then exploit it. Such fighters are also relentless in their pursuits, never letting a victim get away from them.

CLASS FEATURES

TORMENTING HUNTER FEATURES

Fighter Level	Feature
3rd	Implement Proficiency, Domineering Focus
7th	Mark the Next Victim
10th	Cadenced Beating
15th	Issue Order
18th	No Escaping My Wrath

IMPLEMENT PROFICIENCY

3rd-level Tormenting Hunter feature

You prefer to use weapons and implements which mete out corporal punishment effectively. If you are wielding a flogger, striking cane, or whip, at the end of your turn you may add 1 Pain to a single creature you hit with an attack using these implements.



AUTHOR'S NOTE: CORPORAL PUNISHMENT

The use of various implements such as canes, floggers, and whips to enact physical punishment is known as *corporal punishment*. However, the most common method of such punishment is by using the hand to spank or slap areas of the body. Without a doubt, the soft tissue of the butt is the preferred target for it allows for a large amount of sensation without much danger of permanent damage.

Such punishments can be used to reinforce desired behaviors, such as one would find in training, or as a deterrent from repeating undesired behaviors, such as disobeying a command. Of all the forms of physical punishment, this is perhaps the most commonly desired and it can sometimes be associated with role play focused on the teacher/student relationship.

ISSUE ORDER

15th-level *Tormenting Hunter* feature

You have honed your commanding presence into a veritable weapon that your enemies will be loath to cross. As an action, you may cast the *Command* spell. The saving throw DC for the spell is equal to $8 + \text{your Charisma modifier} + \text{your proficiency bonus} + \text{the amount of Pain the target currently has}$.

Your target may choose to willingly fail the saving throw instead, if they so wish, but if they choose not to and they succeed on the saving throw, you may use your reaction to teleport to a space adjacent to them and make a melee attack against them.

NO ESCAPING MY WRATH

18th-level *Tormenting Hunter* feature

You no longer lose your Focused Target if you do not hit them with a melee attack for more than 1 minute. While you have a Focused Target, you know the distance and direction to that creature, or if it is on another plane of existence, what plane it currently is located upon.

As an action, once per long rest, you may cast the *Scrying* spell on your Focused Target without spending a spell slot. The DC for the spell is equal to $8 + \text{your Charisma modifier} + \text{your proficiency bonus}$.

WAY OF THE FEATHER MONK

"Please. Pleeeasse. PLEASE!!" Kathrijn pleaded, struggling to contain the laughter boiling up within her.

DOMINEERING FOCUS

3rd-level *Tormenting Hunter* feature

You have learned to focus your punishing efforts upon a singular target, pressing upon them the full weight of your will. As a reaction after you hit a creature with a melee attack, you may mark them as your Focused Target. All of your attacks against your Focused Target are made with advantage. You may only have one Focused Target at a time. If you have a Focused Target, any attack rolls you make for melee attacks against any creature that is not your Focused Target are made with disadvantage.

You lose your Focused Target when you do not hit them with a melee attack for more than 1 minute.

MARK THE NEXT VICTIM

7th-level *Tormenting Hunter* feature

When you reduce your Focused Target to 0 hit points, you may as a reaction mark another creature you can see as your Focused Target.

CADENCED BEATING

10th-level *Tormenting Hunter* feature

You can time your strikes to maximize their painful impact. When you hit with an attack against your Focused Target, you may take a -5 penalty to the next attack roll against your Focused Target. If you do so and the attack hits, they gain 1 Pain and you deal an additional slashing damage equal to the target's Pain.



Despite the begging, Helena continued her assault. Her fingers dexterously worked over Kathrijn sensitive feet while the remainder of her body maintained the pin she had on the other woman.

"You know what you must say, if you wish it to end" Helena responded. All the while her tortuous digits brought Kathrijn ever closer to tears. No longer able to keep the laughter inside, Helena relented into her assailant.

"Ple-HA-ease, Haha-P-HA-lease Mistress. **MERCY!**" Kathrijn yelled, an admission of defeat for all the surrounding pupils to hear.

"It is nice to hear you understand your place, Kathrijn" cooed Helena. "Perhaps I'll limit you to five minutes more of suffering."

From the sidelines, the two girls' trainer looked on with satisfaction. Truly, Helena was beginning to master the Way of the Feather.

AUTHOR'S NOTE: TICKLING

Since childhood we have associated tickling with fun rough housing that has left us in fitful giggles as we are assaulted by those who love us. The idea when converted to sexuality keeps many of those ideas but often extends it to become a torture in its own right in order to draw a sharp contrast between the laughter and the suffering. Some also find the activity to be a lighthearted way to enact torture where there is little acute pain and a more joyous atmosphere overall.

of your next turn. While the target is overwhelmed by laughter it is incapacitated and cannot stand up. This does not break your grapple. If you use this ability on a creature that is already laughing, you need not spend a ki point.

If a creature that is incapacitated from laughing in this way takes damage it may make another Constitution saving throw, ending the effect on a success.

ROBUST GRAPPLER

3rd-level Way of the Feather feature

You may use your Dexterity (Acrobatics) skill when making a grapple check. In addition you may choose to use either your Strength or Wisdom when making an Athletics skill check.

UNBREAKABLE PIN

6th-level Way of the Feather feature

You make grapple checks with advantage. If a creature attempts to break your grapple, as a reaction you may spend a ki point to impose disadvantage on any ability checks they make to break free from your grapple until the start of your next turn.

TORTUROUS SENSATION

11th-level Way of the Feather feature

You have learned to harness overwhelming, unending laughter as a form of torture. When a creature fails the saving throw for your Nerve Assault ability, as a reaction you may have them gain 1 Pain. If as a result of this effect the creature must make a Constitution saving throw for exceeding its maximum Pain, you may spend a ki point to impose disadvantage on that saving throw.

MERELY A TICKLE

17th-level Way of the Feather feature

When you are hit by an attack, you may spend a ki point to halve the damage you take from the attack and gain 2 Pleasure.

WAY OF THE HEELBREAKER

MONK

It was not everyday you saw a monk wearing high heels. The evidence for this woman being a monk was present for all the crowd to see. She threw punches, grappled, and kicked with all the martial grace one would expect from a master of unarmed combat. But there the heels were, for all to see. They weren't even the mundane heeled boots one might see on travelers of the road, but god's honest high heels. True, some alterations had been made for durability and practicality, but the heel was undeniable.

As the match went on, it became clear to everyone watching that this was not merely an aesthetic choice. This woman was adept at bringing low her opponents. Seemingly every strike in some way attacked her foe's balance. When she did finally bring them to the ground, she became relentless in driving her feet toward a crushing victory.

Thankfully, Kyran was a good sport about it. Sure, he lost money on the bout. Sure, his pride was traumatized. But the

DESCRIPTION

Nerve clusters are a well exploited point of vulnerability by those who harness ki to manipulate the body's energy. Those that are adept in the Way of the Feather use these susceptible areas to overwhelm their foe's nervous systems to the point of laughter. When sustained over time, this laughter can prove torturous as the victim struggles to breathe or do anything other than flail about hysterically. In this way, such monks have proven themselves experts in incapacitating key targets about the battlefield.

CLASS FEATURES

WAY OF THE FEATHER FEATURES

Monk Level	Feature
3rd	Nerve Assault, Robust Grappler
6th	Unbreakable Pin
11th	Torturous Sensation
17th	Merely A Tickle

NERVE ASSAULT

3rd-level Way of the Feather feature

As a bonus action you may spend a ki point to tickle the vulnerable nerve centers of a creature you have grappled in an attempt to render them useless through laughter. The target must make a Constitution saving throw vs your ki save DC. Creatures that are restrained make this saving throw with disadvantage. On a failure both you and the creature fall prone and the target becomes overwhelmed by laughter until the end

clerics said he could still have children. To any who watched Kyran's defeat this was either a miracle from the Gods, or the woman was merciful and precise, for none would have believed the final stomp would have left him with anything other than mashed meat down below.

DESCRIPTION

Many monks utilize feet as a weapon, for a kick can be even more potent than a punch. Yet for Heelbreakers, they take this to an extreme. Such monks prefer to bring their foes the ground, making their stomping and kicking even more effective than it would otherwise be. Such monks can also utilize these techniques to control the positioning and movement of their enemies.

CLASS FEATURES

WAY OF THE HEELBREAKER FEATURES

Monk Level	Feature
3rd	Bring to Heel
6th	Suffering Stomp
11th	Stay Down
17th	Where I Want You

BRING TO HEEL

3rd-level Way of the Heelbreaker feature

After you hit with one of the attacks granted by your Flurry of Blows, you may have the target creature make a Dexterity saving throw against your ki save DC. On a failure it becomes knocked prone.

In addition, as a bonus action, you may make a contested Charisma (Intimidation) against an adjacent creature's Charisma (Intimidation). If you succeed, that creature becomes prone and frightened. The creature is no longer frightened at the end of its next turn.

AUTHOR'S NOTE: FOOT FETISHISM

One of the more common fetishes, the attraction to feet is found throughout the world and most cultures. The feet themselves can range from clean to dirty, from bare to shoe-clad, and any combination therein or range between.

Just like the state of the feet themselves, the activities being partaken in by foot fetishists are varied. Some want feet to rub their genitals, leading to intense sexual gratification. Others want to clean them, be it via normal methods or with their mouths. Beyond this, some want to be punished by them, most commonly by trampling or the pressing of the heel on genitals.

Whatever the method or predilection, it is undeniable that feet are a common fetish for many.

SUFFERING STOMP

6th-level Way of the Heelbreaker feature

After you hit a prone creature with an unarmed attack using your feet, at the end of your turn, you may add 1 Pain to a single creature that was hit by one of those unarmed attacks.

As an action, you may make a single unarmed attack with your feet against a prone creature. If you hit, the attack deals 1d6 additional bludgeoning damage for every Pain point the target currently has.

STAY DOWN

11th-level Way of the Heelbreaker feature

Creatures trying to stand up within melee range of you provoke opportunity attacks from you. When you hit a prone creature with an unarmed opportunity attack, they are prevented from standing up and their speed becomes 0 for the remainder of their turn.

WHERE I WANT YOU

17th-level Way of the Heelbreaker feature

When you hit with an unarmed attack against a prone creature, you may spend a ki point to make the attack a critical hit.



WAY OF THE WICK MONK

With a whisper, he uttered the command word to ignite his gloves. Deep within, a small sigil blazed to life. In this case, the blazing was quite literal for it began to heat the enclosure within the back of the palm. While most people would be thankful for the thick leather of the gloves protecting them from the worst of the heat, it was just a coincidence of design to him.

He shifted his form, his hands tracing arcs through the air as they set into his first position. From his fingertips, small drops of crimson molten wax begin to drip. In a blur, he unleashed a torrent of blows. A layman would have been amazed at the faintly luminescent lines his fists made as he struck. A seasoned fighter would have noted the deftness and precision of his blows, most deciding to never be on the receiving end of them. A master would have noted the first blow struck himself.

The first blow used the dripping paraffin from his gloves to deposit a small searing sigil onto the exposed skin of his chest. From this brand, he drew power into his attacks, each scalding as it landed, though the dummy could not feel it. With a sudden leap he jumped backward, repeating the motions from the previous assault. Though he was now several feet away, the wax slung itself from his finger tips in arcs, striking the dummy in the same places his fists had.

The practice continued for an hour more. He danced with the dummy, though it made for a poor partner. This did not matter, for he had his preferred companion in the brand upon his skin. To him, it was an old friend, painful yes, but reassuring in its heat.

AUTHOR'S NOTE: WAX PLAY

The sensation and pain of heat can be a useful tool for delivering physical pain, yet it is a dangerous one due to the risk of being burned. To this end, many have found wax to be an excellent tool for delivering painful heat without causing permanent damage.

However, not all waxes are created equal. Each has a specific temperature at which it melts, and as such one must use a wax which burns at a temperature lower than would cause skin damage. The height by which one drips the wax can also be used to change the pain delivered, for a higher falling distance will cool the wax more on the way down.

Wax can also be used as a subtle form of humiliation, as it clings to the subject and covers them.

DESCRIPTION

Wielding a set of gloves that utilize burning wax, Way of the Wick monks can brand their enemies for later exploitation. Not only that, but they can brand themselves to amp up their focus and empower their strikes with burning heat. The most talented practitioners have learned to transform themselves into roiling elementals of molten wax, epitomes of the fighting style.



CLASS FEATURES

WAY OF THE WICK FEATURES

Monk Level	Feature
3rd	Bonus Proficiencies, Smoldering Ignition
6th	Blazing Drive
11th	Whip of Wax
17th	Boiling Form

BONUS PROFICIENCIES

3rd-level Way of the Wick feature

You become proficient with a specialized set of gauntlets known as Melt Gloves. While not technically a weapon, they allow you make unarmed strikes as normal. If you are wielding a pair of them, they do not count as armor and you do not lose the benefits of Unarmored Defense. These gauntlets enable a variety of other Way of the Wick features.

MELT GLOVES

A set of lightly enchanted leather gloves covered in armor plating commonly used by Way of the Wick Monks. The wrist and palm feature an arcane heat source which is fed by a reservoir of wax, the result of which is channeled down the fingers via grooves in the gauntlets to claw-like fingertips. The wearer can control the level of heat to produce wax that ranges between severely burning to pleasurable warmth.

SMOLDERING IGNITION

3rd-level Way of the Wick feature

You can channel your essence into strikes with your Melt Gloves. While wielding them, you gain the following benefits:

- **Singeing Strike.** At the end of your turn, you may add 1 Pain to any creature you hit with 2 or more unarmed attacks this turn.
- **Searing Brand.** When you hit with a melee attack using Melt Gloves, you may spend 1 ki point to leave a burning wax seal on their skin. When you do so the target is considered branded by you, and they gain 1 Pain.
- **Erupting Strike.** As a bonus action, you may spend 1 ki point to erupt your brand into an inferno, exploiting their suffering. When you do so, remove your brand and deal 1d6 fire damage for each Pain point that creature has. The target then removes all of their Pain points. Double the amount of damage dice rolled for this effect after you reach 14th level in this class.

BLAZING DRIVE

6th-level Way of the Wick feature

As a bonus action you may mark yourself with a brand of wax. When you do so, you gain 1 Pain and all melee attacks you make this round deal bonus fire damage equal to your Pain. You must be wielding Melt Gloves to benefit from this feature.

WHIP OF WAX

11th-level Way of the Wick feature

Your unarmed attack range is extended to 10 feet while you are wielding a pair of Melt Gloves. In addition, as an action you may spend 2 ki points to let loose a searing arc of wax to strike foes. If you do so, all creatures within 5 feet of you must make a Dexterity saving throw against your ki save DC. On a failed save, that creature suffers 1d6 fire damage for each Pain point it has.

BOILING FORM

17th-level Way of the Wick feature

You can focus your ki into your Melt Gloves, depositing blazing paraffin onto your skin to alter your form into a roiling elemental made of flame and wax. As an action, you may spend 2 ki points to take on this form for 1 minute. While you are transformed your melee attacks deal fire damage instead of their normal damage and the first time you enter a creature's space on a turn that creature takes 1d10 fire damage and is set ablaze. Until a creature takes an action to douse the blaze that creature takes 1d10 fire damage at the start of each of its turns and gains 1 Pain.

OATH OF THE INDOMITABLE

PALADIN

The door flew wide, thrown open by the strength that panic had given Thalia. Her escape path clear, she bolted from the farmhouse, running for the distant treeline. This she knew was a fleeting hope, for what protection could trees provide from a dragon? But she had to try.

What she did not expect was the mountainous figure standing in the path leading to her home. The armor that adorned the female knight gleamed in the noonday sun. In either hand she held tower shields as wide as she was and taller yet. The knight's tree trunk sized arms must have let her carry such mobile bastions, for Thalia doubted she could have lifted a single one with both hands.

Though this was odd, it did not give Thalia pause. She knew she had to keep going, or she would be roasted by the crimson death diving toward her. At first she thought she must have tripped, the sensation of falling overtook over her. The problem was she wasn't falling downward, but rather toward the knight who now bore both shields aloft in a defensive posture.

Thalia was not sure how she wasn't injured from the impact against the shield, but bands of light wrapped around her, binding her tightly against the shield's surface. Distressingly, she now formed an excellent target, faced toward the oncoming drake as she was. She tried to scream, but felt the divine energy cover her mouth, silencing her. She must have looked a sight, eyes wide in terror as a torrent of flame speared from the sky.

But as the flood of fire crested over them both, she felt nothing. Neither heat nor pain bothered her, though she did feel the shield at her back grow warm from the assault. It was hard to hear over the inferno's roar, but she thought she heard the knight grimacing beyond the shield wall.

Later, the burns and scorches bore the truth: the knight had taken upon herself the destruction that Thalia had been spared. This knight was no peasant wife, being cut entirely from a different cloth than Thalia, and she bore the damage as any true hero would.

DESCRIPTION

Using a set of massive tower shields known as *Sargat*, paladins who have taken the Indomitable Oath have devoted themselves to protecting others. Their primary tool for doing so is via those same shields, for they can adhere allies to them and impart their formidable defensive prowess upon them. The sight of such a humanoid bastion can also inspire others, diminishing the danger that might be lurking.

CLASS FEATURES

OATH OF THE INDOMITABLE FEATURES

Paladin Level	Feature
3rd	Bonus Proficiencies, Sargat Sanctuary, Channel Divinity
7th	Aura of Bravery, Living Shield
15th	Unyielding Bulwark
20th	Indomitable Champion

DOMAIN SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Indomitable Spells table. See the Sacred Oath class feature for how oath spells work.

Paladin Level	Spells
3rd	Protection from Good and Evil, Sanctuary
5th	Warding Bond, Aid
9th	Beacon of Hope, Crusader's Mantle
13th	Freedom of Movement, Death Ward
17th	Circle of Power, Commune

BONUS PROFICIENCIES

3rd-level Oath of the Indomitable feature

You become proficient with Sargat (refer to the Common Items/Weapons section for properties and statistics).

SARGAT SANCTUARY

3rd-level Oath of the Indomitable feature

As an action you may release tendrils of divine energy to bind a creature of your size or smaller that you can see to one of your Sargat. You may target either a willing creature up to 60 feet from you or an unwilling creature within 15 feet. An unwilling creature must succeed on a Charisma saving throw vs your spell save DC or be bound to the Sargat. Unwilling creatures may repeat this saving throw at their end of their turn, escaping on a success.

A creature bound in this way is restrained and grappled by you but attacks against it do not gain advantage because of this. For the purpose of effects which target all creatures in an area you and the bound creature are considered one target, you make any checks or saving throws required for the effect, and all damage or conditions from that effect are only applied to you.

While bound to your Sargat, any damage dealt to that creature is dealt to you instead and they are considered to have three-quarters cover. If you move while you have one or more creatures bound to your Sargat, you move at half speed. You



may release that creature from your Sargat at any time during your turn without using an action. If you become incapacitated all creatures bound to your Sargat are immediately released.

At 3rd level you may have only a single creature bound at a time. At 11th level this improves to two creatures, one on each Sargat. You may use this feature twice and regain all spent uses when you finish a short or long rest.

CHANNEL DIVINITY

3rd-level Oath of the Indomitable feature

You gain the following two Channel Divinity options:

Bundle Up. You have learned to channel divine energies into your Sargat to better protect those you have bound to it. As a reaction to either a creature bound to your Sargat taking damage or you being targeted by an effect that damages all creatures in an area while you have at least one creature bound to your Sargat, both you and the creatures bound to your Sargat become resistant to all damage until the end of your next turn.

Cleansing Ward. As a bonus action, you may enhance the bond of your Sargat to include a restoring effect. For 1 minute you are immune to all negative conditions that afflict a creature bound to your Sargat (this means you automatically become immune to being either grappled or restrained). This effect may not make you immune to becoming exhausted, incapacitated, or unconscious.

AURA OF BRAVERY

7th-level Indomitable Oath feature

The image of your determination to protect others forms an inspiring aura around you. At the end of your turn, you may have all creatures of your choosing within 10 feet of you and that can see you gain an amount of temporary hit points equal to your Charisma modifier.

In addition, creatures within 10 feet of you gain advantage on saving throws against being Charmed while you are not unconscious.

At 18th level, the range of this aura increases to 30 feet.

AUTHOR'S NOTE: OBJECTIFICATION

In many activities related to BDSM there is an element of dehumanization. By removing humanity, one instills a sense of powerlessness or unimportance. This is often used in play involving humiliation as well. However, a specific subset of this, *objectification*, seeks to turn people into facsimiles of objects.

The breadth of these objects is as wide as the imagination, from decoration to tools for sexual gratification, but the aim is always the same: to remove the sense of being a person.

A further subset of this practice is known as *forniphilia*, in which the person is rendered into a piece of furniture.

LIVING SHIELD

7th-level Indomitable Oath feature

You have learned to punish the transgressors you have bound to your Sargat by turning their own allies' attacks against them. As a reaction when you are hit by an attack and have at least one unwilling creature bound to your Sargat, you may have that attack target the creature bound to your Sargat. When you do so, you do not suffer the normal damage as a result of that creature taking damage.

You may use this ability a number of times equal to your proficiency modifier and regain all spent uses when you short or a long rest.

UNYIELDING BULWARK

15th-level Indomitable Oath feature

Your refusal to fall when people need you most hardens your physique against elemental damage. While you have at least one willing creature bound to your Sargat, you gain resistance to acid, cold, fire, lightning, poison, and thunder damage.

In addition, creatures that have been bound to your Sargat against their will have disadvantage on the saving throw to escape from being restrained.

INDOMITABLE CHAMPION

20th-level Indomitable Oath feature

Each creature of your choosing within 30 feet of you has advantage on saving throws against effects that cause any of the following conditions: blinded, charmed, deafened, frightened, paralyzed, poisoned, or stunned.

You may also use a bonus action to become immune to all damage until the start of your next turn. Once you have used this feature, you may not use it again until you finish a short rest.

OATH OF THE SAGITTARIAN

PALADIN

Upon his trusty steed Ghalka, the gnomish knight-regent Histon surveyed his lord's land holdings. From peasant villages to remote farmsteads, he wandered so he could tabulate the state of affairs he found. On their part, the people were not fond of him, for he was a heartless man worried only about coins and profit.

Of Ghalka however, a great many songs were sung. She was a fine "mare", strong of breed and form. Some thought it odd, seeing a goliath woman baring a gnome upon her back. Even more so that she was often bound and adorned in the same manner one might a horse, including bit and bridle. Yet, Ghalka was heavily armored and fleet of foot so clearly she was used to these limitations.

When the pair had first appeared, the people were unsure what to make of them. Histon was reviled almost immediately, for interacting with him was always painful, but Ghalka did not often speak. She simply bore Histon upon her and facilitated his travels. Then word got around about them fending off an incursion of wolves, saving a family of five in the process. The story was that Histon was a capable fighter, despite his

obnoxious demeanor. That was an understood commodity, a hero but not one you would want to share a drink with.

Then came the tale of the tavern brawl. For as it turned out, sharing a drink with Histon was indeed a problematic encounter. One punch led to another, but not as many as one

DESCRIPTION

Those of the Sagittarian Oath have taken upon themselves the traits of history's greatest steeds. Through this they serve as mounts for their allies, increasing their capabilities far beyond what they could achieve on their own. At higher levels, such paladins can take on the form of an idealized steed, during which they are infused with divine energy and transcend mortal limitations.

CLASS FEATURES

SAGITTARIAN OATH FEATURES

Paladin Level	Feature
3rd	Equine Combat, Cavalry Tactics, Channel Divinity
7th	War Horse's Aura
15th	Spry Step
20th	Holy Steed

DOMAIN SPELLS

You gain oath spells at the paladin levels listed in the Sagittarian Oath Spells table. See the Sacred Oath class feature for how oath spells work.

Paladin Level	Spells
3rd	Expeditious Retreat, Jump
5th	Barkskin, Warding Bond
9th	Water Walk, Phantom Steed
13th	Freedom of Movement, Fly
17th	Tree Stride, Circle of Power

EQUINE COMBAT

3rd-level Sagittarian Oath feature

You have sharpened your focus on the equestrian arts to such a degree that you can function as a mount yourself. This can take many forms, anything from pulling a small cart, a back mounted saddle rig, or simply letting another take control of the

reins attached to your bridle. Whatever the method, a creature of your size or smaller may mount you as an action.

While you are being mounted you cannot make any attacks with weapons or use items, but you may still cast spells. As long as a creature is mounting you, you take your turn immediately preceding them in the initiative order. As well, they share your space and move with you when you move, but may not move of their own accord without first dismounting as an action. If you fall unconscious or prone, your rider is automatically dismounted.

In addition, your movement speed is increased by 10 feet and your carrying capacity is doubled.

CAVALRY TACTICS

3rd-level Sagittarian Oath feature

You have not only mastered the act of embodying the equestrian form, but also the art of mounted combat. While you are being mounted, you may do any of the following actions.



AUTHOR'S NOTE: PONY PLAY

A derivative of *pet play* (see Circle of the Tamer Druid for more), pony play is the act of transforming a person into an equine form. In addition to the aesthetic details associated with it, a common element is the idea of transforming one into a beast of burden. Often pony play will utilize carts or other travel devices, pulled by the person taking on the horse-like form.

Accouterments for this type of play include bit gags, blinders, boots or leg apparatuses that add hooves, and faux tails.

- **Charge Strike.** If you move at least 10 feet in a straight line directly toward a creature, the charged creature must succeed on a Strength saving throw or be knocked prone. The DC for this features is equal to $8 + \text{your proficiency bonus} + \text{your Strength modifier}$.
- **Circle Flank.** If you move from one side of a creature to its opposite side with your movement, until the start of your next turn your rider makes all melee attacks with advantage against that creature.
- **Hind Kick.** You kick out with one of your powerful legs. When you take the attack action to make an unarmed attack against a creature within 5 feet of you, on a hit you deal $1d8 + \text{your Strength modifier}$ bludgeoning damage and may push the creature 5 feet away from you.

In addition, you have devoted yourself wholly to the protection of your rider. As a bonus action, you may take any of the following stances on your turn. Each effect given by the chosen stance lasts until the start of your next turn.

- **Guarded.** Your rider has a bonus to their AC and Dexterity saving throws equal to your proficiency bonus.
- **Inspiring.** Your rider has advantage on Intelligence, Wisdom, and Charisma saving throws, and is immune to being frightened. If your rider is frightened when you take this stance, the frightened effect ends.
- **Empowering.** Your rider may reroll any roll of 1 on their damage dice, but they must use the new roll, even if it is another 1. In addition, change the damage type of any damage your rider does to radiant.

In addition, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage so long as that spell is affecting your rider.

CHANNEL DIVINITY

3rd-level Sagittarian Oath feature

You gain the following two Channel Divinity options:

Aid Rider. As a bonus action you pour divine intent into your rider's actions. For 1 minute your rider regains the maximum amount of hit points possible from any healing and gains advantage on all skill checks you are proficient in.

Unbridled Spell. As a bonus action, you channel your own spellcasting abilities into your rider. For the next minute, as an action, you may choose a spell that you have prepared that targets a single creature and has a casting time of either 1 Action or 1 Bonus Action, then expend a spell slot you could use to cast it. On your rider's next turn, immediately after they cast their first spell that turn, you may cast the chosen spell without expending a spell slot. When doing so, the targets for the chosen spell are changed to all creatures affected by your rider's cast spell. For example, if you choose Cure Wounds for this effect, and your rider casts Bless, after the Bless spell finishes taking effect, all creatures affected by Bless will be healed by the Cure Wounds spell being cast at the level

you expended spell slots for. If your chosen spell requires concentration, you are considered to be concentrating on that spell.

WAR HORSE'S AURA

7th-level Sagittarian Oath feature

Your prowess as a beast of martial combat inspires similarly mounted creatures around you. Your rider and all mounted creatures within 10 feet of you automatically succeed saving throws to avoid being dismounted and gain a +2 bonus to their armor class. As well, both yourself and creatures within that range that are being ridden do not suffer penalties to movement speed other than effects that would reduce their speed to 0 and also gain a +2 bonus to their armor class. The armor class bonus does not stack with the Guarded stance from your Cavalry Tactics feature.

At 18th level, the range of this aura increases to 30 feet.

SPRY STEP

15th-level Sagittarian Oath feature

You may take either the Dash or Disengage action as a bonus action during your turn.

HOLY STEED

20th-level Sagittarian Oath feature

You can assume the form of a divine equine being, taking on an appearance you choose. For example you may grow a long white glowing mane of hair, or shapeshift into an ethereal pegasus with wings of radiant flame.

Using your action, you undergo a transformation. For 1 minute, you gain the following benefits:

- You have resistance to all forms of damage from creatures other than yourself.
- You have a fly speed of 30 feet.
- You and your rider may move through other creatures and inanimate objects. If you end your movement in the same spot as a solid object or another creature, you are immediately shunted to the nearest unoccupied space.
- At the end of your turn, you may choose to have each creature you moved through this turn either take $2d6$ radiant damage or heal $2d6$ hit points, the choice you make applies to all eligible creatures.

Once you use this feature, you can't use it again until you finish a long rest.

HORRORLING WITCH RANGER

"There is much we could do, you and I. You seek glory and power, a currency I am well familiar with. In return, there is little I ask, other than to be fed, as any beast would."

Those words had begun a profound transformation for Miz'drith. They came in the form of a whisper, more in her mind than the world around her. With them came a form, skittering

and not entirely natural. One could have described the Horrorling as a spider, but that would be akin to describing the ocean as wet, for it was the thing a spider made itself out to be.

At first it had simply joined her, occupying a space deep within her. She had thought that weird and disturbing, but having such an entity inside also excited Miz'drith. There was turmoil too, for she and the Horrorling thought very differently. And there was hunger, always the hunger.

Then came the limbs. Miz'drith had spent her entire life with only four of them, a pitifully low number in comparison to the Horrorling. These came with weapons, jagged pincers which made for savage martial prowess. She thought it disturbing that often they struck of their own accord. It seemed they almost predicted her desire for them to act. Often they struck well before she had the notion for them to do so. But then again, that proved to be a boon more often than not.

Eventually the Horrorling's form was predominant over her own. While melded to it she was more a piece of it than it was a piece of her. Miz'drith did not mind this, in fact she did not even consider minding it, for it seemed as natural as growing up. She no longer considered herself to be wielding the Horrorling in those days, it was a part of her, and she was a part of it, inseparable.

These days, they wander the land as they wish, unfettered by foe or fear. The name Miz'drith remains, for they have to be called something. To them however, it is a vestigial artifact of a previous time.

DESCRIPTION

Rangers who have devoted themselves to a Horrorling have taken within themselves an aberrant creature and are slowly being changed by it. This creature may come in many forms, but always they slowly increase the symbiotic bond between host and Horrorling. As the Horrorling grows, the ranger becomes deadlier, for the Horrorling gifts them with physical changes that increase their combat prowess.

CLASS FEATURES

HORRORLING WITCH FEATURES

Ranger Level	Feature
3rd	Horrorling Witch Magic, Bonded Beginnings, Symbiotic Warfare
7th	Growing Close, Feast
11th	Inseparable Pair, Ravenous Grasp
15th	Purpose Fulfilled, Flurry of Fangs and Claws

AUTHOR'S NOTE: TERATOPHILIA

This paraphilia refers to the infatuation with monsters or deformed people. Often the monsters will take on humanoid qualities, or innately possess them, such as werewolves. However, some prefer entirely inhuman monsters, such as bugs or fantastical horrors. A theme of helplessness against such entities is common, which establishes a power dynamic of dominance.

HORRORLING WITCH MAGIC

3rd-level Horrorling Witch feature

Starting at 3rd level, the Horrorling entity you've become bonded to teaches you additional spells when you reach certain levels with this class, as shown in the Horrorling Witch Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know. If the spell is of a level higher than you have spell slots for, you may cast it once per long rest without requiring a spell slot.

HORRORLING WITCH SPELLS

Ranger Level	Spells
3rd	Armor of Agathys
5th	Darkness
9th	Hunger of Hadar
13th	Enervation
17th	Maddening Darkness

BONDED BEGINNINGS

3rd-level Horrorling Witch feature

You are inseparable from the Horrorling to which you have bonded. The Horrorling is a sentient entity that can speak with you telepathically, and vice versa. If you become unbonded with your Horrorling, or it is forcibly removed from you, you take 4d6 psychic damage and become stunned. You regain the lost hit points if the Horrorling is returned to you.



SYMBIOTIC WARFARE

3rd-level Horrorling Witch feature

You and your Horrorling have learned to fight together. Though it is not large yet, you can make use of its physical prowess. You gain access to the following features.

- **Claws and Pincers.** As a melee weapon attack, you may use your Horrorlings limbs to strike. The attack bonus for this is equal to your spell attack bonus. On a hit, this attack deals 1d8 plus your Dexterity modifier slashing damage. If you make at least one attack with this feature, you may make another as a bonus action.
- **Spider Walk.** You may climb surfaces without needing to make an ability check.
- **Eyes of the Horrorling.** You can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

GROWING CLOSE

7th-level Horrorling Witch feature

You have begun to give yourself wholly over to the Horrorling. You may no longer wield weapons, relying entirely on the claws and pincers of your Horrorling to attack. As well, your claws and pincers count as magical for the purposes of overcoming resistances and immunities to nonmagical attacks and damage. However, if your Horrorling is removed from you, you take 6d6 psychic damage and become incapacitated until it returned to you.

At the same time, your Horrorling has been growing stronger. You may add your Dexterity modifier to attack rolls with your *Claws and Pincers* and add your Wisdom modifier to the damage. You also gain a 5 foot bonus to your speed.

FEAST

7th-level Horrorling Witch feature

Your Horrorling's feeding on prey has begun to tangibly benefit both of you. When you kill a creature of challenge rating 2 or higher, as a reaction you may feast on its corpse, consuming it in the process. When you do so, you regain hit points equal to your Ranger level plus your Wisdom modifier. You may use this ability a number of times equal to your proficiency bonus and regain all spent uses when you finish a short or long rest.

INSEPARABLE PAIR

11th-level Horrorling Witch feature

You and your Horrorling have become wholly intertwined. If your Horrorling is removed from you, you die. However, as the Horrorling's tendrils have become hooked into your brain, you are fortified by its own force of will. You gain proficiency in both Wisdom and Charisma saving throws.

RAVENOUS GRASP

11th-level Horrorling Witch feature

The joy of consumption provided by your Horrorling has taught you to derive ecstasy by partaking in that act. As a reaction when you hit a creature of your size or smaller with your *Claws and Pincers*, you may have the target make a Strength saving throw vs your spell save DC. On a failure the target is pulled into your writhing biomass and becomes grappled and restrained by you. If the creature escapes this grapple, it is no longer restrained by you. You may only have 1 creature restrained in this way at a time and may release a restrained creature during your turn without using an action.

If you begin your turn with a creature restrained by you in this way, you may gain 1 Pleasure. As well, you deal bonus damage equal to your Pleasure with your *Claws and Pincers* attacks that hit the restrained creature.

PURPOSE FULFILLED

15th-level Horrorling Witch feature

You have fused with your Horrorling at the deepest levels. You may no longer be separated from your Horrorling. You are considered to always be under the effects of the *Spider Climb* spell, without requiring concentration. In addition, add 5 feet to your walking speed.

As well, being so filled by your Horrorling brings you pleasure beyond words. You always have at least 3 Pleasure points, and no effect or ability can bring you lower than 3.

FLURRY OF FANGS AND CLAWS

15th-level Horrorling Witch feature

As an action, you may make a *Claws and Pincers* attack against all creatures within 15 feet of you. You may use this ability twice and regain all spent uses when you complete a short or long rest.

SLINGLASH CONCLAVE RANGER

The shots came from somewhere above Thomas' head, forming useless pink splats on the wall behind him. It was the uneven flagstone that saved him, as it caused him to stumble without falling. Had he not dipped in that moment, the hunter's aim would have been true. But he did nearly fall, and the shots did not hit, and so the chase continued.

He ducked left, looking behind him for a clue where he should flee. In the moonlight the bubblegum pink hair stood out above the roofline. She had him alright, and by the looks of it she was not as far off as Thomas would have liked. He rounded the corner and slammed wetly into a wall of neon pink.

The surface of the wall sucked at him, trying to hold him firm. No, worse, it tried to draw him in. The adrenaline did not fail him and Thomas flung himself backward. With a plop he came free, and with a curse he tumbled backward to the ground. This time there was no saving stone, and the shots hit true. Four splats, four limbs gummed solidly to the ground. The fifth covered his mouth, leaving him to writhe and moan in futility.

The lanky female figure with pink hair tied back in a wild mess stepped into view above him. She held in one hand a slingshot, not much more complex than what children played with.



"My my my, Thomas, stealing again are we? You know how the orphanage hates it when you do that" she chided, satisfied with her victory. Behind her the neon wall *flowed*, morphing into a monstrous ball of fluorescent ooze. She patted it fondly, silently thanking her companion for its help on tonight's hunt.

DESCRIPTION

While slings and slingshots may be unconventional weapons for a ranger, those of the Slinglash Conclave supplement them with ammunition derived from the Laticifex ooze. Such oozes also serve as companions to the ranger, the pair fighting as a potent team. At later levels, such rangers can wear their Laticifex ooze as armor, providing them both protection and an increase in melee fighting power.

AUTHOR'S NOTE: LATEX

Those who fetishize latex do so for a variety of reasons. The most common are due to the way the material smooths out and emphasizes portions of the body, the shine and coloration, and the way it feels. Latex itself can be used for binding, but it is most often used as an adornment or piece of clothing.

A common secondary paraphilia for latex involves being encased or trapped within it. In such cases, sometimes the latex is presented as semi-sentient or ooze-like in order to create an entity which can control the victim.

CLASS FEATURES

SLINGLASH CONCLAVE FEATURES

Ranger Level	Feature
3rd	Slinglash Conclave Magic, Preferred Weapon: Sling, Ooze Companion, Laticifex Ammunition
7th	Sling Expertise
11th	Laticifex Armor, Glossbite Lashes
15th	Satiny Shield

SLINGLASH CONCLAVE MAGIC

3rd-level Slinglash Conclave feature

Starting at 3rd level, your study and experience with Laticifex Oozes has taught you additional spells when you reach certain levels with this class, as shown in the Slinglash Conclave Spells table. The spell counts as a ranger spell for you, but doesn't count against the number of ranger spells you know. If the spell is of a level higher than you have spell slots for, you may cast it once per long rest without requiring a spell slot.

SLINGLASH CONCLAVE SPELLS

Ranger Level	Spells
3rd	Catapult
5th	Darkness
9th	Meld into Stone
13th	Black Tentacles
17th	Conjure Volley

PREFERRED WEAPON: SLING

3rd-level Slinglash Conclave feature

Your preferred weapon takes the form of a sling or slingshot. You gain proficiency with these weapons. While wielding them, their normal range is increased to 150 feet and their long range to 600 feet. In addition, the damage dice for these weapons is increased to 1d8 (from 1d4).

Ooze Companion

3rd-level Slinglash Conclave feature

You have acquired a Laticifex Ooze companion. The statistics for this creature differ from the normal stat block for a Laticifex Ooze. Instead, use the *Laticifex Ooze (Ranger Variant)* stat block for this creature.

When you form the bond with your ooze, its essence becomes infused into an object of your choosing no bigger than a foot in size in any dimension. This item is known as an Oozehaven, and it most commonly takes the form of a flask. When your ooze companion is reduced to 0 hit points, it quickly evaporates into nothingness. You may create a new body for your ooze by focusing on its Oozehaven during a long rest. Similarly, you may restore your Ooze companion to full hit points by focusing on their Oozehaven during a short rest. When you do so, spend any

number and level of spell slots. Your ooze regains 1d8 plus your Wisdom modifier hit points for every level of spell slot spent.

If the Oozehaven is destroyed, you may create another by concentrating on both a new object and your ooze for 1 hour. If both your ooze and the Oozehaven are destroyed, you may form a bond with a new Laticifex Ooze by spending 8 hours to bond with it, during which you infuse a new Oozehaven with its essence. You may only possess one Oozehaven and ooze companion at any time.

Your ooze companion takes its turn at the same initiative step you do. Your ooze obeys all of your commands to the best of its ability. If you are incapacitated or absent, your ooze acts on its own, focusing on protecting you and itself.

LATICIFEX AMMUNITION

3rd-level Slinglash Conclave feature

Your ooze companion serves not only as a valuable ally, but a source of potent ammunition to empower your attacks while wielding a sling or slingshot. While your ooze is within 5 feet of you, you may use any of the actions below. Each action has a cost associated with it which is subtracted from your ooze when you use the action.

- **Luminous Splatter (1 Hit Point).** You fire a glob of ooze in which you imbue a minor magical charge. Choose a spot on an object or structure you can see within 150 feet, the glob hits that point creating a splatter 2 feet in radius which glows with dim light out to 30 feet. You can instead target a creature with this action, in which case make an attack roll against the target's Armor Class to determine if the glob hits its target.
- **Hobbling Wrap (5 Hit Points).** Make an attack roll against a creature within range of your weapon. On a hit, the attack deals normal damage and if the creature is Large or smaller, they are grappled until freed as the ooze wraps around their feet, binding them. A creature can use an action to make a Strength check versus your spell save DC, freeing itself on a success.
- **Gagging Glob (5 Hit Points).** Make an attack roll against a Large or smaller creature within range of your weapon. On a hit, the creature becomes gagged by the hunk of ooze. While gagged, the creature can only speak in unintelligible mumbles and cannot satisfy the verbal component for casting spells. A creature can use an action to make a Strength check versus your spell save DC, removing the gag on a success.
- **Restraining Shot (10 Hit Points).** Make an attack roll against a creature within range of your weapon. On a hit, the attack deals normal damage and if the creature is Large or smaller, they are restrained until freed as the ooze wraps around their limbs. An affected creature can use an action to make a Strength (Athletics) check versus your spell save DC, freeing itself on a success.

SLING EXPERTISE

7th-level *Slinglash Conclave feature*

Your experience with slings and slingshots have honed your skills with them into a deadly art. While wielding such weapons, attacking at long range doesn't impose disadvantage on your weapon attack rolls, you score a critical hit on an unmodified roll of 19 or 20, and if you hit with an attack you may add your proficiency bonus when calculating weapon damage.

LATICIFEX ARMOR

11th-level *Slinglash Conclave feature*

You gain the ability to meld into the body of your ooze companion and wear it as a protective suit. As a bonus action, while your ooze is within 5 feet of you, you may don it and gain temporary hit points equal to its hit points. While protected in this way you gain resistance to bludgeoning, piercing, and slashing damage, gain Blindsight to a distance of 60 feet, and are immune to being charmed, frightened, or prone. However, this suit of armor is all encompassing and impermeable so you cannot breathe while protected by it, and cannot satisfy the verbal component of spells.

While protected by your ooze in this way, your ooze is considered to be an item you are wearing rather than a creature. When you lose all of these temporary hit points, you lose the protection gained from this feature as your ooze becomes a separate entity once more. When it does so, it is considered to be a creature with 0 hit points. You can separate from your ooze as a bonus action, losing all of the temporary hit points. If you do so, your ooze becomes a creature again with hit points equal to the amount of temporary hit points lost.

GLOSSBITE LASHES

11th-level *Slinglash Conclave feature*

You are not only able to adorn yourself with your ooze companion for defense, but have mastered wielding them as a set of slick whips with which you can dole out pain to your enemies, or allies. If you are not adorned in your Laticifex Armor and your ooze companion is within 5 feet of you, you may subtract 10 hit points from your ooze to form ooze whips which are attached to your forearms. If you are adorned in your Laticifex Armor, instead you may subtract 10 temporary hit points from yourself to activate this feature.

These Glossbite Lashes match the statistics and attributes for whips that have the light characteristic, allowing you to wield one in either hand and make an offhand attack with them. When you hit with an attack using the Glossbite Lashes, you can choose to deal either slashing or necrotic damage. In addition, if you hit a creature with one or more attacks from the Glossbite Lashes, at the end of your turn you may either add 1 Pain to that creature, or deal 1d6 slashing damage to that creature for each point of Pain it has.

The ends of the lashes can be made adhesive at will, and as such you may use them as rudimentary grappling hooks or snag small objects within 10 feet of you.

These weapons are attached to you, and as such you are immune to being disarmed of them. You may dissolve them for free whenever you choose during your turn. While you are wielding them, your hands are otherwise occupied as they are encased in them. Despite this, you may still satisfy the somatic component requirements for casting spells while you are wielding them.

SATINY SHIELD

15th-level *Slinglash Conclave feature*

You have mastered working in tandem with your ooze companion such that they can serve as a bodyguard for you. As a reaction when you fail a saving throw while your companion is within 5 feet of you, you may subtract 10 hit points from your companion to reroll the saving throw. When you do so, you may add 2 to the result in addition to any other bonuses.

NULL VISAGE ROGUE

Lady Vilixis surveyed the ballroom from the balcony above it. Below, the nobility twirled in their perfectly preened appearances. Amongst them, attendants delivered drinks and ensured the comfort of all guests. To the sides, the cadre of consorts she kept for her guests' use plied their trade. She studied the consorts' bound forms, each decked out in dark leather. So too was each in a state on the spectrum between distress and desire. If she had not been in such a mood of nervousness she would have smiled in satisfaction at an event well executed.

Yet, the note's words occupied her thoughts. "They are coming for you, the party will be your last," it read. An assassin was in her midst. One no doubt sent by one of her many enemies. So here she resided on the balcony, her own private venue to watch as others made merry below. As the night wore on, and her guards found no dangers, she began to relax. Eventually midnight approached and she decided she was being paranoid. She looked to her private retinue of consorts. Surely, she could yet gain back some of the joy that had been robbed from her this evening.

In the end, she never knew which one had done it. The hooded, faceless, and bound forms she kept only for her own satisfaction were no more threatening to her than the armchair by the window. Even when the guards wandered in and found her body amidst a pool of her own blood, none suspected one of those same hooded figures who stood trembling in fear. The killing of Lady Vixilis was in the end attributed to a masterful assassin, whose prowess with stealth and magic must be unparalleled. To the assassin, this was just as well.

DESCRIPTION

Rogues who have mastered the art of the Null Visage become masters of blending in with a crowd. They do so by becoming that which no one else pays attention to: a faceless submissive among many while clad in gimp suits. Aiding in this is the ability to wield psionic energies. Oftentimes these take the form of deadly energy blades that require no hands. Those strongest in this art are able to take on the appearance and sound of others, allowing them to infiltrate as they please.

CLASS FEATURES

NULL VISAGE FEATURES

Rogue Level Feature

3rd	Psionic Blades, Unimportant
9th	Background Piece
13th	One of the Crowd
17th	A Familiar Face



AUTHOR'S NOTE: GIMP SUITS

Suits of rubber, latex, or leather which cover the body fully, or nearly fully, are referred to as *gimp suits*. They are worn often in an attempt to dehumanize the bearer, along with containing elements that make binding readily accomplished. As such, the loss of identity and vulnerability to having freedom removed make such suits excellent forms of expressing submission.

PSIONIC BLADES

3rd-level Null Visage feature

The psychic energies you channel to become unremarkable can be focused to manifest weaponry. Further, as these weapons prey on the expectations of your enemies, they become more potent if you are bound and thus presenting yourself in an unthreatening manner. As a bonus action you may create two daggers of psychic energy, which you can wield telepathically. These daggers function as wielding normal daggers would, but do not require free hands to use, and deal psychic damage instead of piercing.

If your upper limbs are bound when you attack with these psionic daggers, their damage dice is upgraded from d4 to d6.

Starting at 13th level, the melee attack range of your psionic daggers is increased by 5 feet.

UNIMPORTANT

3rd-level Null Visage feature

If both your head and face are obscured by a fetish/bondage hood, you have advantage on Dexterity (Stealth) checks when at least two other humanoids are within 10 feet of you. If ten or more other humanoids are within 20 feet of you, you may add 10 to Dexterity (Stealth) checks you make.

While you are blinded by a fetish/bondage hood, you may telepathically see through the eyes of any willing humanoid within 60 feet of you.

BACKGROUND PIECE

9th-level Null Visage feature

You have not only learned to disappear in a crowd, but also to become so unnoticeable that you can be mistaken for an unremarkable fixture that belongs in the space. If you remain stationary for more than a minute, you may make a Dexterity (Stealth) check with a +10 bonus to become hidden. Any creature that fails to perceive you while you are hidden in this way perceives a mundane object in your place of roughly your size, such as a chair or stalagmite.

ONE OF THE CROWD

13th-level Null Visage feature

Your enemies have a hard time discerning you from among your allies while in battle. As a reaction when you are hit by an attack and you are within 30 feet of two or more willing humanoids and have a willing humanoid within 5 feet of you, you may roll a d20. If you roll an 11 or higher, the attack instead hits a willing humanoid of your choosing within 5 feet of you.

A FAMILIAR FACE

17th-level Null Visage feature

Your ability to blend in as part of the crowd has helped you master the act of being anybody. If you observe a humanoid for one uninterrupted minute or more, you can psychically make people perceive you as them. You may cast *Disguise Self* to take on their visage, and perfectly replicate their voice for the duration of the spell via telepathy. Creatures have disadvantage on the saving throw to discern you if your appearance is false when using this feature.

You may use this ability a number of times equal to your Charisma modifier to a minimum of 1. You regain all spent uses when you complete a short or long rest.

STITCHER ROGUE

Everyone involved knew it was a work of art. Terrifying, yes, but a work of art. The two thieves had been found strung up in the alley with an ornate rig of woven thread. Lines ran this way and that, their faintly metallic sheen dancing along with the guards' flickering torches. The real shock came when it was discovered that the thieves were still alive.

Though the thread wove in and out of their bodies, the damage was entirely superficial. The two must have been in great pain, for bearing your body weight on such wounds couldn't be comfortable.

Later interrogation revealed the horror of the experience. The mysterious assailant hadn't been quick, seeming to revel in capturing the two victims. The thieves spoke of needles born aloft on the air, each working with a mind of their own. The assailant all the while directed them, their hands turning and guiding each piercing motion.

Oddly, as the threads bound them, the thieves noticed their wounds began to match. Where one rivulet of blood dripped at a needle's work, the other thief received a matching wound without having been touched. It was only when the next victim was found, a merchant of much renown, that they gave the assailant a name: Stitcher.

AUTHOR'S NOTE: NEEDLE PLAY

The use of needles as a means of enacting physical pain works as a form of invading the body without permanently harming the individual. Having a foreign object breaking your flesh and stuck within it leaves a sense of helplessness and vulnerability few other practices instill. Yet, done properly, there is little danger so long as the needles are kept to the skin itself. However, practitioners should be prepared to prevent infection, for the practice does in the end break the skin.

Blood play is often related to this practice (for more information see *Sanguine Hex Sorcerer*).

THREADING ART

3rd-level Stitcher feature

You have a knack for using Steelsilk Needles to control those around you. You gain the benefits of the following features while you are wielding them. Your thread DC equals $8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$.

- Binding Weave.** When you hit with an attack using Steelsilk Needles, you can attach Steelsilk Thread to a creature. If the attack hits, the target is considered threaded. Against objects, you may thread the target as an action instead. When you thread a target, you may thread link it to a previously threaded target within 60ft. A creature may break a thread link by using an action to make a Strength saving throw against your thread DC. If one target breaks their thread link, both targets are no longer considered to be thread linked. A creature may only be thread linked to a single other creature at a time. Threads created this way are nearly invisible and require a Wisdom (Perception) or Intelligence (Investigation) check against your thread DC to perceive.
- Draw Tight.** As a bonus action you may pull two thread linked targets together. Using the GM's discretion based on weight and size, the targets move together or one moves to the other, and both suffer $2d6$ bludgeoning damage per 5 feet traveled. If one of the targets is considered by the GM to be immovable, the other target becomes restrained to the immovable object. If both



DESCRIPTION

Very few know the secret to spinning Steelsilk Thread, but it serves as the main component in the Stitcher's toolkit. Using this special thread, such rogues can create incredibly strong bindings, along with linking the life forces of creatures together. Some have even learned to manipulate those they have threaded, controlling them as one would a puppet.

CLASS FEATURES

STITCHER FEATURES

Rogue Level Feature

3rd	Needle Proficiency, Threading Art
9th	Cinched Fate
13th	Puppeteering Strings
17th	Living Needles, A Stitch in Time

NEEDLE PROFICIENCY

3rd-level Stitcher feature

You become proficient with Steelsilk Needles (refer to the Common Items/Weapons section for properties and statistics).

targets are creatures, the smaller creature moves with the larger creature and may not move away from that creature while both are thread linked. If both creatures are the same size, they must move together and both move at half speed. If both targets are considered immovable, both targets suffer 2d6 piercing damage as the threads pull out and break.

CINCHED FATE

9th-level Stitcher feature

Your threads bind the futures of creatures that are tied by them. When you deal damage to a creature that is thread linked to another creature, the creature that is not taking damage takes damage equal to half the amount you deal.

PUPPETEERING STRINGS

13th-level Stitcher feature

You can channel your will into creatures bound by your Steelsilk Thread to make them your puppet for a short time. As an action you may touch a creature threaded by you to cast *Dominate Monster*. When you do so, the saving throw DC is equal to your thread DC and the spell ends at the end of your next turn. You may use this feature a number of times equal to your Dexterity modifier per long rest.

LIVING NEEDLES

17th-level Stitcher feature

You can telekinetically control your Steelsilk Needles, making them dance through the air according to your will. Your melee range is extended by 5 feet.

A STITCH IN TIME

17th-level Stitcher feature

You have learned to weave your thread through the essence of the world, gaining the ability to bring it to a halt momentarily. As an action, you may cast the spell *Time Stop*. During the duration of the spell you may use an action to thread a creature or object you are adjacent to without attacking them. You may also use a bonus action to use the *Draw Tight* feature on all thread linked targets, ending the spell in the process. You may use this feature once per long rest.

SANGUINE HEX SORCERER

The blade begins the flow, the flow empowers the spell.

Those were the words the woman had said to him. Words he almost hadn't heard as his attention was focused on the two fangs peeking from under her upper lip. He remembered he had been shaking, unsure even after weeks with her if he should be fleeing for his life. The man bound on the table before both of them gave him some clue that it was too late to back out now.

With a quick motion he made a clean slice along the upper arm. It couldn't have hurt too badly, it hardly looked worse than the injuries he himself had gotten on the farm. He had even made sure the dagger was sharp and clean, which seemed strangely caring for the given situation.

These musings did not stay with him long, for words formed themselves in his mind. They came with the smell, coppery and thick. They made no sense, but his body knew what to do with them though his mind did not. Power, unlike anything he had ever felt, flowed along his veins and out, searching for the lifeblood kin that had birthed it.

When it was done, he stood panting. Partly this was from the exertion, but most of it came from the desperation that now gripped him. The bound figure before him was his, he knew that. He held power, this too he knew. The flow had changed, redirected midstream in his direction. He wanted more.

"Well done" whispered the feminine voice from the darkness. "Now let us see about your next lesson."

DESCRIPTION

Whether by a curse that flows through them, or an innate affinity for sanguine arts, sorcerers of the Sanguine Hex utilize blood to empower their spellwork. Unfortunately, they need access to the blood of their victim and as such tend to get closer to their targets than most sorcerers. Yet, once they have done so they find their craft more potent than others.



AUTHOR'S NOTE: BLOOD PLAY

A form of play utilizing blood as a focal point. This can be considered self harm, and as such should not be undertaken when it is due to depression or other mental anguish. Some find the harm exciting, along with the vulnerability of having their blood spilled by another. Those who desire this activity often do so via needles, razor blades, or biting. Licking or drinking blood can accompany this, and some associate it with role play centered around vampirism.

As with all play that breaks the skin, care should be taken to prevent injury and limit the amount of blood spilled. This is an extreme activity that should only be undertaken by those who are knowledgeable in the practice.

CLASS FEATURES

SANGUINE HEX FEATURES

Sorcerer Level	Feature
1st	Start the Flow
3rd	Wetwork, Expanded Metamagic
6th	Essence Drain
14th	Hemohex
18th	Manipulate Lifeblood

START THE FLOW

1st-level Sanguine Hex feature

You may use a dagger as your spellcasting focus. In addition, when you hit a creature with a melee attack using a weapon that deals either piercing or slashing damage, you may have the target make a Constitution saving throw vs your spell save DC. On a failure, they begin to bleed and gains 1 Bleeding point. Bleeding creatures take 1d4 necrotic damage at the beginning of their turn for each Bleeding point they have. A creature can use an action to make a DC 15 Wisdom (Medicine) check to stop the bleeding and remove all Bleeding points on them.

At the end of your turn, if you have not cast a spell this turn and have inflicted a Bleeding point on a creature as a result of an attack, you may cast a spell that has a casting time of 1 Action or 1 Bonus Action.

WETWORK

3rd-level Sanguine Hex feature

When you cast a spell that deals damage to a bleeding creature, you may change the damage type to necrotic. If you do, as a reaction to this, you may have each bleeding creature affected make a Constitution saving throw vs your spell save DC. On a failure that creature takes a bonus 1d4 necrotic damage per Bleeding point they have.

EXPANDED METAMAGIC

3rd-level Soulfire feature

Add the following option to the list of Metamagic options you can learn.

- **Induce Sepsis.** As a reaction when a creature succeeds on a Constitution saving throw for either your *Start the Flow*, *Wetwork*, *Essence Drain*, or *Hemohex* features, you may spend 1 sorcery point and have that creature reroll the saving throw. They must use the new result for that roll.

ESSENCE DRAIN

6th-level Sanguine Hex feature

As a reaction at the end of a turn in which a creature within 60 feet of you that is bleeding has taken damage, you may have that creature make a Constitution saving throw vs your spell save DC. On a failure you gain 1d6 temporary hit points for each Bleeding point on that creature.

HEMOHEX

14th-level Sanguine Hex feature

When a bleeding creature fails a saving throw against a 5th-level or lower spell you cast, you may spend 1 sorcery point to infuse their vital essence with the spell's effects. The target must make a Constitution saving throw vs your spell save DC. On a failure, at the start of their next turn, they suffer the effects of the spell again (and must repeat any needed saving throws).

MANIPULATE LIFELOOD

18th- Sanguine Hex feature

When a bleeding creature attacks you, they must make a Charisma saving throw vs your spell save DC. On a failure they may not target you with that attack, but are free to target another creature with an attack instead.

SOULFIRE SORCERER

It had been ten years since the Soulfire had gotten inside her. Six of those years had been spent searching for a cure. The latter four, the ones beyond acceptance, were devoted to mastering the malady.

Every day it burned, each moment it scolded. Only the bindings were a balm to the suffering. Each manacle inscribed with runic markings she did not understand, each chain enchanted with sigils beyond her ken, every restraint bringing relief. She had been lucky to find someone who could help, lucky to be one of the few who survived for as long as she did.

She had forestalled the Soulfire, delayed her shift into an infernal beast who knew nothing but havoc. In short, she had bought time. She had bought an opportunity. Even still, the Soulfire remained a danger. It could consume her, but she found she could wield it as well. Spells came to her. Magics beyond all imagining were readily at her finger tips.

Yet, one thing held her back: the bonds with its quenching steel that kept her safe. There were no locks and it would be only a moment's work to free herself. Only the fear of the affliction kept her in such a state, for those were the true chains.

Her eyes gazed upon the latch, her mind thought of the gentle pressure needed to undo it, the spell formed on her lips to manifest her arcane willpower...

DESCRIPTION

Clad in bindings which hold back the curse that is Soulfire, sorcerers who have been afflicted by this ailment must remain restrained such that it cannot overwhelm them. However, the curse can serve as a powerful fuel for spellcrafting. In particular it can serve to enhance the art of pyromancy. At higher levels, such sorcerers discard their restraints to become terrifying arcane infernos of nearly unlimited power.

CLASS FEATURES

SOULFIRE FEATURES

Sorcerer Level	Feature
1st	Everbound
3rd	Expanded Metamagic
6th	Inferno Form
14th	Kindleskin
18th	One with the Flame



EVERBOUND

1st-level Soulfire feature

Your existence is one of being perpetually bound, such that the Soulfire within does not get free. When you are picking starting equipment, work with your GM to craft a set of bonds particular to your character that bind at least your arms and legs. This set of bonds is a magic item called Quenching Bonds, that you are attuned to which also count as a spellcasting focus for you. While you are attuned to them, you do not require the somatic component of spells, can cast the *Levitate* spell at will without expending a spell slot, have a horizontal movement speed of 25 feet while levitating 5 or less feet above the ground, and if you are gagged you gain Telepathy 60 feet.

If your Quenching Bonds are removed, you become consumed by Soulfire and transform into a Soulfire creature with a CR equal to or less than your sorcerer level of the GM's choice until that creature reaches 0 hit points. If you are not attuned to your Quenching Bonds when the Soulfire creature reaches 0 hit points, you die.

EXPANDED METAMAGIC

3rd-level Soulfire feature

Add the following options to the list of Metamagic options you can learn.

- Detonating Demise.** When you reach 0 hit points, you may spend 2 sorcery points and have any number of creatures of your choosing within 30 ft. make a Dexterity saving throw against your spell save DC. On a failure, that creature suffers 4d6 fire damage plus 1d6 additional fire damage for each point of Pain that creature has. On a success, they take half as much damage.
- Consume Spirit.** When you deal fire damage to at least one creature with a non-cantrip spell, you may spend sorcery points equal to the level of the spell to deal a bonus 1d6 fire damage to for each point of Pain the affected creature possesses.

AUTHOR'S NOTE: SELF BONDAGE

At its most basic, bondage works to remove the power from an individual. After all, being restrained removes your freedom, and without freedom you have no power. In turn, another outside of yourself gains the power being yielded.

However, some choose to restrain themselves either due to a lack of a partner or out of a desire for an increased sense of helplessness born from the lack of another person safeguarding the experience. Such an activity is intrinsically extremely dangerous because there is no one to help if something goes wrong.

Many have died from this practice, and I cannot underestimate how careful one must be if they wish to undertake it. If you do so, preferably work with another person to have a lifeline should something go wrong.

- Inexorable Inferno.** When you deal fire damage to a creature, you may spend 1 sorcery point to remove any resistances to fire damage that creature has until the start of your next turn.

INFERNOMORPH

6th-level Soulfire feature

You have learned to control the Soulfire within and use the monstrous form it wants you to take for your own advantage. You can use your action to transform into the shape of a beast, aberration, or monstrosity with CR 1 or lower. When you do so, the following rules apply:

- Your ability scores are replaced by the ability scores of the creature, but you retain your alignment and personality. If the creature has any legendary or lair actions, you can't use them.
- When you transform, you assume the creature's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.
- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your inferno form. Transforming doesn't break your concentration on a spell you've already cast however, or prevent you from taking actions that are part of a spell that was already cast, such as for *Call Lightning*.
- Your equipment merges into your new form, and has no effect until you leave the form.

KINDLESKIN

14th-level Soulfire feature

Your relationship with your affliction has begun to be symbiotic, rather than parasitic. You are resistant to fire damage and if you are hit by a melee attack you may use your reaction and spend 2 sorcery points to deal fire damage to the attacker equal to your sorcerer level plus an additional 1d6 fire damage for each point of Pain the attacker has.

ONE WITH THE FLAME

18th-level Soulfire feature

You become immune to fire damage. In addition, as an action you may release your Quenching Bonds to channel the Soulfire in conjunction with your own magic. For the next minute, when you cast a spell that deals fire damage, that spell deals maximum damage. If that spell was cast at 5th level or lower, you may spend sorcery points equal to the level of the spell rather than consuming a spell slot to cast it. You may use this feature once per long rest.

THE ALABASTER WARLOCK

Purple eyes shone in the dark.

Had she been running? Roza felt the frantic pounding of her heart and the chill of sweat on her skin evaporating in the cool night air.

Purple light, gleaming as they pierced the veil.

Roza vaguely remembered being afraid, but it was fleeting and fading by the moment. Perhaps it had been a dream.

"There is no need to run," said the owner of the purple eyes. They were right, Roza was precisely where she wanted to be.

"You are mine now" commanded the purple eyes. Again, they were correct. Roza did not look away, nor did she want to. She wanted to serve the purple eyes, to make them happy.

"Come with me now. Stay behind me and to my right until I instruct you otherwise." The words were not a suggestion, but they need not have been a command either. To Roza, they simply rendered into sound what she herself already wanted to do. She just had not known she desired it until the words were spoken.

"Yes, Mistress," replied Roza. She took her place behind the woman who bore the purple eyes, now mundane save for their hue. Satisfied with her new acquisition, the woman with purple eyes strode into the night.

DESCRIPTION

Several creatures throughout the world manipulate people into becoming thralls, including Alabaster warlocks. By using hypnotic techniques, those of the Alabaster excel at curating deadly companions to do their dirty work while they remain safely in the shadows.

CLASS FEATURES

ALABASTER FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Enthrall Companion
6th	Devoted Thrall
10th	Devil's Due
14th	Stoke the Fire, Passionate Defense

EXPANDED SPELL LIST

1st-level Alabaster feature

The succubus, incubus, or ziicubus you have made a pact with has gifted you with an expanded list of spells to choose from. The following spells are added to the warlock spell list for you.

ALABASTER EXPANDED SPELLS

Spell Level	Spells
1st	Command, Sleep
2nd	Calm Emotions, Mind Whip
3rd	Catnap, Sending
4th	Confusion, Dominate Beast
5th	Dominate Person, Modify Memory

ENTHRALL COMPANION

1st-level Alabaster feature

You can enthrall a humanoid that accompanies you on your adventures to fight alongside you. Choose a humanoid that is Large or smaller and has a challenge rating of 1/4 or lower. Add your proficiency bonus to your thrall's AC, attack rolls, and damage rolls, as well as to any saving throws and skill checks it is proficient in. Its hit point maximum equals the hit point number in its stat block or four times your warlock level, whichever is higher. Like any creature, it can spend Hit Dice during a short rest to regain hit points.

Your thrall obeys your commands as best as it can and takes its turn on your initiative. On your turn, you can verbally command your thrall where to move (no action required by you). You can use your bonus action to verbally command it to take the Attack, Dash, Disengage, or Help action. If you don't issue a command, your thrall takes the Dodge action.

If you are incapacitated or absent, your thrall acts on its own, focusing on protecting you and itself. Your thrall never requires your command to use its reaction, such as when making an opportunity attack.

If your thrall dies, you can obtain a new one by charming a humanoid that isn't hostile to you and that meets the requirements. You may only have one thrall at a time, and you may free your thrall from their hypnosis at any time, though they will be aware of what you did to them when you do so.

At 11th level you can enthrall a humanoid up to challenge rating 1 or lower, and if you command your thrall to take the Attack action, it can make two attacks or it can take the Multiattack action if it has that action.

At 17th level, you can enthrall a humanoid of challenge rating 2 or lower.

DEVOTED THRALL

6th-level Alabaster feature

While it can see you, your thrall has advantage on all saving throws and cannot be charmed by anyone other than you.

DEVIL'S DUE

10th-level Alabaster feature

You have learned to consume the pleasure your thrall is feeling, channeling it through yourself to your patron. As an action, you may remove any number of Pleasure points from your thrall. When you do so, roll a number of d6 equal to the amount that was removed and either you heal that many hit points or deal that much necrotic damage to a creature you can see within 120 feet of you. In either case, your thrall is dealt necrotic damage equal to the amount rolled.

STOKE THE FIRE

14th-level Alabaster feature

You have become adept at filling your thrall with pleasure. As a bonus action, while your thrall is within 30 feet of you, you may add 1 Pleasure to them.

PASSIONATE DEFENSE

14th-level Alabaster feature

Your thrall has grown zealous in defending you. If your thrall makes an attack against the creature that last dealt damage to you within the previous 1 minute, they make their attack rolls with advantage and score a critical hit on a 19 or 20.

AUTHOR'S NOTE: HYPNOSIS

The act of hypnotic suggestion is a growing trend in BDSM circles. It can be used as a form of role play, a tool to increase sexual pleasure, or a form of pseudo-non-consensual domination. The science of hypnosis is as varied as the techniques employed, but to those attracted to it often there is an element of being enticed to do something they normally otherwise wouldn't. This in turn can remove shame, or act as a deep form of dominance that takes root at the mind rather than the body.



THE CONTRACT WARLOCK

"The terms have been laid out in exquisite detail on pages one through twenty-seven, but you'll find a summary of them on page twenty-eight. Please take note of the care taken with the calligraphic scripting on the header of that page, I'm quite proud of it" the Broker explained.

Taking the parchment papers they held in their hands, the Broker squared them up with a quick knock on the table and pushed the contract over to the woman who sat across from them. Wisely, she took a full hour to read all thirty pages of the contract, pouring over them again and again in search of inconsistencies and loopholes that could come back to bite her.

"I don't see any," the woman said.

"Excuse me?" inquired the Broker.

"I don't see any loopholes. How are you planning to fuck me?" asked the woman, pointedly.

"There are none" stated the Broker simply. "This is an equitable contract for all parties involved. You are entering into this agreement with full knowledge of the terms and damages. Yes, you will have such delicious experiences that fiends will wish they could be in your shoes, but there is no trick here. I am not a monster ma'am, simply a dealer of delights."

With a prick of her finger and the wielding of an inappropriately mundane quill, the woman signed the contract with her own blood.

DESCRIPTION

All warlocks draw their power from the patrons they enter into bargains with. However, a select few take this as an opportunity to study these arcane contracts and the process of negotiating them with the ultimate goal of being able to forge them. Though still devoted to their patron, these warlocks eschew the traditional path to power and instead draw their strength by making deals in a manner similar to their own master.

NOTE TO GAME MASTERS

The Contract Warlock has the potential to accrue a wide array of bonuses for themselves, and it would be easy to do so via making deals with NPCs. The main component for keeping this in check from a balance perspective is your ability and willingness to portray how NPCs would react to giving up portions of themselves or becoming hindered due to the terms of a contract. In the same way it may seem easy for a player to gain a huge amount of powerful magic items if they have the gold and time to find them in shops, ultimately it is your responsibility to moderate what NPCs will tolerate and what bonuses you accept the Contract Warlock possessing. This class is intentionally powerful and complicated as it mimics a fraction of the contract-for-power dynamic inherent to warlocks from the start. Safeguards have been added to hopefully help keep things from running off the rails, but ultimately both you and your players may need to have a discussion before beginning a campaign with this subclass about what is acceptable. As well, this is not a sub-class for beginners due to its complexity.

AUTHOR'S NOTE: NEGOTIATING / CONTRACTS

Paramount to the consensuality of kink is the act of negotiating. Prior to play, participating individuals negotiate the terms of the scene by discussing planned activities as well as what limits they wish to place upon them. Those that partake in more prolonged power exchange dynamics that do not limit themselves to a singular scene's duration will often forge contracts which outline these terms on a wider scale. Often the formalization of these contracts creates a strong sense of submission, objectification, and ownership though they are in themselves almost never legally binding.

CLASS FEATURES

CONTRACT FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Assessing Eye, Pact Bound
6th	Broker an Accord
10th	Silver Tongued Devil
14th	Exploit Loophole

EXPANDED SPELL LIST

1st-level Contract feature

Your focus on magical deal making has gifted you with an expanded list of spells to choose from. The following spells are added to the warlock spell list for you.

CONTRACT EXPANDED SPELLS

Spell Level	Spells
1st	Identify, Detect Magic
2nd	Calm Emotions, Detect Thoughts
3rd	Sending, Speak with Dead
4th	Divination, Locate Creature
5th	Legend Lore, Telepathic Bond

ASSESSING EYE

1st-level Contract feature

Your patron has given you uncanny insight into others so that you may better appeal to them in the process of making deals. After spending 1 minute studying another creature you can see, you may learn one of the following pieces of information about that creature: fantasies it wishes to fulfill, types of creatures that arouse it, a goal it desperately wishes to achieve, a line it is not willing to cross, behavioral traits that it abhors in others, or behavioral traits it finds endearing. Once you use this ability on a creature you may not use it on them again for 24 hours.

PACT BOUND

1st-level Contract feature

Despite your focus on pacts and contracts, you are still bound to an outside entity from which you draw power. Choose a 1st-level feature from another otherworldly being as specified in the Otherworldly Patron feature. You gain that feature.

BROKER AN ACCORD

6th-level Contract feature

You have learned to back up a deal or contract with arcane power, and in turn you are able to create contracts which are more firm in their terms than those bound by mere honor. You may flavor the mechanism of your contract binding to be anything you wish, such as a parchment with the terms written in blood or an etched rune stone.

Contracts are created between two consenting individuals, known as parties. As contracts require perfect consent, a creature that is mentally hindered, charmed, controlled, or being magically manipulated in any way may not become a party to a contract. However, both parties are free to try and convince the other to agree to any terms via social and verbal persuasion or deception all they wish. Before a contract is ratified, both parties have an opportunity to inspect it for alterations, ensuring that only the components agreed upon are enacted and no forgery or manipulation may take place to alter the contract between when the components are determined and when it is ratified.

Contracts have 3 components to them: terms, duration, and damage clauses.

TERMS

Terms are what effects, items, or behaviors are being agreed upon. Traditionally these take the form of fragments of a soul, riches, or promises of power, but can be truly anything. Each term comes with a Deal Value (DV) and in order for a contract to be valid both parties must agree on what terms are in the contract. The *Contract Terms* table contains a list of terms and their associated DV.

Once both parties have agreed upon terms, the DV of those terms are added together to calculate the total DV of the contract. The same term may be added to a contract multiple times with each additional instance adding its DV to the DV total.

DURATION

The duration of a contract is the period of time in which it is valid. After the agreed upon time expires, the contract is nullified and both parties are under no further obligation. Durations increase the total DV of the contract as each has an associated DV multiplier. For example a contract with an initial DV of 10 set by the terms with a duration of one month (x2) would have a total DV of 30. The *Contract Durations* table has a list of durations along with their associated DV multipliers.

When a contract is nullified either because its duration is completed or because one of the parties breaks one or more of the terms, all effects of the contract end with the exception of material goods such as items or money that changed hands as part of the contract. As such, terms which define the exchange of physical items are generally considered payments and rarely

can cause the contract to be broken (even in the case where they are later stolen back).

DAMAGE CLAUSES

Of course, contracts would bear no weight if they did not come with penalties for breaking them. When a contract is forged, both parties must agree on one or more damage clauses to attach to the contract. If either party ends the contract early or breaks one of the terms, they suffer all of the effects of the contract's damage clauses and then the contract is nullified. Effects of a damage clause last for the duration they specify and may persist even after the contract is nullified. The *Contract Damage Clauses* table contains a list of damage clause options.

You may forge a contract with a maximum DV of 20. This maximum value is increased to 30 at 10th level and 40 at 14th level.

In addition you may have a total of 2 active contracts at a time. The number of active contracts you may have is increased to 4 at 10th level and 6 at 14th level.

OPTIONAL RULE: EXPANDED TERMS AND CLAUSES

Either party in a contract may suggest a term or damage clause not in the tables above. In this case, it is up to the GM to set an appropriate Deal Value for what is being proposed. It is suggested only GMs which are ready to mediate the contract forging process be willing to allow this as it can increase the complexity of the contract tremendously and increases the possibility of an unbalanced contract in regards to gameplay.

SILVER TONGUED DEVIL

10th-level Contract feature

You gain proficiency in the Charisma (Persuasion) and Charisma (Deception) skills. For each of these skills that you are already proficient in when you gain this feature you may instead choose a skill that relies on either Charisma or Intelligence to become proficient in. Your proficiency bonus is also doubled when you make an ability check that makes use of either the Persuasion or Deception skill.

EXPLOIT LOOPHOLE

14th-level Contract feature

As a bonus action you may enact a clever series of loopholes based on logic or verbiage you drafted into one of your contracts. For the next minute you are not affected by any number of the terms of a single contract that is affecting you. Any terms of that contract that affect the other party continue to affect them as though nothing had changed. You may use this feature once per short rest.

CONTRACT TERMS

DV Term Description

- 1 One party gives the other currency or valuable items. The DV of this term is increased by 1 for each 1,000gp worth of currency or items being transferred.
- 2 Choose a level of spell slot. One party loses a spell slot of that level, the other party gains a spell slot of that level. This term does not transfer capability to cast particular spells, only the spell slot itself is transferred. The DV of this term is increased by 2 for each spell slot level chosen above 1st.
- 2 One party loses immunity to a type of condition, which they may never benefit from even if they were to gain immunity to that condition from another effect after the contract comes into effect. The other party gains immunity to that condition.
- 2 One party must satisfy at least one task the other party sets for them. The nature of a task may never result in either party's certain death. If the contract's duration ends before all tasks are completed, the contract is broken by the party that failed to complete them.
- 3 One party chooses a language, skill, or tool they are proficient in. They lose proficiency in that language, skill, or tool and the other party becomes proficient in it.
- 3 When one party would gain either Pain or Pleasure, the other party receives that amount instead. When this term is added to a contract, choose only one of either Pain or Pleasure for this effect.
- 3 One party loses resistance to a type of damage, which they may never benefit from even if they were to gain resistance to that damage type from another effect after the contract comes into effect. The other party gains resistance to that damage type.
- 4 One party's AC is lowered by 2 and the other party's AC is raised by 2. No creature may ever gain or lose more than 2 from the normal value of their AC in this way.
- 4 One party may not either directly or through inaction deal damage to the other party.
- 5 One party's ability score is raised by 1 and the other's is lowered by 1. No creature may ever gain or lose more than 2 from the normal value of an ability score in this way.
- 5 One party's maximum hit points is lowered by 5 while the other party's maximum hit points is raised by 5.
- 5 One party becomes affected by the Geas spell as though the other party had cast it, and automatically fails the saving throw for the spell. The duration of the spell is changed to match the duration of the contract.

CONTRACT DURATIONS

Multiplier	Duration
1x	24 hours
2x	1 month
3x	1 year
4x	Perpetual

CONTRACT DAMAGE CLAUSES

Clause Effect

The contract breaker becomes charmed by and falls in love with the other party for the next year.

The contract breaker is bound in a manner of the GM's choosing and teleported to an unoccupied space adjacent to the other party.

All currency the contract breaker possesses and accrues over the course of the next year becomes magically transported to be in the possession of the other party.

The contract breaker becomes petrified by the *Statue of Torment* spell, automatically failing the saving throw for the spell in the process. After 30 days have elapsed a creature petrified in this way may attempt to succeed on a Constitution saving throw with a DC equal to 8 + the other party's Charisma modifier + the other party's proficiency bonus in order to end the petrification. If a creature fails this saving throw it may try again each time another 30 days have elapsed.

The contract breaker must bear a child for the other party sometime in the next year. If either party is unable to achieve this for anatomical reasons, their body is magically altered to make this possible.

For the next year, the contract breaker may not speak unless given explicit permission by the other party to do so.

Both parties specify a task that the contract breaker will have to complete should this damage clause become active. Any ability checks, attack rolls, and saving throws made by the contractor breaker have disadvantage unless they are partaking in an activity directly related to completing that task.



THE SUBLIME SLITHERING WARLOCK

One by one they came. Writhing, wriggling, wrapping, and clinging, they arose from the ground summoned by Avery's droning incantation. Every few words spoken from Avery's lips allowed another dark mottled tentacle of the Sublime Slithering to enter our reality.

Heroes quested to prevent such occurrences. For this reason, Avery had built their own sanctum deep beneath the city's streets. A sanctum which now was becoming quite cramped as each moment went by and the summoning ritual continued.

Soon, Avery found themselves being pressed on all sides by thrashing tendrils. The jostling made the intonations difficult, but Avery pressed on. It was only when the tentacles began investigating Avery's form in earnest that the words ceased. It would have to be enough, for Avery could no longer continue. With this, the second phase began.

They were lifted by the tentacles, ensnared in them. For their part, Avery gave themselves over entirely to the experience. Even when the tendrils began probing for openings in Avery's body, seeking eagerly to enter them, it only served to heighten Avery's sense of exaltation.

For the next several hours Avery endured all that the tentacles did. At several points the sensations overwhelmed them, but there was little for Avery to do except endure.

In time, the power of the summoning faded. With it went the manifestations of the Sublime Slithering. Avery was left panting and spent on the cold stone floor, gasping and entirely unconcerned with gathering their wits once more.

When they did return to a normal state of thought, there was but one notion in Avery's mind: how they would gather the components to complete the ritual once more.

DESCRIPTION

Be it an aquatic leviathan or a horror from the outer reaches of reality, the warlocks who have taken upon themselves a fragment of the Sublime Slithering have made a pact that allows them to summon tendrils of these creatures. The more devoted will give themselves over to the tentacles, using their body as a host to allow more of the Sublime's Slithering power to manifest.

AUTHOR'S NOTE: TENTACLES

Tentacles are a unique form of kink in that they can act as a dominant force and a method of binding all at the same time. While often impractical in real life, fantasies involving tentacles are common, with scenes involving victims not only restrained by the tentacles but also penetrated or pleasured by them. In addition, the inhuman aspect of the tentacles leads to an air of *other* to the dominating force, further increasing helplessness.

CLASS FEATURES

SUBLIME SLITHERING FEATURES

Warlock Level	Feature
1st	Expanded Spell List, Bonus Proficiencies, Tendril Breach
6th	Firm Grip, Open Invitation
10th	Revel in Their Attention
14th	Vessel Fulfilled

EXPANDED SPELL LIST

1st-level Sublime Slithering feature

The entities of the Sublime Slithering have gifted you with an expanded list of spells to choose from. The following spells are added to the warlock spell list for you.

SUBLIME SLITHERING EXPANDED SPELLS

Spell Level	Spells
1st	Entangle (as tendrils), Hideous Laughter
2nd	Alter Self, Ray of Enfeeblement
3rd	Bestow Curse, Spirit Guardians
4th	Black Tentacles, Vitriolic Sphere
5th	Dominate Person, Telepathic Bond

BONUS PROFICIENCIES

1st-level Pact of the Sublime Slithering feature

You gain proficiency with martial weapons and medium armor.

TENDRIL BREACH

1st-level Sublime Slithering feature

You gain the ability to channel forth and utilize manifestations of the Sublime Slithering in our world. You may use the following features.

- **Summon Tendril.** As a bonus action you may summon a tentacle or tendril of your chosen Sublime Slithering entity attached to a solid surface within 20 feet of you. Tendrils last for 1 minute, have 1 hit point, have an armor class equal to $10 + \text{your proficiency modifier}$, have no bonus to saving throws they are required to make, are immune to all conditions, and a space occupied by a tendril is considered difficult terrain. Tendrils may be dismissed for free during your turn. You may have a maximum number of tendrils active equal to your proficiency bonus.
- **Slamming Strike.** When you hit with a melee attack, you may have any number of your tendrils within 10 feet of the target join the attack. For each tendril that does so, deal an additional $1d6$ bludgeoning damage for the attack. This damage is considered to be magical for the purposes of calculating damage. Each tendril may only join an attack once per round. No creature may be affected or dealt damage by this ability more than once per round.

FIRM GRIP

6th-level Sublime Slithering feature

As a reaction, after one or more of your tendrils deals damage to a medium or smaller sized creature, you may have that creature make a Dexterity saving throw vs your spell save DC. On a failure the tendril grapples that creature. Increase the size of creature that is able to be grappled by one size for each additional tendril that has damaged it the turn you use this ability. The creature may break the grapple using an action to make a Strength saving throw against your spell save DC.

OPEN INVITATION

6th-level Sublime Slithering feature

You have learned to invite the Sublime Slithering to use you as it will. As an action all of your tendrils that are within 10 feet of you wrap themselves around you and fill you, while they do so you are considered to have succumbed. You may end the succumbed effect at the start of your turn. While you are succumbed, you are restrained and you gain the following features.

- **Probing & Bulging.** At the end of your turn, you may gain 1 Pleasure for each tendril within 10 feet of you.
- **Obscured By Writheing.** You have 3/4 cover.
- **Lash Out.** As an action, you may have a number of your tendrils up to an amount equal to your Pleasure, to a maximum equal to your proficiency bonus, make a melee attack against a creature within 10 feet of them. You may add your spell attack bonus to their hit roll and on a hit a tendril deals $1d6 + \text{your current Pleasure}$ bludgeoning damage to the target. These attacks may never benefit from the *Slamming Strike* ability.

REVEL IN THEIR ATTENTION

10th-level Sublime Slithering feature

When you start your turn succumbed you may gain temporary hit points equal to double the amount of Pleasure points you have, up to a maximum of the number of levels you possess in the Warlock class.

VESSEL FULFILLED

14th-level Sublime Slithering feature

You can manifest your tendrils into reality solidly enough that they can deposit a fragment of the Sublime Slithering's essence into your body. While you are succumbed, as an action, you may birth an Aberration of CR 5 or lower to a space within 5 feet of you. The Aberration shares your initiative and is under your control. After 1 minute the creature dissolves back into the aether. You may use this feature once per long rest.

ELDRITCH INVOCATIONS

The following eldritch invocation options are appropriate for any character in the Bundheim campaign settings.

AGONIZING LASH

When you cast *Eldritch Blast*, you may change the range of the spell to melee with a range of 10 feet. If you do so and the spell hits, you deal bonus damage equal to the target's Pain.

ALLURING VISAGE

Prerequisite: *The Alabaster*

When a humanoid makes a saving throw to resist being charmed by you, they do so with disadvantage.

COLLECTOR OF CONTRACTS

Prerequisite: *The Contract*

You may have an additional number of contracts active at any given time equal to half of your proficiency bonus, rounded up.



EAGER SUMMONING

Prerequisite: The Sublime Slithering

When you summon a tendril of the Sublime Slithering, you may summon an extra tendril.

HIT THE SPOT

Prerequisite: The Alabaster

If you would add Pleasure points to your thrall, you may add that many plus one.

INTIMATE KNOWLEDGE

Prerequisite: The Alabaster

You can speak telepathically with your thrall, and they can reply in turn. In addition, you have access to all knowledge your thrall possesses.

MANY FACED MANIPULATOR

Prerequisite: 7th level

You can cast *Mirror Image* once using a warlock spell slot. You can't do so again until you finish a long rest. While you are under the effects of mirror image being cast through this invocation, enchantment and illusion spells you cast of 5th level or lower that target one or more creatures may target an additional number of creatures equal to the amount of duplicates you have. This invocation has no effect on area of effect spells.

NERVEFIRE

Prerequisite: 5th level

If you would gain Pleasure, as a reaction you may gain twice that amount instead.

QUICK APPRAISAL

Prerequisite: The Contract

The time it takes for you to study another creature to learn information about it for the *Assessing Eye* feature is reduced to 1 bonus action.

RELENTLESS MANIFESTATION

Prerequisite: The Sublime Slithering

Your tendrils may join in on any number of attacks for your *Slamming Strike* ability, but a creature may still only be effected by the *Slamming Strike* ability once per round.

SAVOR THE TASTE

Prerequisite: The Alabaster

If you would roll dice as a result of removing Pleasure points from your thrall, you may count the result of the dice as their maximum value instead.

SCHOOL OF DILEMMATURGY

With one last tug, Safzira secured the final knot of the rig. Her friend, Pris, stood fastened as close to the center of their dorm room as the two beds and other miscellaneous furniture would allow in the cramped space. The rope work wasn't particularly complex, for both Safzira and Pris were still students, only now beginning their studies. Despite this it was functional, and Pris found she had very little ability to move.

Letting out a sigh at having accomplished at least something this afternoon, Safzira picked up the tome that had been guiding her. Using one finger to trace line by line she read the directions, making sure each specific detail was noted. For her part, Pris simply watched Safzira. Her part in today's endeavor was already set and there was little she could do to alter it.

A heavy *whump* thudded off the walls as Safzira slammed closed the book. She smirked as her gaze fell upon Pris' bound form. She set down the tome, then held out front her two hands. With a minor whisper of power, Safzira summoned two motes of elemental energy above them. In her right hand, a crackling ball of lightning twitched erratically. In her left, a slowly spinning ball of ice dripped mist off its shell.

"The experiment is simple, Pris. In a moment I will send these two motes forward toward you. One of which will roam your body, zapping or chilling you as it pleases. Meanwhile its kin will orbit you, waiting eagerly for you to ask for it. At any moment you may say the words 'please, no more' and the motes will change places, ice for lightning and vice versa. I shall be at my desk taking notes, seeing how long you favor which element's torments, and how often you decide to switch between the two" Safzira explained.

"But how long will the experiment last? How long must I endure?" Pris inquired, her trepidation evident by the quaver laced in her voice.

"That too, shall be the focus of this study. Now then, let us begin" stated Safzira, refraining from answering the question. The two motes drifted forward from Sazfira's palms. Pris started to struggle even before the torture began.

DESCRIPTION

Dilemmaturses excel at turning choice against their foes. Tapping into various arcane techniques, such mages present situations where their foe chooses their suffering, but in turn can craft more powerful effects from the freedom such a choice entails. However, their prodigious intellect ensures that no matter the choice, the Dilemmaturge achieves a satisfactory result for themselves.

CLASS FEATURES

SCHOOL OF DILEMMATURGY FEATURES

Wizard Level Feature

2nd	Designed Suffering, Dilemmaturgy Savant
6th	Plight Proficiency
10th	Interesting Choice
14th	Inevitable Outcome

AUTHOR'S NOTE: PREDICAMENT BONDAGE

Predicament play is predicated on creating a state of choices. The victim may choose between one or more outcomes, but no matter which is chosen there is always an unfavorable outcome. This in turn increases the sense of vulnerability in the situation.

Sometimes the scenes are built with a forgone conclusion, such as the victim fighting against the pull of gravity to prevent pain, but their muscles will eventually tire and they will be subjected to the punishment. Regardless, *predicament bondage* is unique in giving the victim a sense of agency, but ultimately left devoid of any ability to change the situation in a meaningful way.

DESIGNED SUFFERING

2nd-level School of Dilemmaturgy feature

You have studied the art of mixing choice with punishment. When you finish a long rest, you may prepare a number of Predicaments equal to your Intelligence modifier, to a minimum of one.

To prepare a Predicament, choose 2 spells of different schools, that have a casting time of 1 Action, and are at maximum a spell of 5th level to comprise it. You may find it helpful to assign each Predicament a name.

As an action, you may enact one of your prepared Predicaments by choosing one creature you can see. That creature chooses one of the two spells comprising that Predicament. You then cast the chosen spell as part of this action, spending the required spell slot to do so. If the spell requires an attack roll, you have advantage on the roll against that creature. Likewise, if the spell requires a saving throw, the creature does so with disadvantage. If the spell affects other creatures, they do not receive either of these penalties.

DILEMATURGY SAVANT

2nd-level School of Dilemmaturgy feature

The gold and time you must spend to copy a spell into your spellbook is halved for spells with a casting time of 1 Action.

PLIGHT PROFICIENCY

6th-level School of Dilemmaturgy feature

Casting spells by the means of your Predicaments expends only a fraction of your spellcasting reserves. When you cast a spell of 2nd level or higher using a spell slot as part of enacting a Predicament, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

INTERESTING CHOICE

10th-level School of Dilemmaturgy feature

When you deal acid, cold, fire, lightning, or thunder damage to a creature, you may use your reaction to offer protection to that creature. If the creature takes the offer, they gain resistance to the damage type they are suffering from among the previous list for the duration of that effect. After that effect ends, the next time they take damage of any of those types (even beyond the one chosen), they are Vulnerable to it.

INEVITABLE OUTCOME

14th-level School of Dilemmaturgy feature

When you enact a Predicament, you may secretly choose one of the two spells. After the choice of which spell will take effect is made by the target, reveal your choice. If the two choices match, an attack roll for that spell against the target critically hits on an unmodified roll of 18-20, and the target must make any required saving throws with a -2 penalty for the spell's effects.



SCHOOL OF INSCRIPTION

"It is often said that a painting is worth a thousand words, but it is the thousand words that get written into a spellbook. Without words, there is no power, no persuasion, no description, no language." Those had been the words of Lars' professor, who was appropriately a wind bag.

He hadn't expected to be the focus of the demonstration, but Lars now stood on a podium-like stage in the center of the lecture hall. He wasn't sure why this demonstration required him to be bound, much less so strictly, but the fact it did made him very nervous.

The professor approached, brandishing a quill in a such a manner that Lars feared he would be gutted by it. The tip scratched as it scrawled across his arm, and Lars could make out the word "Dunce" being written on his bicep. Just as the word finished, Lars felt his mind fog. He could no longer properly recall much of his learning, nor call upon the prodigious cognitive abilities that had gotten him admitted to this academy in the first place.

"A simple word, for a simple man. Or at least, that is what our fellow here is now" the professor explained. The point made, he retrieved an indigo cloth from his belt, and wiped the ink away from Lars' arm. Immediately, he felt his wits return to him.

This process continued for some time, cycling through common descriptors such as "Affectionate", "Stalwart", and "Prideful", each bringing fresh humiliation to Lars as his personality shifted from the effects of the words. The professor however knew the last lesson was the most important.

Upon Lars' chest, the professor wrote the word "Powerful". In a flash, arcane lightning radiated from Lars' form as he gently lifted into the air, held down only by the bonds that tied him. He couldn't hold it back, the energy pulsed from the word and out into the world at large. Students screamed and ducked as Lars became an archon of arcane energy, one who did not know how to control himself.

The professor let this state continue just long enough to get his point across, before he secured Lars with a spell and wiped away the ink.

"Without words, there is no power. With them, there is much danger. We can use them to harm and to heal. Choose them carefully, in all instances" the professor commanded, letting the room settle once more.

AUTHOR'S NOTE: BODY WRITING

Words indeed have power, and by writing them on the skin one can make them omnipresent. In BDSM this can take the form of labeling, such as writing "slut" on the forehead to label a person as such. In this manner words work to shame or humiliate the person, reducing them to what the label proclaims them to be.

However, sometimes the practice involves encouragement and gentle domination. In these cases words of praise can be written on the skin, such as "beautiful" or "strong". Regardless of the use, marking the body for many is an erotic experience which can create a mental state based upon the words chosen.

DESCRIPTION

Arcanists who pursue the ancient art of inscription seek to wield words in the same manner one might a sword. Using both their own bodies and those of their foes, they are adept at inscribing spell effects such that they are more potent than when normally crafted. Many also utilize their own bodies as extensions of their spellbooks, ensuring they always have the spells they require prepared.

CLASS FEATURES

SCHOOL OF INSCRIPTION FEATURES

Wizard Level Feature

2nd	Inscription Savant, Living Codex
6th	Compose Boon
10th	True Statement
14th	Branding Incantation

INSCRIPTION SAVANT

2nd-level School of Inscription feature

The gold and time you must spend to copy a spell into your spellbook is halved for spells with a range of Self or Touch.

LIVING CODEX

2nd-level School of Inscription feature

Your inscription technique has grown more potent such that you can store spells upon your own flesh. You may store a number of additional spells equal to your proficiency bonus by writing them upon your body with specially made ink.

One spell can be written upon each limb, one upon the torso, and one upon the head or face. Writing these spells upon yourself still requires 50 gp worth of material components and 2 hours for each level of spell inscribed. However, you are considered as always having these spells prepared and they do not count against the amount of spells you can prepare.

A spell can be removed from your skin by spending 100 gp of enchanted soaps and 2 hours scrubbing. Only 1 spell can be inscribed in a given portion of your body at a time.

COMPOSE BOON

6th-level School of Inscription feature

When you cast a spell of 3rd level or lower with a range of Self or Touch in which you choose yourself as the target, you may spend 1 minute to write the name of the spell or an appropriate word to describe it upon your body. While a spell is inscribed this way, you are considered concentrating on it. When you make a concentration check, the DC for success is increased by 5 for each spell you are concentrating on beyond the first. When your concentration is broken all spells you were concentrating on end. If a spell written upon your body ends, the inscription fades from your flesh.

TRUE STATEMENT

10th-level School of Inscription feature

When you gain this feature you may choose a word or statement that speaks to the core essence of your being. That word or statement is magically inscribed permanently upon your skin by ink, scarring, or another appropriate method of your choosing.

Choose a spell of 3rd level or lower that fits thematically with that statement and has a range of Self or Touch. For example, one might choose “nobody notices me” for the statement, and choose *Invisibility* for the spell. This spell can be from any class’ spell list or school of magic and you are considered to always have this spell prepared. You may cast this spell without somatic or verbal components, or expending a spell slot. If the spell has a range of Touch, you must choose yourself as the target. You may use this feature two times, regaining spent uses after finishing a long rest.

BRANDING INCANTATION

14th-level School of Inscription feature

When you cast a spell of 5th-level or lower with a range of Touch, a duration of Instantaneous, and you either hit with an attack roll or the target fails a saving throw for that spell, you may mark the target’s skin with the words and sigils of the spell.

At the beginning of their turn, any creatures marked in such a way must make a Charisma saving throw against your spell save DC. On a failure, they are affected by the spell marked on them once more, but all attack rolls automatically hit and they automatically fail any required saving throws for that spell. On a success, the mark fades and there is no effect.

You may use this feature a number of times equal to your Intelligence modifier, to a minimum of 1. You regain all spent uses when you finish a long rest.



FEATS

The following feats are appropriate for characters participating in a Kinks and Cantrips campaign.

ALLURING

Requirement: Charisma 15 or higher

Your very presence is magnetic, and you find that people are intrinsically drawn to pleasing you. When a creature that can see you with Intelligence 8 or greater is required to make a saving throw against an effect or spell of yours that charms them, they do so with disadvantage. You also have advantage on Charisma (Persuasion) checks.

ATTENDANT'S MASSAGE

You may spend 10 minutes massaging a creature after which point that creature can roll a number of its hit dice equal to your proficiency bonus. That creature gains hit points equal to the result rolled plus your Dexterity modifier. You may instead spend 1 hour massaging a creature with a focus on creating an erotic or torturous experience during the massage. When you do so the creature gains either 1 Pleasure or 1 Pain (your choice) which it keeps until it finishes a long rest. A creature may never accrue more than 1 Pleasure or Pain from this ability at a given time.

You may use the ability a number of times equal to your proficiency bonus and regain all spent uses when you finish a long rest.

AUTHOR'S NOTE: EROTIC MASSAGE

Like all touch, massage can be a sensual and intimate experience for one or more parties. It can be used as an act of service by a submissive to comfort their dominant, a tool of torture where pressure creates soreness, or a potent tool in combating stiffness during aftercare. Many find applying massage technique to a bound individual creates a sense of connection and vulnerability similar to manhandling without the necessary roughness.

CAUSTIC GENEALOGY

Requirement: Cubeling

You owe your heritage to a particularly corrosive species of ooze and thus have a form that is particularly acidic. You may press your flesh against a non-magical object susceptible to acid and corrode it over the course of 1 minute. As well, you may attempt to occupy the space of any creature that is at least one size smaller than you. Creatures that begin their turn in a space occupied by you suffer 2d6 acid damage and must make a Strength saving throw. On a failure their movement speed is reduced by half until the start of their next turn. The DC for this saving throw is $8 + \text{your Constitution modifier} + \text{your proficiency bonus}$.

COMPERSIVE

Drawing satisfaction from the satisfaction of others, you gain the following benefits:

- When you cause a creature to gain Pleasure, you may choose to have them gain 1 additional Pleasure.
- If a creature is required to make a Constitution saving throw for accruing more than their maximum Pleasure due to your direct action, you may choose for the creature to have disadvantage on that saving throw.
- If a creature you can see fails the Constitution saving throw for accruing more than their maximum Pleasure within 30 feet of you, you gain Inspiration.

CONTORTIONIST

Requirement: Dexterity 15 or higher

Your joints are incredibly pliable, giving you a range of motion greater than the average person. You have advantage on skill checks and Strength or Dexterity saving throws related to being grappled or restrained. In addition, you may fit into any container or space that could contain your total volume.

DEVIOUS FRENZY

Glee at the suffering of others spurs you to action. When a creature you can see within 60 feet of you gains any amount of Pain, as a reaction you may make a single melee attack against a creature you can reach. You make this attack after the effect that added Pain to the creature is resolved. If the creature that gained Pain exceeded its maximum and failed the Constitution saving throw for doing so, your attack critically hits on an unmodified roll of 18-20.

ENDORPHIN BUTTON

Requirement: Stitcher Rogue

Via an array of crisscrossing needles in the skin of a creature you create a button-like area of flesh that can be pressed to release endorphins. You may spend an hour to do this and a creature that has been adorned with such a button may press on it as a bonus action. When they do so the creature gains 1 Pleasure.

If a melee attack roll against the adorned creature surpasses its armor class by 5 or more, they gain 1 Pain and suffer additional piercing damage equal to their Pain from the attack.

The array of needles may be removed by a creature within 5 feet of the adorned creature spending 1 minute to do so.

EMPOWERED HERITAGE

Requirement: Mythkin

When you damage or heal a creature with one of your Mythical Moment abilities, you add a bonus to the damage or healing roll equal to half your level (rounded up).

EXHIBITIONIST

You find the idea of acting upon your desires while others are watching to be incredibly enticing. When you gain Pleasure or Pain while at least 5 other creatures can see you, you may gain a d6 bonus to the next attack roll, ability check, or saving throw you make. You may use this feat a number of times equal to your proficiency bonus. You regain all spent uses of the feat when you take a short rest.

GRATEFUL REPRIEVE

You have learned to appreciate not being the focus of sadistic wrath from one of your companions. When a creature you can see within 120 feet of you gains Pain from the actions of a creature friendly to you, you may gain a d6 bonus to the next attack roll, ability check, or saving throw you make. You may use this feat a number of times equal to your Intelligence modifier (to a minimum of one). You regain all spent uses of the feat when you finish a short rest.

HEDONIST

Always eager to partake in pleasurable activities, you gain the following benefits:

- When you gain any amount of Pleasure, you may choose to gain 1 additional Pleasure.
- If you are required to make a Constitution saving throw for accruing more than your maximum Pleasure, you may choose to have advantage on that saving throw.
- If you fail the Constitution saving throw for accruing more than your maximum Pleasure, you gain Inspiration and have your movement speed reduced to half its normal value until the end of your next turn rather than becoming stunned.

HIGH TOLERANCE

You are well versed in experiencing intense sensations and thus are familiar with keeping your wits about you when subjected to them. When you are required to make a Constitution saving throw due to exceeding your maximum Pain or Pleasure, you may make that saving throw with advantage. You may also choose to gain 1 less Pleasure or Pain (to a minimum of 1) when you gain any amount of either.

HONING FERVOR

Requirement: Constitution 15 or higher

As you physically experience more intense sensations, you grow more capable in combat. While your combination of Pain and Pleasure is higher than 10, any damage you deal cannot be halved (this includes instances of passing saving throws or resistances). If you are at your maximum for both Pain and Pleasure, instead damage you deal can be neither ignored or reduced by any means (this bypasses damage immunities).

HYBRID PHYSIQUE

Your body has developed Furfolk traits in addition to the traits your heritage has naturally given you, whether by genetics, magic, or other means. Choose one trait from the either the

Predacious or Quarry Furfolk *Bestial Heritage* lists and you gain that trait. If your race is already one of these types of Furfolk, you may choose two traits to gain instead.

HYPNOTIC PREDATION

The eyes, they say, are the window to the soul; and the mind is the sharpest weapon. By preying on both, you have mastered the art of hypnotizing your enemies. When you cast a spell that charms or frightens the target and requires a saving throw, you may change the type of saving throw required to be Intelligence instead.

In addition, as an action you may cast Detect Thoughts on a creature that is charmed or frightened by you. The duration of this spell is changed to 1 round instead of its normal duration, it does not require concentration, and you may change the type of saving throw required to probe deeper into the creature's mind to be Intelligence rather than Wisdom.

HYPNOTIC SPELL

You have gained the ability to project your spells into a creature's mind via hypnosis. If you are casting a spell that deals damage, you may choose a single creature with an Intelligence of 4 or higher that can see you to hypnotically enact the spell's effects as an attack upon their mind. When you do so, the spell being cast only affects the chosen creature, regardless of its regular targeting properties, and all damage done is changed to psychic damage. You must still make attack rolls for spells that require them, and the creature still makes a saving throw if one is required, but all actions are perceived in the mind of the creature rather than happening in the physical world.

You may use this feat twice and regain all spent uses when you finish a long rest.

INTIMIDATING BULK

Your domineering size aids you in enacting your will on those smaller than you. You become proficient in the Intimidation skill and may use either your Strength or Charisma score when making a check for it. If you are already proficient in Intimidation when you take this feat, you may gain proficiency in another skill of your choice instead. You have advantage when rolling Intimidation skill checks against creatures that are the same size or smaller than you.

You may use a bonus action to try and frighten a creature that is your size or smaller that you have dealt damage to with a melee attack, knocked prone, or are currently grappling. The creature must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC for this saving throw is equal to $8 + \text{your Intimidation skill modifier}$.

LESSER WISH

Requirement: Mythkin with the Minor Wish trait

Choose a cantrip from any class, you know that cantrip in addition to the one chosen for the *Minor Wish* trait. The maximum level of spell you can cast once per short or long rest with the *Minor Wish* trait is changed to one quarter of your level, rounded up, but the spell cannot have a cast time longer than 1 minute.

MASOCHIST

Drawing satisfaction from your own pain or humiliation, you gain the following benefits:

- When you gain any amount of Pain, you may choose to gain 1 additional Pain.
- If you are required to make a Constitution saving throw for accruing more than your maximum Pain, you may choose to have advantage on that saving throw.
- If you fail the Constitution saving throw for accruing more than your maximum Pain, you gain Inspiration and the negative effects last until the end of your next turn rather than the normal duration of 1 minute.

NUMBING STRIKE

Requirement: Monk

You have learned to target the nerve clusters of your foes, allowing your strikes to dull the sensations they feel. At the end of your turn, you may have a single creature you hit with an unarmed attack make a Constitution saving throw against your Ki save DC. On a failure, that creature loses half of either their Pleasure or Pain (you choose which).

NURTURING NATURE

The bond with your companion creature is of the utmost importance to you, and you have learned to better care for their wellbeing. Creatures under your control such as a familiar, beastial companion, or a creature conjured by a spell you cast regains the maximum number of hit points possible from any healing caused by you.

PAIN EXPERTISE

You have become specialized in both the application and reception of Pain. When you roll any dice that either utilizes Pain (such as dealing an additional 1d6 damage for each point of Pain a creature has) or to determine a value of Pain to be added to a creature, you may reroll results of 1 or 2 on those dice. You must use the result from the reroll, even if it is also a 1 or 2.

PLEASURE EXPERTISE

You have become specialized in both the application and reception of Pleasure. When you roll any dice that either utilizes Pleasure (such as healing an additional 1d6 hit points for each point of Pleasure a creature has) or to determine a value of Pleasure to be added to a creature, you may reroll results of 1 or 2 on those dice. You must use the result from the reroll, even if it is also a 1 or 2.

SADIST

Drawing satisfaction from the pain or humiliation of others, you gain the following benefits:

- When you cause a creature to gain Pain, you may choose to have them gain 1 additional Pain.

- If a creature is required to make a Constitution saving throw for accruing more than their maximum Pain due to your direct action, you may choose for the creature to have disadvantage on that saving throw.
- If a creature you can see fails the Constitution saving throw for accruing more than their maximum Pain within 30 feet of you, you gain Inspiration.

SQUIRTER

If you have more than half of your maximum Pleasure, you may cast the *Grease* spell as a bonus action without spending a spell slot or requiring material components. When you do so, you lose half of your Pleasure, must center the area for the spell on yourself and you automatically pass any saving throw this spell requires. The grease created by this spell is non-flammable. You may use this ability a number of times equal to your Constitution modifier or 1, whichever is higher. You regain all spent uses when you complete a short rest.

SUBMISSIVE SPELLCASTING

You have learned to work spells within the bounds unique to your desired position. If you are gagged, you no longer require the verbal component for spells and do not suffer any ill-effects related to spellcasting related to the gag. In addition, if your hands are bound or restrained, you no longer require the somatic component for spells nor do you make spell attack rolls at disadvantage for being restrained.

TARGET VITALS

Requirement: Sanguine Hex Sorcerer

You have learned to precisely target your spellcasting to draw blood from your foes. As a reaction when you deal piercing or slashing damage to a creature with a non-cantrip spell, you may spend sorcery points equal to the number of creatures dealt damage. When you do so, each of those creatures gains 1 Bleeding point.

THOROUGH BINDING

You are adept at ensuring those that are bound by your hand stay bound. When you tie up or restrain a creature by physical means, such as rope, manacles, or chain, any creature that seeks to undo or escape those bindings makes all ability checks and saving throws to do so with disadvantage. No effect or trait may allow a creature to make such checks with anything but disadvantage. Any functional locks you use for these restraints have their DC increased to 25, no matter the quality.

TICKLER'S TOOLS

Requirement: Way of the Feather Monk

While wielding a feather or another object designed for tickling, you may have your Ki save DC equal $8 + \text{your Dexterity modifier} + \text{your proficiency bonus}$ when using the *Nerve Assault* ability.

In addition, if a creature fails the saving throw for your *Nerve Assault* ability while it is already laughing, you may have that creature gain 1 Pleasure.

TREMBLESENSE

You have grown accustomed to sensing the scents and motions of creatures that are experiencing great pleasure. You innately know how many Pleasure points a creature you can see within 60 feet of you has. In addition, as a bonus action you may mark a creature within 60 feet of you that has more than half of their maximum Pleasure points. For the next hour, you know the exact location of that creature. You may only have one creature marked at a time and this ability fails if you attempt to use it on a creature that does not possess enough Pleasure points.

VOICE OF EXPERIENCE

Requirement: At least 3 levels in a single class

You may take the Help action as a bonus action. When you use the Help action to aid in an attack, the target of that attack may be within 15 feet of you rather than the normal 5 feet. When the creature you are helping makes an ability check or attack roll that benefits from your Help action, they may add a d4 to the result.



SPELLS

Over the ages, mages across Bundheim have been hard at work crafting spells, much like mages of any other plane. In addition to the common spells found throughout basically all planes, such as *Fireball*, there are a number of spells that were created specifically due to the unique societal nature of Bundheim.

Below are lists of spells each class can learn followed by descriptions for them, alphabetized for easy reference.

ARCANE (BARDS, SORCERERS, WARLOCKS & WIZARDS)

CANTRIPS (LEVEL 0)

- Alter Sex
- Dommaturgy
- Lubricate
- Kinkcraft
- Subbadigitation
- Torturous Droplet
- Whip Strike
- Yank

1ST LEVEL

- Aftercare
- Anatomical Compatibility
- Charged Touch
- Empathic Interrogation
- Heel
- Reprimand
- Strip Bare
- Thaumic Sigil: Sterility

2ND LEVEL

- Adhesive Globule
- Aspect of Planifolia
- Balloon
- Blow of Shl'opa
- Clamping Chains

Creeping Encasement

Crushing Pain

Golden Spray

Forniform

La Mort Enorme

Onslaught of 1,000

Phalluses

Paraffin Blast

Power from Pain

Shared Suffering

Shock Collar

Sour Stomach

Spectral Spreader

Thaumic Sigil: Ocular

Sensitivity

Ward's Piercing Barrage

3RD LEVEL

Beautiful Binding

Break the Chains

Choking Collar

Fae Revel of Rumpus

Harima's Caustic Goo

Left Exposed

Luscious Duress

Maelstrom of Lashes

Melting Downpour

Pediteres

Power Word: Freedom

Ragged Edge

Ruined Ecstasy

Timberous Steed

Vortex Curse

4TH LEVEL

Dollify

Lockingbell

Mindbreak

Postpone Punishment

Provoke Drop

Silencing Counter

Soporific Rain

Thaumic Sigil: Excruciation

Thaumic Sigil: Exposing

Impulse

5TH LEVEL

Ask Nicely

Intertwining Skein

Iron Maiden

Thaumic Sigil: Axon Link

6TH LEVEL

Telepathic Binding

Thaumic Sigil: Awakening

Phrase

Thaumic Sigil: Ecstatic Pulse

7TH LEVEL

Heartbind

Shadowbind

Solitary Confinement

Statue of Torment

Subspace

Thaumic Sigil: Addiction to

Suffering

Thaumic Sigil: Ziicubus' Kiss

8TH LEVEL

Compete for Me

Thaumic Sigil: Pleasurably

Numb

9TH LEVEL

Epitome of Euphoria

Epitome of Suffering

Epitome of Tentacles

DIVINE (CLERICS & PALADINS)

CANTRIPS (LEVEL 0)

Alter Sex
Dommaturgy
Lubricate
Kinkcraft
Subbadigitation
Yank

1ST LEVEL

Aftercare
Anatomical Compatibility
Bliss
Empathic Interrogation
Heel
Reprimand
Thaumic Sigil: Sterility

2ND LEVEL

Aspect of Planifolia
Blow of Shl'opa
Clamping Chains
Crushing Pain
Golden Spray
La Morte Enorme

Paraffin Blast
Power from Pain
Rejuvenating Spray
Safeguard Existence
Shared Suffering
Sour Stomach
Spectral Spreader
Thaumic Sigil: Ocular Sensitivity
Ward's Piercing Barrage
Zone of Comfort

3RD LEVEL

Beautiful Binding
Break the Chains
Choking Collar
Links of Light
Luscious Duress
Melting Downpour
Pederites
Power Word: Freedom
Ragged Edge
Ruined Ecstasy
Truth-bearing Noose

4TH LEVEL

Collaring Ceremony
Dollify
Holy Pyre
Mindbreak
Postpone Punishment
Provoke Drop
Soporific Rain
Thaumic Sigil: Excruciation
Thaumic Sigil: Exposing Impulse

5TH LEVEL

Aphrodisiac Aura
Ask Nicely
Gloriole
Iron Maiden
Maven's Sarcophagus

6TH LEVEL

Thaumic Sigil: Awakening Phrase
Thaumic Sigil: Ecstatic Pulse

7TH LEVEL

Shadowbind
Solitary Confinement
Statue of Torment
Subspace
Thaumic Sigil: Addiction to Suffering
Thaumic Sigil: Ziicubus' Kiss

8TH LEVEL

Compete for Me
Prayer of the Lightborn Cage
Thaumic Sigil: Pleasurably Numb

9TH LEVEL

Epitome of Euphoria
Epitome of Suffering

PRIMAL (DRUIDS & RANGERS)

CANTRIPS (LEVEL 0)

Alter Sex
Dommaturgy
Lubricate
Kinkcraft
Subbadigitation
Torturous Droplet
Yank

1ST LEVEL

Aftercare
Anatomical Compatibility
Bliss
Charged Touch
Heel
Reprimand
Strip Bare
Thaumic Sigil: Sterility

2ND LEVEL

Aspect of Planifolia
Balloon

Creeping Encasement
Crushing Pain
Forniform
Golden Spray
Paraffin Blast
Power from Pain
Rejuvenating Spray
Safeguard Existence
Shared Suffering
Shock Collar
Sour Stomach
Thaumic Sigil: Ocular Sensitivity
Zone of Comfort

3RD LEVEL

Beautiful Binding
Break the Chains
Choking Collar
Fae Revel of Rumpus
Left Exposed
Maelstrom of Lashes

Melting Downpour
Power Word: Freedom
Ragged Edge
Ruined Ecstasy
Timberous Steed
Vortex Curse

4TH LEVEL

Collaring Ceremony
Postpone Punishment
Provoke Drop
Restricting Barbs
Soporific Rain
Thaumic Sigil: Exposing Impulse

5TH LEVEL

Aphrodisiac Aura
Ask Nicely
Earthbound
Intertwining Skein

6TH LEVEL

Thaumic Sigil: Awakening Phrase
Thaumic Sigil: Ecstatic Pulse

7TH LEVEL

Statue of Torment
Subspace
Thaumic Sigil: Addiction to Suffering
Thaumic Sigil: Ziicubus' Kiss

8TH LEVEL

Compete for Me
Thaumic Sigil: Pleasurably Numb

9TH LEVEL

Epitome of Euphoria
Epitome of Tentacles

ADHESIVE GLOBULE

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a drop of honey)

Duration: 1 minute

You summon a small glob of a sticky substance and hurl it at a creature within range. Choose one of the following body parts to aim for and make a ranged spell attack roll. On a hit, the target suffers the effects listed for that body part.

- **Eyes.** The target is blinded. The attack roll for this effect has a -3 penalty.
- **Feet.** The target's speed is reduced to 0.
- **Hands.** The target may only make a maximum one attack on their turn. This cannot not effect creatures that are Huge or larger.
- **Mouth.** They can neither speak nor satisfy the verbal component for spells. The attack roll for this effect has a -3 penalty.

A creature under one of these effects can use its action to make a Strength check against your spell save DC. If it succeeds, the effect ends as it frees itself.

AFTERCARE

1st-level evocation

Casting Time: 10 minutes

Range: Touch

Components: V, S, M (a segment of fuzzy cloth)

Duration: Instantaneous

You weave a delicate enchantment through an affectionate and caring embrace in order to help the target recover from a trying ordeal. For each point of Pleasure or Pain the target had when you began to cast this spell (to a maximum of 4), they may roll one of their Hit Die and regain hit points equal to the result plus their Constitution modifier. without expending it during the next rest they take within an hour.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum number of Hit Die that can be rolled is increased by 2 for every slot level above 1st.

ALTER SEX

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 24 hours

You assume a different form, taking on the genitalia of your choosing. You may choose the specifics of the genitalia such as whether it is circumcised or the hymen is intact. In addition, you may make subtle alterations to your physique such as gaining or losing breasts, changing your jawline, or hair length/

style but you must remain the same race you were before casting the spell. Any creature that is familiar with you will still recognize you despite these changes. If a creature is affected by this spell with the same specific details every day for a month, the effects become permanent.

You may cast this spell using a spell slot to increase its capabilities (see below).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may instead target a willing creature within 5 feet of you. When you cast it using a spell slot of 5th level or higher, you may make the effect permanent on either yourself or another target as described above.

ANATOMICAL COMPATIBILITY

1st-level transmutation

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a ring of pliant laticifex)

Duration: 1 hour

A willing target's anatomy becomes magically malleable, allowing for consensual copulation with a creature of vastly different size than it without harm. This may occur via the creature's anatomy expanding, the other creature's anatomy shrinking upon entering the target, or whatever effect the GM decides is appropriate; but this effect may never prevent damage or harm being taken from a hostile creature.

APHRODISIAC AURA

5th-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (an oyster)

Duration: Concentration, up to 1 minute

Any creature other than yourself within 30 ft. of you that gains one or more Pleasure gains that many plus 1. In addition, any creature that begins their turn within 30 ft. of you when you cast this spell must make a Wisdom saving throw. On a failed save that creature is charmed by you until the spell ends.

ASK NICELY

5th-level enchantment

Casting Time: 1 reaction, which you take when a creature uses an action

Range: Self

Components: V, S

Duration: Instantaneous

Projecting your will into a creature, you make a contested Charisma (Intimidation) or Charisma (Persuasion) check vs the target's Wisdom (Insight). If you win the contest, until the end of this turn, the target may not use the action you are reacting to. Instead it may choose another action to perform.

ASPECT OF PLANIFOLIA

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a vanilla bean)

Duration: Concentration, up to 1 minute

When you cast this spell, you lose all Pleasure and Pain points you currently have. Until the spell ends, you cannot gain Pleasure or Pain as your conceptual self eschews deriving importance from such sensations.

BALLOON

2nd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a patch of latex)

Duration: Concentration, up to 1 Minute

One creature of your choice that you can see within range inflates with air, massively ballooning outward in the process. The spell can affect a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

While inflated the creature's weight is reduced to 1/10th of its normal weight, it has a fly speed (hover) of 20 feet, any bludgeoning damage it receives pushes the creature 5 feet in a direction away from the damage source, and it takes an additional 2d6 piercing damage when it suffers piercing damage as a result of an attack.

BEAUTIFUL BINDING

3rd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a twist of soft jute rope)

Duration: Concentration, up to 1 Minute

You conjure a long piece of rope, willing it to twist about the target and bind them. If you target a non-humanoid creature with this spell it ends as the technique employed is only viable on creatures which resemble humans anatomically (the target need not have a humanoid creature type, they need only have roughly the same type of body structure).

When you cast this spell and as a bonus action on your following turns, the target must succeed on a Dexterity saving throw or suffer one of the following effects of your choosing:

- **Double Column Wrist Cuffs.** The rope binds the target's wrists together behind their back. The target has disadvantage on Dexterity checks and attack rolls. They are also prevented from satisfying the somatic component of spellcasting.
- **Spiral Futomomo Leg Binding.** The rope weaves an intricate pattern between each of the target's respective thighs and calves, forcing them to a kneeling position and making it difficult to move. The target has

disadvantage on Dexterity saving throws and becomes prone as it must crawl to move.

- **Hishi Karada Harness.** The rope knots and twists about the target's torso forming a harness which winds down through the crotch and about the breasts. The tension of the harness amplifies sensations and creates an arousing effect. The target has disadvantage on saving throws to resist any effect that would cause it to gain Pleasure.
- **Monkey's Fist Gag.** The rope balls itself into a large knot which is tied about the target's head in a facsimile of a ball gag made of rope. This makes all speech unintelligible as the target can only mumble. The target cannot satisfy the verbal component of spellcasting.

Ropes conjured this way are non-magical and continue to exist when the spell ends, though they are too frail to use reliably for climbing. These ropes have 5 hit points and an AC of 10. As an action the target may make a Strength or Dexterity check vs your spell save DC to escape one of these effects, ending it when they do so.

AUTHOR'S NOTE: KINBAKU / SHIBARI

Translating to "tight binding", Kinbaku is a Japanese style of bondage which focuses on visually interesting patterns using simple methods. Shibari is another term that refers to this practice, which broadly means "tying" or "binding".

Kinbaku generally prefers to use a thinner rope, often made of jute, hemp, or linen.

BLISS

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a token of happiness)

Duration: Concentration, up to 1 minute

While within 15 feet of you, creatures of your choosing gain a +2 bonus to attack rolls and saving throws so long as they have one or more Pleasure.

As a bonus action on your turn, you may have a willing creature within range gain 1 Pleasure.

BLOW OF SH'L'OPA

2nd-level evocation

Casting Time: 1 action

Range: 60 feet (10-foot sphere)

Components: V, S, M (a boot)

Duration: Instantaneous

Channeling the essence of the ancient monk Sh'l'opa, you project a series of ethereal hands which smack at foes' rumps or faces. Choose a point within range, all creatures within a 10 foot sphere centered on that point must make a Dexterity saving throw. A creature takes 3d8 thunder damage + their Pain

on a failed save, or half as much damage on a successful one. A creature that fails the saving throw gains 1 Pain.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each spell slot above 2nd.

BREAK THE CHAINS

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature you can see that is restrained or grappled begins its turn

Range: 60 feet

Components: V, S

Duration: 1 round

The target automatically escapes being grappled or restrained and suffers no penalties to its movement speed. In addition, if the target makes a melee weapon attack using Strength they gain a bonus to the damage roll equal to your spellcasting ability modifier.

CHARGED TOUCH

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a ball of wool)

Duration: Concentration, up to 1 minute

You induce an arcane charge of lightning within your body, which arcs from you in short bursts. You gain 5 temporary hit points for the duration. When you take damage, you may choose to not lose these temporary hit points and instead suffer the damage normally.

If a creature hits you with a melee attack, you may spend any amount of temporary hit points to deal that creature an equal amount of lightning damage. In addition, if you spend a spell slot to cast this spell, as a bonus action you may touch an adjacent creature and cast this spell on them without spending a spell slot. Casting this spell in that way is considered to have been cast at the same spell level as this spell was originally cast using a spell slot.

This spell ends early when you have no temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points are increased by 5 for every two slot levels above 1st.

CHOKING COLLAR

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a scrap of leather)

Duration: Concentration, up to 10 minutes

You apparaate a heavy leather collar encircling the throat of a creature, willing it to pull tight and strangle. The target must succeed on a Strength saving throw or begin to suffocate. While suffocating that creature cannot breathe, satisfy the verbal component for spells, and cannot speak other than in vague vocalizations. A suffocating creature may as an action attempt

to remove the collar from their throat by making a Strength saving throw, ending the effect upon a success.

CLAMPING CHAINS

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 minute

Choose a point on either an immovable object, the ground, a wall, or the ceiling within 10 feet of a creature in range. You summon two iron chains that spring forth from that point, their ends tipped with toothed clamps which attempt to attach themselves to the target. The target must make a Dexterity saving throw. On a failure the target cannot move more than 10 feet from the point the chains tether them to. A creature may use 15 feet of movement to make a Strength saving throw in an attempt to break free from the clamps. On a success they take 3d8 plus their Pain piercing damage and gain 1 Pain as they rip free of the clamps. On a failure, they gain 1 Pain and remain tethered.

COLLARING CEREMONY

4th-level abjuration

Casting Time: Ritual, 1 hour

Range: Touch

Components: V, S, M (a diamond worth at least 50 gp which the spell consumes)

Duration: Instantaneous

You perform a special ceremony centered around two or more willing adult creatures forming an oath with each other which is signified by the fastening of a collar. All creatures taking part in the oath choose if they will wear a collar or be affixing a collar. Each collar used as part of the ritual must be worth at least 50 gp.

You touch the collars, imbuing them with an enchantment that seals the oath. Then each creature that is fastening a collar does so to a creature that chose to wear a collar, speaking aloud the oath as they do so. Afterward, each creature who chose to wear a collar speaks their portion of the oath and the ceremony comes to a close.

Collars imbued with this oath can only be removed by those who affixed it, or who affixed another collar as part of the same ceremony. Creatures may be bound by a single *Collaring Ceremony* oath at a time.

When two or more creatures that have taken this oath are within 30 feet of each other, each gains a +1 bonus to their AC and a +1 bonus to their saving throws. A creature that is wearing a collar for this oath has advantage on saving throws and ability checks that would magically compel it to take a course of action by a creature other than one that affixed a collar for this oath.

In addition, creatures that have taken this oath may once per day cast the *Sending* spell without spending a spell slot or having the spell prepared. If they do so, they may only target another creature that is part of the oath.

When an oath imbued collar is removed from a creature, the oath ends and all creatures that took part in the oath lose its benefits.



AUTHOR'S NOTE: COLLARING CEREMONIES

Roughly the equivalent to marriage for vanilla people, the collaring ceremony serves as a ritual dedicated to the bond formed between two or more people in a relationship. Primarily these ceremonies revolve around affixing a collar to one or more of the relationship participant's necks, which serves a similar role to a wedding ring in that it represents the relationship itself. Traditionally there may be several levels of seriousness in these collars, ranging through the Collar of Consideration, the Training Collar, and finally the Formal Collar. Other collars may denote a protective relationship or simply be used in play, but those tend to be less formal and don't often involve collaring ceremonies.

COMPETE FOR ME

8th-level enchantment

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: 24 hours

You incite a ritual of competition such that a number of creatures can vie for your mark of approval. When you cast this spell choose 2-8 willing creatures within range that can understand you to compete.

The competition is held by transporting yourself, the contestants, and up to 50 willing bystanders to a demiplane created by this spell. This demiplane is of your creation and can be any environment of your choosing, but all objects created within the demiplane vanish once they are removed from the demiplane. Any food or drink ingested in the demiplane (including those created as part of this spell) satiate as they would in the material plane. Any creature may leave the demiplane freely simply by willing themselves to do so, but cannot return once they have exited. The purpose of this demiplane is to be a safe and thematically appropriate place to hold the competition in regards to this spell, and the GM is the final arbiter for what is or is not within the purview of what can be created within it.

You must set a goal that can only be completed by a single contestant. Whichever contestant completes the task wins and gains your boon, which causes the competition to end and the demiplane to vanish. When you begin the competition you may choose to restrain or adorn the contestants in any manner of your choosing, and any items required are summoned attached to the contestants. Most commonly a competition will involve a series of skill checks as determined by the GM, but the GM may decide to run the competition as they see fit under the parameters and intentions you set forth.

Contestants may not choose to automatically fail saving throws or skill checks during this competition, and any attempt to choose a winner by forfeit or trickery nullifies the competition and ends it without anyone gaining a boon.

When a contestant wins the competition you grant them a boon. The winner gains the following effects:

- Their AC is increased by 2.

- Choose a damage type from among acid, cold, fire, force, lightning, necrotic, radiant, or thunder. Their weapon attacks deal a bonus 2d8 damage of that damage type.
- The first time they would drop to 0 hit points as a result of taking damage, they instead drop to 1 hit point. Once this effect is used, it may not be used again until the spell ends.
- When they make an attack roll or saving throw they may roll a d4 and add the number rolled to the result.

You may only ever have a boon granted upon one creature at a time and if you would grant a boon to another creature, your previously granted boon fades. If a new creature would gain a boon as a result of this spell any previous boon's effects end.

CREEPING ENCASEMENT

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a ball of sticky tar)

Duration: 1 hour

You fling a tiny blob of sticky material at the target, making a ranged spell attack as you do so. On a hit, the ball attaches itself to the target and begins to grow over the surface of their body. At the end of each of the target's turns the blob expands and advances through the following stages, increasingly restraining the target as it does so. The penalties for each stage are additive with all previous stages.

- **Sticky Patch.** The target has disadvantage on attack rolls.
- **Partially Covered.** The target has its movement speed reduced by half and it has disadvantage on Dexterity saving throws.
- **Half Covered.** The target's movement speed is 0 and it automatically fails Dexterity saving throws.
- **Almost Fully Covered.** The target may not attack or satisfy the somatic component for spells.
- **Encased.** The target cannot breathe, speak, or satisfy the verbal component for spells.

For each stage above *Sticky Patch*, the target has a cumulative -1 penalty to Strength checks and saving throws they make. The target or another creature may use an action to try and rip away the blob, in order to do so they must make a Strength saving throw against your spell save DC. On a success the effect ends and the target is freed.

CREEPING ENCASEMENT



CRUSHING PAIN

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small vise)

Duration: Instantaneous

You create a pocket of intense gravity around a sensitive region of the target's anatomy, such as the genitals. The target must make a Constitution saving throw. On a failure the target takes $3d8 +$ their Pain bludgeoning damage, gains 1 Pain, and has disadvantage on attack rolls and ability checks until the end of its next turn. On a success the target takes half as much damage and they suffer no additional effects.

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, and the Pain gained increases by 1 for every two slots levels above 2nd.

DOLLIFY

4th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a lock)

Duration: 1 hour

You attempt to lock away a creature in a state that blends stasis with paralysis. The target must make an Intelligence saving throw.

On a failed save, the target is incapacitated as its limbs go rigid and its speed drops to 0. For the spell's duration, the affected creature can see, hear, feel, taste, and smell normally but has no way to move or manipulate their body. In addition, they do not need to breathe, eat, or drink, has resistance to all damage, and gains Pleasure and Pain normally. While incapacitated in this way, an adjacent creature may move and pose them as they would a mannequin.

If a creature affected by this spell takes damage, it may repeat the saving throw and does so with advantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 hour for each slot level above 4th.

DOMMATURGY

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: S

Duration: Instantaneous

You exert your dominance via a minor magical feat. You may do any of the following within range:

- Alter the appearance of your eyes for 1 minute
- Cut a piece of rope no thicker than 2 inches in diameter
- Fasten or unfasten a buckle or clasp
- Lock or unlock a mundane lock used to secure a cage, straps, or manacles without requiring a key
- Manipulate a piece of chain, leather, or rope
- Tie or untie a moderately complex knot

EARTHBOUND

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a bit of dried vine)

Duration: Concentration, up to 1 Minute

Vines erupt from the ground, seeking to lash a creature to the earth. Target creature that you can see within range must make a Dexterity saving throw. On a failure the target is pulled to the ground, becoming grappled and prone. For every 10 feet downward the target is pulled, they suffer 2d6 bludgeoning damage. The grappled creature may make a Strength saving throw at the end of its turns, setting itself free on a success.

EMPATHIC INTERROGATION

1st-level divination

Casting Time: 1 action

Range: 15 feet

Components: V

Duration: Instantaneous

Your understanding of a creature's suffering aids you with influencing their mind to your own ends. As part of casting this spell, you ask the target creature one question. That creature must make a Wisdom saving throw, answering the question truthfully on a failure. If both you and the target have at least 1 Pain, the target makes the saving throw with disadvantage. If you have more Pain than the target, and you both have at least 1 Pain, they automatically fail the saving throw.

PITOME OF EUPHORIA

9th-level conjuration

Casting Time: 1 action

Range: Self (300-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You transform a wide area into a blissful space which enchants and influences those within it via a blend of aphrodisiacs. The air in a 300 foot radius sphere centered on you is altered for this effect, the cause of which may you choose as appropriate when you cast this spell. For example a deity of desire may bathe the area in a light which alters the minds of those within it, or plants begin puffing pollen into the air which is inhaled. This choice is purely aesthetic and has no effect on whether a creature is affected within the area.

When a creature enters the area for the first time or starts its turn there, it must make a Wisdom saving throw. On a failure, the creature becomes charmed. While a creature is charmed in this way, it makes Wisdom, Intelligence, and Charisma saving throws with disadvantage, and gains 1 Pleasure at the start of its turns. In addition, a creature that is charmed may not harm or take aggressive action against another creature. If a creature takes damage, it may make the saving throw again and does so with advantage.

If a creature within the area fails the saving throw for accruing Pleasure over their maximum, they suffer 1d6 necrotic damage for each point of Pleasure they have, then gain 1 level of exhaustion instead of suffering the normal negative effects. When you cast this spell, you may choose any number of creatures that are unaffected by this, and instead are subject to the normal negative effects of gaining more Pleasure than their maximum.

When you cast this spell, you may choose whether or not it affects you.

PITOME OF TENTACLES

9th-level conjuration

Casting Time: 1 action

Range: Self (300-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Reaching into the far reaches of reality, you summon forth a fragment of a tentacled being from beyond the veil. Every surface in an area 300 feet in radius centered upon you when you cast the spell begins to sprout tentacles which search for any creature it can find.

For the duration of the spell, all creatures move at half speed within the area. When a creature that is not restrained by the tentacles enters the area for the first time or starts its turn there, it must make a Dexterity saving throw. On a failed save the creature takes 10d6 psychic damage, then becomes restrained by the tentacles. On a success, they take half as much damage and do not become restrained. While restrained in this way, creatures may only speak in mumbled intonations and cannot satisfy the verbal component of spells.

Any creature that ends its turn restrained by the tentacles gains 1 Pleasure and must make a Constitution saving throw. On a failed save, that creature takes 1d6 psychic damage for each point of Pleasure it has. If a creature fails this saving throw while it has maximum Pleasure, it must make the Constitution saving throw for accruing more than their maximum Pleasure with disadvantage while they remain restrained by the tentacles. As an action, a creature may either attempt to escape being restrained by the tentacles or free another creature by succeeding on a Strength saving throw.

When you cast this spell, you may choose whether or not it affects you.

PITOME OF SUFFERING

9th-level conjuration

Casting Time: 1 action

Range: Self (300-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You summon forth a 300 foot radius region perfectly created for the suffering of others, be it inspired by the infernal realms or a twisted landscape born of your own imagination. This area does not truly warp the physical aspects of the area, but rather creates an ethereal facsimile matching the specifications for the aesthetics you desire. Similarly, a swarm of intangible entities fills the region, able only to mete out pain and enhance the suffering of those within it. You may have these entities appear as you wish, such as a cadre of demons or a gaggle of semi-sentient torture devices, in keeping with the previous examples.

When a creature enters the area for the first time or starts its turn there, it must make a Constitution saving throw. On a failure, that creature takes 1d6 necrotic damage for each point of Pain it has. On a success, the creature takes half that amount of damage instead.

Any creature that fails the Constitution saving throw from accruing Pain over their maximum becomes unconscious instead of the normal negative effects.

When you cast this spell, you may choose whether or not it affects you.

FAE REVEL OF RUMPS

3rd-level conjuration

Casting Time: 1 action

Range: 60 feet (20-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You summon forth a cloud of raucous pixies who were previously occupied with a rambunctious orgiastic party. Once summoned, the pixies continue their revelry in the area affected by this spell and try to pleasure each other with anything they can find in that space, including other creatures. Though tiny, this proves an effective distraction for any in this space.

Any creature that starts its turn in the area or enters it for the first time must make a wisdom saving throw. On a failure the creature suffers a d4 penalty to attack rolls, ability checks, and saving throws while within the revel's space.

FORNIFORM

3rd-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an iron nail)

Duration: Concentration, up to 1 hour

You channel objectifying energies into a creature, transforming them into a piece of furniture. Choose a willing creature within range and a piece of furniture that fits in a 10 foot cube and that weighs no more than 500 pounds.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be made of wood, stone, or metal (or any combination of these materials) and functions as a mundane example of that piece of furniture would function. The target is capable of perceiving its surroundings, but is paralyzed.

While transformed, the target's AC is 20 and they begin the transformation with 50 hit points. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If they revert as a result of dropping to 0 hit points, any excess damage carries over to their normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, they aren't knocked unconscious.

The target's gear melds into the new form. The target can't activate, use, wield, or otherwise benefit from any of its equipment. The spell has no effect on a shapeshifter or a creature with 0 hit points.

GLORIOLE

5th-level abjuration

Casting Time: 1 minute

Range: Self

Components: V, S

Duration: 1 hour

A halo of divine energy surrounds your head. From it beams of light burst forth and solidify, creating a sealed box around you. Inside the box the holy energy has solidified into bands and chains of light, trapping you within. Holes have been left in the box's sides, each placed to give outsiders access to your mouth

and nether orifices. For the spell's duration you are restrained and have total cover, but any who wish to make use of your bound form for their own pleasure are free to do so.

Any creature that spends at least 5 minutes making use of one or more of your orifices during the spell's duration gains the benefits of a short rest and may add your spellcasting ability modifier to the amount rolled for regaining hit points by utilizing hit dice. They also gain the following benefits for the next 24 hours:

- They gain resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- They can't be frightened.
- They double their proficiency bonus when making ability checks for a skill of your choice.
- They gain 2d6 temporary hit points.

For each creature that gains these benefits after the 4th, you must make a contested Constitution check against their Strength. That creature may not choose to fail this check. If you lose the contested roll, you gain 1 point of exhaustion.

AUTHOR'S NOTE: GLORY HOLES

The term glory hole refers to a hole cut into the wall between rooms or stalls where one individual is intended to insert their penis such that another person on the other side of the wall may pleasure it. Generally this is accompanied with a sense of anonymity for all involved. Between the service based interaction this creates, and the perceived promiscuousness of the act, a sense of humiliation and degradation can be created by adding bondage to the setup.

GOLDEN SPRAY

2nd-level evocation

Casting Time: 1 action

Range: Self (15 foot cone)

Components: V, S, M (a sprig of asparagus)

Duration: Instantaneous

A torrent of acrid fluid issues forth from your pelvis, dousing the area in front of you. All creatures within a 15-foot cone must make a Dexterity saving throw. On a failure the creature takes 4d6 poison damage and has disadvantage on Charisma ability checks until they can clean themselves. On a success the creature takes half as much damage and suffers no further effects.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d6 for each spell slot above 2nd. If you cast this spell at 5th level or higher you may extend the range to a 30-foot cone.

HARIMA'S CAUSTIC BALM

3rd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You conjure and hurl a ball of goo at the target. The goo causes flesh it touches to feel like it is burning while also being extremely cold, intensifying any subsequent sensations.

The target must make a Dexterity saving throw. On a failed save the target takes 5d4 acid damage and becomes covered in goo. While covered, a creature gains 1 Pain when it gains any amount of Pleasure and takes 3d4 acid damage at the end of each of its turns. A creature may use an action to wipe away the goo. On a success the target takes 5d4 acid damage but does not become covered and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and delayed) increases by 1d4 for each slot level above 3rd.

HEARTBIND

7th-level conjuration

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (a platinum key worth at least 100 gp which the spell consumes)

Duration: 30 days

You create a temporary arcane gate, through which you attempt to extract a creature's heart. The target must succeed on a Charisma saving throw, or have its heart extracted by you. Once you have extracted a heart, it becomes bound in manifested arcane chains which you control. A creature that has its heart extracted in this way may continue to function as normal, as the spell ensures their bodily functions continue unabated.

For the duration of the spell, while you hold the creature's heart on your person, you may as a reaction cause the chains to channel destructive energy into the heart, dealing 5d10 force damage to the creature. In addition, a creature whose heart you possess makes Charisma (Deception) checks against you with disadvantage.

If you attempt to coerce or command a creature whose heart you possess to take a suicidal action, the spell ends. You may end the spell early by using an action to dismiss it. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

When this spell ends, the target's heart returns to its normal position within its chest.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration is 1 year and the damage is increased to 7d10. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above and the damage is increased to 10d10.

HEEL

1st-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a leash)

Duration: Instantaneous

With a spoken command and a gesture toward your feet, you attempt to pull a creature to heel. The target must succeed on a Charisma saving throw or be pulled to an unoccupied space of the ground or floor adjacent to you, becoming prone as it kneels at your feet.

HOLY PYRE

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (an unlit match or piece of tinder)

Duration: Concentration, up to 1 minute

A sturdy wooden pole erupts from the ground behind the target, with a pyre of dry wood at its base. Chains spring forth from behind the pole, attempting to ensnare the target and bind it tight against the pole. The target must make a Strength saving throw. On a failure the target is restrained to the pole and the pyre bursts into flame. At the start of their turns the target takes 3d6 fire damage. If the target is a fiend, undead, or has an evil alignment, they take 6d6 radiant damage instead.

As an action the target may make a Strength check vs your spell save DC. On a success, they break free and the spell ends.

INTERTWINING SKEIN

5th-level abjuration

Casting Time: 1 action

Range: Self (120-foot cube)

Components: V, S, M (a length of knotted rope)

Duration: Concentration, up to 1 minute

An explosion of rope bursts out from you, restraining all creatures within a 120 foot cube centered on you and creating a veritable web. The rope not only restrains these creatures, but specifically seeks to bind affected creatures together without moving them. These ropes form a symbiotic link between all creatures enwrapped in them.

While restrained in this way, any damage or hit point restoration that would affect a creature within the web is instead divided evenly among all affected creatures. At the end of their turns, any restrained creature may make a Charisma saving throw in an attempt to break free of the ropework tangle. On a success, the creature takes 6d10 psychic damage and the spell ends. On a failure the creature suffers 2d10 psychic damage and the spell is maintained.

IRON MAIDEN

5th-level necromancy

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You manifest a spectral iron maiden under your control around a creature. The target must make a Dexterity saving throw. On a failure, they become restrained. As an action, the restrained creature may attempt to break free or a creature adjacent to it may attempt to free it by making a Strength saving throw, ending the effect on success.

When you cast this spell and as a bonus action on your following turns, you may make a ranged spell attack against the restrained creature. On a hit the target takes 1d6 piercing damage for each point of Pain it has and then gains 1 Pain.

KINKCRAFT

Conjuration cantrip

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 hour

You pull a piece of fetish gear or clothing from the air. Reaching into the aether you may summon a blindfold, chest harness, gag, facsimile of a phallus, lock and key, nipple clamps, set of wrist/ankle restraints, or waist harness. The created item is made of latex, leather, metal, rubber, wood, or any combination of these materials and may not be larger than 3 feet in any direction or weigh more than 10 pounds. This item lasts the duration of the spell, after which it fades from existence. Close inspection reveals summoned items are monetarily worthless.

LA ENORME MORT

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

An arcane infusion amps up the pleasure of the target creature, placing stress upon their body. Target creature must make a Constitution saving throw. On a failed save, if the target has Pleasure points greater than or equal to half their maximum they take 1d6 necrotic damage for each point of Pleasure it has. If instead the creature has less Pleasure points than half their maximum, they take 2d6 necrotic damage. In either case, the target then gains 1 Pleasure. On a successful save the target takes half damage.

LEFT EXPOSED

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You surround a large or smaller creature with a localized blizzard, then remove their protection from the elements. The target's space is filled with a pocket of frigid air, which moves with them. For the duration of this spell, the target must make a Constitution saving throw at the beginning of its turn, taking 3d6 cold damage on a failure.

When you cast this spell, the target must make a Charisma saving throw. On a failure all mundane clothing and armor they are wearing vanishes into the ethereal plane. When this spell ends, their clothing and armor rematerializes on their body, just as it was when it vanished. A creature that would normally wear clothing but that is currently wearing no armor

or clothing takes an additional 2d6 cold damage from failing the Constitution saving throw for this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 (both from the saving throw and for wearing no clothing) for each slot level above 3rd. If you cast this spell using a spell slot of 5th level or higher the maximum size of creature it may effect is increased to huge and increases further to gargantuan if cast using a spell slot of 7th level or higher.

LINKS OF LIGHT

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

Channeling the energy of the Radiant Chain, you manifest burning luminescent bindings about a creature. The target must make a Dexterity saving throw. On a failure, you may instead choose one of the following effects.

- **Clenching Bind.** The summoned chains wrap about the target, binding them in a mesh of metal made of vibrant light. The target is restrained and as a bonus action on your turn you may have the target take 2d6 radiant damage + your spellcasting modifier as the chains coil tighter about them.
- **Pulled Wide.** The chains affix themselves to the target's limbs and then pull outward to force them into a spread eagle position. The target is restrained and as a bonus action you may have the chains yank outward, making their already exposed position even more vulnerable. When you do so the target is vulnerable to the next bludgeoning, piercing or slashing damage it suffers.

As an action the target may make either a Strength or Dexterity saving throw against your spell save DC, breaking free on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the target gains an additional damage instance they will be vulnerable to for each spell slot above 3rd.

LOCKINGBELL

4th-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lily blossom)

Duration: 1 minute

You summon an ethereal bell which fastens itself to the target's spirit for the duration of the spell. The bell is attuned to the wavelength of aetheric energy needed for spellcasting by the target, and rings in a counter frequency to undo specific spellcasting. You may choose what form the bell takes, and how it is attached, but it is intangible and cannot affect the physical world.

The target must make a Charisma saving throw. On a failure, roll a d4. For the duration of the spell the target cannot cast spells by spending a spell slot of a level equal to the result. For example if the result is a 3, the target may not cast spells using a 3rd level slot, but may still cast them by using a higher level spell slot.

At Higher Levels. When you cast this spell using a higher spell slot the dice rolled to determine level of spell effected is increased. Casting with a 5th level spell slot uses a d6, 6th level a d8, and 7th level a d10.

LUBRICATE

Conjuration cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: 1 minute

You point to an object or patch of ground no larger than 5 feet square and summon a layer of lubricant which coats it for the duration of the spell. The lubricant is non-flammable and if placed on the ground makes the area difficult terrain.

LUSCIOUS DURESS

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You reach into the mind of a hostile creature you can see within range and force them to focus on their suffering so that you may draw power from it. The target must make a Charisma saving throw. On a failure they take 1d6 necrotic damage for each point of Pain they have and if they have at least 2 Pain you regain a 1st level spell slot. On a success, they take half the damage and you do not regain a spell slot.

At Higher Levels. When you cast this spell at 4th level or higher, you may instead regain a spell slot with a maximum level equal to half of the target's Pain to a maximum of 5th level.

MAELSTROM OF LASHES

3rd-level evocation

Casting Time: 1 action

Range: Self (20-foot sphere)

Components: V, S, M (a bullwhip)

Duration: Concentration, up to 1 Minute

Until the spell ends, the air within 20 feet of you is a swirling vortex of rushing wind. All fog, smoke, or other gasses within this space are dispersed. Small or smaller flying creatures consider the space difficult terrain even while flying. Any ranged attack made with an arrow, bolt, or other non-magical ammunition are made with disadvantage if the projectile would pass through this space.

As a bonus action, you may coalesce the wind into a stinging lash to strike out at a creature within this space. Make a ranged spell attack roll against a creature within 20 feet of you. On a hit, the target takes slashing damage equal to 1d8 + your

spellcasting ability modifier + the amount of Pain they have, and then they gain 1 Pain.

MAVEN'S SARCOPHAGUS

5th-level transmutation

Casting Time: 1 action

Range: Self (120-foot sphere)

Components: V, S, M (an iron manacle)

Duration: 1 minute

You entomb yourself within an iron sarcophagus which is frigid to the touch. While you are entombed you have total cover, cannot be affected by spells that have an area of effect, are restrained, and may not attack, cast spells, or use items. The sarcophagus has 100 hit points and an AC of 20, and may not itself take actions as it is in an inanimate object. You may not end this spell early. If the sarcophagus is destroyed, the spell ends. Any creature other than you that ends its turn within 5 feet of the sarcophagus suffers 5 cold damage.

While you are entombed in the sarcophagus you are resistant to cold damage and can see in all directions around you as your vision is augmented by the spell. As an action you may manifest chains of ice from the sarcophagus and attempt to manipulate a creature or object within 120 feet of it. The target must succeed on a Strength saving throw or suffer one of the following effects (your choice):

- The target is pulled 30 feet in a direction of your choosing.
- The target's speed is reduced to 0 and it cannot benefit from any bonus to its speed until the start of your next turn.
- The target is knocked prone.
- The target takes 4d6 bludgeoning damage.
- Attack rolls against the target have advantage, and the target's attack rolls have disadvantage until the start of your next turn.
- The target has disadvantage on Strength and Dexterity saving throws until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th or higher level, you may choose an additional effect to apply to the target on a failed saving throw for each spell slot level above 5th. You may not choose the same effect more than once per round.

MELTING DOWNPOUR

3rd-level conjuration

Casting Time: 1 action

Range: 150 feet (40-foot cylinder)

Components: V, S, M (a ladle with hardened paraffin in the scoop)

Duration: Concentration, up to 1 minute

You summon a deluge of burning wax, causing it to run upon an area for a time. The affected area is difficult terrain as the melted wax makes the surface highly irregular.

When a creature enters the downpour for the first time or starts its turn there, it must make a Dexterity saving throw. On a failed save the creature takes 3d6 fire damage. If a creature fails the saving throw on a turn where it failed the saving throw for this spell on its previous turn, it gains 1 Pain and takes bonus damage equal to its Pain.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d6 for each slot level above 3rd.

MINDBREAK

4th-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a implement for inducing pain)

Duration: 1 minute

You strike a creature within range, trying to overwhelm their conscious mind such that their fight or flight reflexes kick in. Make a melee spell attack against a creature within your reach. On a hit the target takes 4d8 necrotic damage plus 1d6 necrotic damage for each point of Pain it has, gains 1 Pain and must succeed on a Wisdom saving throw or become frightened. While frightened in this way the target may not cast spells or make ranged attacks, and deals bonus damage when it hits with a melee attack equal to its Strength modifier plus its Pain. The target may repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a success.

ONSLAUGHT OF 1,000 PHALLUSES

2nd-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a small phallically shaped sculpture)

Duration: Concentration, up to 1 minute

You apperate a cloud of phalluses or phallically shaped items made of semi-solidified aether around the target. The cloud follows the target for the duration of the spell, obscuring their surroundings. For any attacks the target makes, the creature they target is considered to have half cover.

When you cast this spell and as a bonus action on your turn you may direct a number of the phalluses to attack the target, ramming into them at great speed. To do so, make a ranged spell attack roll. On a hit the target takes bludgeoning damage equal to 1d8 + your spellcasting modifier. If the attack roll is an unmodified 18-20 they also gain 1 Pleasure as one of the phalluses hits a sensitive area.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the damage increases by 1d8 for every two slot levels above 2nd.

PARAFFIN BLAST

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S, M (a candle)

Duration: Instantaneous

With a flick of the wrist, you spray out a burning spread of paraffin wax. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failure, the creature takes 3d6 fire damage and the next time it takes fire damage it gains 1 Pain then suffers 1d6 fire damage for each point of Pain it has. On a success, the creature takes half damage and does not take additional damage when it is next dealt fire damage.

PEDITERES

3rd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You create a large bare foot or boot of ethereal force above a creature within range before motioning it to stomp downward. The target must make a Dexterity saving throw. On a success the creature takes 2d8 force damage. On a failure, choose one of the following effects:

- **Pointed Heel.** The heel strikes a vulnerable portion of the target, causing maximum pain with the blow. The target suffers 4d8 + your spellcasting ability modifier + their Pain force damage and then gains 1 Pain.
- **Stomp Flat.** The blow is spread out, but relentless in its motion. The target takes 4d8 force damage and is knocked prone.
- **Dismissive Kick.** The arcane construct strikes from the side, delivering a strong lateral blow. The target takes force damage equal to 4d8 + your spellcasting ability modifier and is pushed a number of feet equal to your spellcasting ability score.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for any effect of failing the saving throw increases by 1d8 for each spell slot above 3rd.

POSTPONE PUNISHMENT

4th-level divination

Casting Time: 1 reaction, which you take when a creature in range makes a roll for an ability check, attack roll, or saving throw, after the result is known

Range: 60 feet

Components: V, S

Duration: Instantaneous

You unbind the threads of fate, retying them into an outcome that you find more favorable. When a creature you can see within range makes a roll for an ability check, attack roll, or saving throw, after the result of the roll is known, you may

substitute the roll with any value from 1 through 20. This value affects only the result of the dice roll. All modifiers, bonuses, and penalties that would apply afterward still apply to determine the result. If a roll is overridden this way, it may not be changed by any other features or spells.

The GM then notes a value equal to 21 minus the value chosen when casting this spell. They may override a dice roll related to the target with that value at a point of their choosing. If the GM changes the result of a roll as a result of this spell, it may not be changed by any other features or spells. All modifiers, bonuses, and penalties that would apply to that roll still apply to determine a result.

POWER FROM PAIN

2nd-level evocation

Casting Time: 1 bonus action

Range: 30 feet

Components: V, S

Duration: 1 minute

Choose a willing creature within range. The next time you deal damage or heal any creature before the spell ends, you deal bonus damage or restore additional hit points to that creature equal to the original target's Pain. This bonus damage or healing may only affect a single creature. If you cast this spell again before this effect ends, you lose the benefits of the previous casting.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage or additional healing is again increased by the original target's Pain for every two spell slot levels you use above 2nd.

POWER WORD: FREEDOM

3rd-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

A word of your choosing is imbued with energy as you speak it. Any spell or magical effects that cause a creature of your choosing within range to be restrained, paralyzed, or to reduce their speed to 0 are ended. In addition, that creature may spend 5 feet of movement on its next turn to escape any non-magical restraints, grapple, or imprisoning device (e.g. a cage).

If the target is adjacent to a hostile creature, you may teleport them to be adjacent to you.

PRAYER OF THE LIGHTBORN CAGE

8th-level abjuration

Casting Time: 1 minute (ritual)

Range: 15 feet

Components: V, S (5 lengths of gold chains, each worth at least 250 gp, which the spell consumes)

Duration: Until dispelled

Calling forth a fragment of the Lightborn Cage, you enact a ritual of binding to seal away a great evil. The ritual requires 5 participants to concentrate on the spell, including yourself, which need to be arranged equidistant from each other within

range of the target for the duration of this spell's casting. Once complete the target is wrapped in chains of pure golden light that bind its physical form to where it was located when the ritual completes. While restrained in this way, the target cannot move any portion of its body other than to speak or look around.

The chains also bind away the target's power, forming a divine barrier around it in much the same way the Lightborn Cage does for the Malitic Deities. The target may not cast spells or use any of its abilities, feats, features, traits, or magic items. It may however speak and see, so it is free to converse, but it cannot manifest power to magically manipulate those that interact with it. The target is also immune to all damage and spells while bound in this way as spells from outside the binding also cannot penetrate inside of it.

While casting this spell you must choose an object to serve as a keystone to the binding. This item must be at least 6 cubic inches in volume and the spell carves a small golden glyph into the item to mark it as the keystone. If the keystone is destroyed, the binding is ended and the target is released.

The chains themselves may not be dispelled, but a creature may attempt to dispel the binding by targeting the keystone object. The rules for dispelling the binding this way is the same as trying to dispel this spell normally.

PROVOKE DROP

4th-level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a token of neglect)

Duration: Concentration, up to 1 minute

You draw on the sensation a creature is experiencing and remove it to leave a hole of withdrawal. Target creature that has at least 1 point of either Pleasure or Pain must make a Charisma saving throw.

On a failure, roll a number of d6 equal to its total amount of Pleasure and Pain, to a maximum of 8. The creature takes psychic damage equal to the result and then loses all of its Pleasure and Pain. On a success, the target takes half damage and removes only half of their Pleasure and Pain. In either case, until the spell ends, when the creature makes an ability check, attack roll, or saving throw it must roll a d4 and subtract the number rolled from the result.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, the maximum amount of d6 that can be rolled increases by 1 for each slot level above 4th.

AUTHOR'S NOTE: DROP

The various activities related to BDSM are often rather intense, both physically and emotionally. As a result of this, participants often find they have increased endorphin levels which can be difficult to come down from. Some people will experience a sensation similar to depression or the flu after participating in such activities. Because of this, the sensation has come to be known as *drop*. As such, it is vital participants discuss and engage in comforting acts known as *aftercare* which can combat the discomfort from this sensation.

RAGGED EDGE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a ring made of rubber)

Duration: Concentration, up to 1 minute

You wrest control from a creature their capacity to attain carnal bliss. The target must make a Wisdom saving throw. On a failure, they may not gain Pleasure that would bring their total points over their maximum and each time they would be affected by an ability that utilizes their Pleasure, they must succeed on a Wisdom saving throw or their Pleasure is counted as 0 for that ability.

REJUVENATING SPRAY

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You release a spray of a creamy white substance which has been blessed by the life giving magicks of either nature or Nodsvto. This can take any form appropriate aesthetically, such as a spray of semen or an explosive burst of lactation.

Each creature in a 15-foot cone regains hit points equal to $2d4 + \text{your spellcasting ability modifier} + \text{your Pleasure}$. You then must make a Constitution saving throw, losing half your total Pleasure on a failure. The DC for this saving throw is equal to $8 + \text{your total Pleasure}$.

REPRIMAND

1st-level enchantment

Casting Time: 1 reaction, which you can take when a creature makes an attack against you or targets you with a spell

Range: 60 feet

Components: V

Duration: 1 round

You let loose a scathing chastisement upon a creature you can see. The target has disadvantage on attack rolls against you and you have advantage on saving throws you are required to make for spells they cast until the end of their next turn.

RESTRICTING BARBS

4th-level conjuration

Casting Time: 1 action

Range: 60 feet (5-foot sphere)

Components: V, S, M (the stem of a rose)

Duration: 1 hour

You point at a spot on the ground that you can see within range, causing an eruption of vines to spring forth from where you designate. All large or smaller creatures within 5 feet of that point must make a Dexterity saving throw. On a failure the vines twist about the form of the target, winding about their

limbs and pushing into their orifices. The vines then sprout barbs, enticing any affected creature to hold perfectly still lest they tear their flesh upon them. When a creature ensnared by the vines makes an attack, casts a spell, or uses an item, they take $1d6$ piercing damage. If an ensnared creature moves its full body more than an inch in any direction they take $8d6$ piercing damage and the effect ends as they break free.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, the damage for making an attack, casting a spell, or using an item increases by $1d6$ for every two slot levels above 4th. In addition, the damage for moving increases by $1d6$ for each slot level above 4th.



RESTRICTING BARBS

RUINED ECSTASY

3rd-level abjuration

Casting Time: 1 reaction, which you may take when a creature you can see uses an ability or benefits from an effect that is empowered by Pleasure points

Range: Self

Components: V, S

Duration: Instantaneous

You attempt to prevent a creature from attaining satisfaction through pleasure. The target must make a Wisdom saving throw. On a failure, the creature loses all Pleasure it has accrued, and gains no benefit from the ability or effect this spell was cast in reaction to. On a success, the creature loses half of its accrued Pleasure points, but the action or effect continues as normal afterward.

SAFEGUARD EXISTENCE

2nd-level abjuration

Casting Time: 1 reaction, which you take in response to a creature you can see within range suffering an effect that would kill it (except rolling a 3rd failed death saving throw)

Range: 120 feet

Components: V, S

Duration: Instantaneous

In a desperate maneuver, you shunt aside the worst of death's intent and leave a creature on death's door. Rather than dying, the target creature falls to 0 hit points, becomes unconscious, and has 2 failed death saving throws.

SHADOWBIND

7th-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a token of hopelessness)

Duration: Concentration, up to 1 minute

You manifest tendrils of darkness from the shadows around you which reach out and try to pull the target into a plane of suffering. The target must succeed on a Strength saving throw or be pulled into a demiplane of utter darkness.

The demiplane is a space of pure lightlessness filled with tortures of your own devising. When you cast the spell you may choose to have the plane exert torments of either Pleasure or Pain upon the target, but may theme the effects in a manner of your choosing. Depending on which type of torment is chosen, as a bonus action you may have the target suffer the appropriate effect below:

- **Pain.** The target gains 1 Pain then suffers necrotic damage equal to its Pain. For each turn beyond the first where the creature would have to make a Constitution saving throw for accruing more than its maximum Pain, it has disadvantage on the saving throw.
- **Pleasure.** The target gains 1 Pleasure then suffers psychic damage equal to its Pleasure. For each turn beyond the first where the creature would have to make

a Constitution saving throw for accruing more than its maximum Pain, it has disadvantage on the saving throw.

While on the demiplane, the target is blind, incapacitated, and restrained. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

SHARED SUFFERING

2nd-level divination

Casting Time: 1 reaction, which you take in response to a creature within range that you can see taking damage

Range: 60 feet

Components: V, S

Duration: Instantaneous

The suffering you're experiencing helps your allies endure their own torment. You may receive the damage the target creature would take in their place. If both you and the target have at least 1 Pain and you have more Pain than the target, or if you have less hit points than the target, you gain resistance to that damage.

SHOCK COLLAR

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small clay jar filled with acid that has a copper rod around an iron rod inside)

Duration: Concentration, up to 1 minute

You point at a creature within range and attempt to summon a thick band of crackling lightning that encircles their neck.

The target must make a Charisma saving throw. On a failure you may designate a creature you can see to be protected by the collar of lightning. Each time the target either attacks a protected creature or causes a protected creature to make a saving throw, they suffer 2d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the damage increases by 1d6 and you may choose one additional creature to be protected for each slot level above 2nd.

SILENCING COUNTER

4th-level abjuration

Casting Time: 1 reaction (which you take when you see a creature within 60 feet of you casting a spell)

Range: 60 feet

Components: S

Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

In addition, you manifest a silencing gag on your target, be it a phantasmal strap, a mouth filling phallus, or a glob of

latex. Until the gag is removed, the target may not use verbal components of spells and can only speak in unintelligible mumbles. As an action, the target may make a Strength saving throw to remove the gag.

SOLITARY CONFINEMENT

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You touch a willing creature and surround them in an opaque sphere-shaped barrier of force. The sphere is immovable, impermeable, invulnerable, and neither sound nor light pass through it. The sphere ensures a breathable atmosphere for the creature inside, but no air passes through the barrier. Nothing can penetrate the confines of the sphere, including teleportation or magic that allows planar travel. You may extend the duration of this spell by expending an additional spell slot. The duration is extended by a number of hours equal to the level of spell slot spent.

SOPORIFIC RAIN

4th-level conjuration

Casting Time: 1 action

Range: 150 ft (60-foot cylinder)

Components: V, S, M (a bottle of ether)

Duration: Concentration, up to 1 minute

Until the spell ends, droplets of sleep-inducing rain fall in a 20-foot-tall cylinder within a 60-foot cylinder centered on a point you can see within range. The area is lightly obscured for the duration.

When you cast this spell and as an action on each of your turns, roll 11d8; the total is how many hit points of creatures this spell can affect. Creatures within the area are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. 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.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th. If this spell is cast using a 9th level spell slot, affected creatures can not be awakened until the spell ends.

AUTHOR'S NOTE: SOMNOPHILIA

The sexual attraction to someone who is unconscious. Participants may find the unconscious state evokes ideas of vulnerability. As with all sexual activity, one should only practice it with those who give explicit consent first.

SOUR STOMACH

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a bit of sheepskin)

Duration: Instantaneous

You manifest a vile substance within the target's stomach, attempting to sicken them. The target must make a Constitution saving throw. On a failed save the target takes 2d8 poison damage, becomes poisoned for 1 minute, and becomes stunned until the end of its next turn as it vomits. On a success the target takes half as much damage and has disadvantage on attack rolls until the end of its next turn.

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.

SPECTRAL SPREADER

2nd-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You summon an ethereal spreader bar which clamps to the ankles of your target. Until the spell ends, the target's speed is halved and if you make an attack roll for an attack that benefits from or adds to the target's Pleasure points, you may make that attack with advantage. If the target would make a saving throw for an effect that adds, removes, or benefits from their Pleasure, they make that saving throw with disadvantage. The target may make a Strength saving throw against your spell save DC at the end of their turn. On a successful saving throw, this spell ends.

STATUE OF TORMENT

7th-level transmutation

Casting Time: 1 minute

Range: 60 feet

Components: V, S, M (concrete dust)

Duration: 30 days

The target of this spell becomes suffused with magic that hardens its form, petrifying it over the course of the casting. The target remains in the position they were in when they were petrified for the duration. The petrified form can be made from any of the following materials: latex, rubber, stone, wood, or metal. An unwilling creature must make a Constitution saving throw to avoid this effect. The spell has no effect on a shapeshifter or a creature with 0 hit points.

For the purposes of this spell, the target is considered petrified but can sense their surroundings and they are immune to all damage.

If the person who cast this spell petrified themselves, they may remove the petrification by concentrating for 1 minute. The spell also ends if the creature that cast it is killed or spends an action to end it. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration is 1 year. When you cast this spell

using a spell slot of 9th level, the spell lasts until it is ended by one of the methods mentioned above.

STRIP BARE

1st-level abjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With an uttered command, you attempt to strip the target of the worldly adornments that protect them. A target humanoid you can see within range must make a Charisma saving throw. On a failure all mundane armor and clothing they are wearing drops to the floor around them, leaving them naked and exposed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature for each slot level above 1st.

SUBBADIGATION

Transmutation cantrip

Casting Time: 1 action

Range: Self

Components: None

Duration: 1 minute

In a display of submission, you create a minor magical effect. You may do any of the following for the duration:

- Cause a creature that you are intimate with to become erect or wet
- Cause one of your orifices to self-lubricate, even if it normally can't
- Cause your eyes to moisten or cry
- Ensure blood flow to your limbs and extremities, no matter how tightly they are tied
- Release milk from your nipples or cause them to become erect
- Remove your gag reflex
- Slightly alter your facial features to appear more cute, tempting, or vulnerable such as make your eyes appear larger or cause your cheeks to flush

SUBSPACE

7th-level abjuration

Casting Time: 1 minute

Range: Self

Components: V, S, M (A finely crafted collar worth at least 250 gp, which the spell consumes)

Duration: 24 hours

You conjure an extradimensional space that exists for the duration. The entrance is summoned where you are standing when the spell is cast and you are pulled through to the space when it is created. The entrance portal is 10 feet tall and 5 feet wide and may look like anything you desire, but is illusory save for its ability to transport creatures to the extradimensional space. When you cast the spell, you may choose any number of creatures who are able to use the entrance so long as the portal remains open. You may open or close the entrance as an action.

The extradimensional space can be up to 50,000 cubic feet in size and is shaped to match a space of your imagination when the spell is cast. This space can range from an open area such as a wide forest to a labyrinthine structure made of many rooms with furnishings to match, so long as it is no larger than the allowable maximum size. This space also is attended to by 100 attendants whose appearance you choose when the spell is cast. These servants are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. The servants may not leave this space, and vanish when the spell ends. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

When a creature that has accrued either their maximum Pleasure or Pain within the space finishes a long rest inside it, they remove all levels of exhaustion and make Wisdom and Charisma saving throws with advantage for the duration of this spell.

Similarly, when a creature that has brought another creature to either their maximum Pleasure or Pain within this space finishes a long rest within the space, they become immune to being charmed or frightened, increase their maximum hit points by 2d10, and are healed by the same amount.

All of the previous effects stop when this spell ends.

TELEPATHIC BINDING

6th-level abjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of rope which relates to an important memory of a loved one)

Duration: 1 hour

You weave your psychic presence into those of up to eight willing creatures, creating a link between them. The link creates a sense of being bound up in ropes by a cherished partner, safe and cared for, but does not affect the physical capabilities of those affected.

Until the spell ends the targets can communicate telepathically with each other, despite any languages they may or may not understand. This communication works over any distance, including across planes of existence.

When a creature takes damage while affected by this spell, another creature affected by this spell can as a reaction take half of that damage in place of the original creature. The creature using its reaction for this effect must be within 60 feet of the creature taking damage and damage transferred in this manner is taken as psychic damage to the receiving creature.

If a creature affected by this spell uses an ability, effect, or spell that determines a value based on its Pain or Pleasure it may use the Pain or Pleasure of any other creature affected by this spell within 60 feet of it.

THAUMIC SIGLS

Almost all cultures across Bundheim have devised arcane sigils which attach themselves to the core of the creature upon which they are imprinted. Due to their nature, such spells have been named *Thaumic Sigils*. What is not uniform is the manner in which these spells mark the skin of their target. For some they are etched into the flesh like a tattoo while others implant a glowing array of arcane energy which glows outward. Despite their many forms, all work by manipulating the behavior of their victims. The more powerful of these sigils can even create autonomous bodily response regardless of the conscious wishes of the creature they are imprinted upon.

THAUMIC SIGIL: ADDICTION TO SUFFERING

7th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a piece of a dragon's tail and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become addicted to the sensation of suffering and find their abilities diminished if they are not experiencing pain. At the same time, they are better able to withstand punishment due to their increased pain tolerance. The target has disadvantage on skill checks unless they have at least 2 Pain. In addition, any damage the target would receive is lowered by the amount of Pain they have and they lose 1 Pain at the end of each of their turns rather than the normal pace.



ADDICTION



AWAKENING



AXON LINK

THAUMIC SIGIL: AWAKENING PHRASE

6th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a folded piece of parchment with a word written on it and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When a creature is imprinted with this sigil, speak a particular word or short phrase to link with it. This is known as an awakening phrase. When the awakening phrase is spoken and heard by the creature imprinted with this sigil, they enter a fugue state and become intensely submissive toward the creature that spoke the awakening phrase. While in this state the imprinted creature may be told a course of action by the creature that spoke the awakening phrase that is not obviously harmful. On its turn, the imprinted creature will do its best to complete the course of action it was given. If it is not given a course of action the imprinted creature will stand incapacitated in a stupor. No other effect may magically compel the imprinted creature while it is in this state.

The creature that spoke the awakening phrase to put the imprinted creature into the fugue state may speak the awakening phrase again to return the imprinted creature to normal. The imprinted creature remembers nothing that occurred while it was in this fugue state. If the fugue state lasts more than 24 hours the imprinted creature must make a Charisma saving throw, returning to normal consciousness on a success.

THAUMIC SIGIL: AXON LINK

5th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (two links of chain that are attached and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispersed

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature, it may be paired with an Axon Link sigil upon another creature within 60 feet of the target. In turn, that creature's Axon Link sigil is paired with the target's sigil. When a creature imprinted with an Axon Link sigil gains any amount of Pleasure or Pain, the creature who has a sigil paired with that creature gains an equal amount of Pleasure or Pain.

THAUMIC SIGIL: ECSTATIC PULSE

6th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a vial of cream and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispersed

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature you implant a potent bundle of magic-fueled sensation which can be released at a moment's notice. As a bonus action on your turn while you

are within 120 feet of the imprinted creature you may speak a command word and have the sigil flair before depositing its energy into the target. When it does so, the target's Pleasure is set to its maximum and it becomes stunned as it is overwhelmed. From that time and until the imprinted creature has no Pleasure, it loses 2 Pleasure at the end of each of its turns, cannot gain Pleasure, and it is immune to being stunned.

THAUMIC SIGIL: EXCRUCIATION

4th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a sprig of sharp nettle and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispersed

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they perceive all pleasurable sensations as painful. The intensity of this pain is equal to the pleasure they would feel, but even an affectionate massage will be felt as uncomfortable. While imprinted with this sigil the target cannot gain Pleasure and if they would gain any amount of Pleasure they instead receive an equal amount of Pain.

THAUMIC SIGIL: EXPOSING IMPULSE

4th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a ripped piece of clothing and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispersed

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil



ECSTATIC PULSE



EXCRUCIATION



EXPOSURE

at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become unable to cover themselves fully, always leaving their genitals and other erogenous zones exposed for any who wish to make use of them. They will only choose to wear clothes that leave uncovered those regions of the body and they will either uncontrollably maneuver their hands away or otherwise bind themselves so they may not resist the use of or hide their body. While imprinted with this sigil the target has the following effects:

- They have disadvantage on any Strength or Dexterity skill checks or saving throws related to gaining Pleasure.
- If a creature within 30 feet of the imprinted creature were to be targeted by an effect that charms them or would give them Pleasure, as a reaction you may have the imprinted creature become the target of that effect instead. The creature creating the effect must be able to see the imprinted creature to use this reaction. You may give the imprinted creature advantage on saving throws related to resisting that charm if you wish. If the range of the effect would not allow the imprinted creature to be targeted, the effect continues with the original target instead.

THAUMIC SIGIL: OCULAR SENSITIVITY

2nd-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a glass eye and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispersed

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil

from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become acutely aware of those around them that are assessing their potential to provide carnal pleasure to them. The target gains a latent psychic ability to know when another creature is looking at them lasciviously and what the gazer is imagining doing with them. While imprinted with this sigil the target has the following effects:

- They have advantage on Charisma skill checks related to seducing someone that is lasciviously assessing them.
- If they are looked upon in such a manner by more than 2 creatures, they gain 1 Pleasure for each minute those creatures spend fixated upon them.

THAUMIC SIGIL: PLEASURABLY NUMB

8th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a vial of anesthetic and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispersed

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature a bond is formed between the pleasure centers of their brain and their higher cognitive functions. As the target gains increasing levels of physical pleasure they grow less and less conscious of the world around them, until eventually they are left a trembling mass that is incapable of defending itself. The target's maximum Pleasure becomes 10 or its current maximum (whichever is higher), it has disadvantage on the Constitution saving throw for exceeding its maximum Pleasure, and it gains the following effects depending on how much Pleasure they have (effects are cumulative with all previous effects):



PLEASURABLY NUMB EFFECT TABLE

Pleasure Effect

2+	The creature is resistant to being charmed or frightened.
4+	The creature has resistance to psychic damage and has advantage on Intelligence, Wisdom, and Charisma saving throws.
6+	The creature's mind cannot be read nor can it be magically compelled into a course of action.
8+	The creature is incapacitated.

THAUMIC SIGIL: STERILITY

1st-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a small copper amulet in the shape of a "T" and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispellled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become unable to conceive children via any means.

THAUMIC SIGIL: ZIICUBUS' KISS

7th-level transmutation

Casting Time: 1 minute (ritual)

Range: 5 feet

Components: V, S, M (a butterfly wing and 100gp worth of precious gems, which the spell consumes)

Duration: Until Dispellled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

A sigil commonly used by Ziicubus to create a pliant stable of prey to feed upon, when this sigil is imprinted on a creature they begin to crave physical pleasure without end and become susceptible to mental manipulation. The target has disadvantage on saving throws made to resist being charmed. In addition, the target has advantage on Constitution saving throws for exceeding its maximum Pleasure, it may have a maximum Pleasure of 10 or its current maximum (whichever is higher), and as a bonus action on its turn it may gain a number of temporary hit points equal to its current Pleasure.



ZIICUBUS' KISS

TIMBEROUS STEED

3rd-level conjuration

Casting Time: 1 action

Range: 5 feet

Components: V, S, M (a tree sapling or seed)

Duration: 1 hour

Tree barked tendrils erupt from the ground beneath the target's feet, wrapping about themselves to form a horse-like creature made of wood. As part of this process, the wood ensnares them, binding them astride the creature's back as one would if they were riding a horse. However, where a saddle would be affixed is instead an agonizing ridge which digs painfully into their perineum and genitals as they are pressed into it by their own body weight.

A medium or smaller creature must make a Dexterity saving throw. On a failure, the target is bound atop of and considered riding the steed. The creature uses the statistics for a **riding horse** except it is a construct instead of a beast, has 50 hit points, and an AC of 14. The target may not dismount from the steed until the spell ends, and if they are removed from atop the steed it crumbles into useless wood scraps. When the target suffers damage or as an action on its turn, it may make a Strength saving throw, ending the effect and breaking free on a success.

The steed's initiative matches its rider and it takes its turn to just before the rider does. You may control the steed's movement on its turns, but may not direct the steed to carry its rider into hazardous terrain such as lava or over a cliff. When the steed ends a turn in which it moved at least 30 feet, its rider gains 1 Pain. In addition, while the target is affixed atop the steed, they do not suffer the negative effects for accruing more Pain than their maximum.

AUTHOR'S NOTE: WOODEN HORSES

A common torture device usually made of wood. Shaped in a triangular fashion, the victim is forced to rest with the upward point between their legs and are usually bound so they are forced to rest their weight on the point without the ability to lift themselves off the device. As this region of the body features the genitals, this is a very painful experience. A similar ordeal that is less severe can be made by utilizing ropes pulled tight through the crotch.

TORTUOUS DROPLET

Conjunction cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You summon and fling a single drop of water at high velocity. On a hit, the target takes 1d10 piercing damage. If you target a creature that you hit with this spell in your previous turn, you may attempt to hit the exact spot on the creature the droplet hit previously, causing tremendous pain. When you choose to do so you suffer a -5 penalty to the attack roll, but if you score a hit the target gains 1 Pain and you deal bonus damage equal to the target's Pain plus your spellcasting modifier.

The force of the droplet increases when you reach higher levels. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

TRUTH-BEARING NOOSE

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a lasso)

Duration: Concentration, up to 10 minutes

You fasten an aetheric rope around the neck of a creature in range, with a trailing end leading back to your hand. The rope is intangible but visible, and is broken if the creature moves out of range. The target must succeed on a Charisma saving throw or become charmed by you for the duration of the spell. While charmed in this way, the creature cannot tell a lie. If you focus for a minute on the creature, you may attempt to delve into its mind for hidden secrets. When you do so the creature must make a Wisdom saving throw. If it fails, you may telepathically ask one question which can be answered with either "yes" or "no". The creature must answer this question truthfully. The spell ends if the creature takes damage.

VORTEX CURSE

3rd-level evocation

Casting Time: 1 action

Range: 60 feet (30-foot sphere)

Components: V, S

Duration: Concentration, up to 1 minute

You fashion a funnel gag made of aetheric energy which attempts to strap itself to a creature within range. The target must succeed on a Strength saving throw or the gag becomes fastened to the mouth of the target. When you cast this spell, choose a damage type from among acid, cold, fire, force, lightning, necrotic, radiant, or thunder. When another creature



TIMBEROUS STEED

takes damage of the chosen type within 30 feet of the gagged target, the gagged creature suffers half as much damage as the original target as the funnel draws in the specified energy.

A creature gagged in this way may attempt to remove the gag by using an action to make a Strength saving throw, ending the effect on a success.

WARD'S PIERCING BARRAGE

2nd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Concentration, up to 1 minute

You conjure a slew of tiny sharp needles, which float around you waiting for your command. When you cast this spell, you summon a cloud of needles which orbit you harmlessly.

As a bonus action you can will a number of the needles to strike a creature within range, embedding themselves painfully in their flesh. When you do so make a ranged spell attack roll against the target, including modifiers such as advantage and disadvantage. Rather than using the result to determine if the spell hits, the creature suffers piercing damage equal to the result automatically. If you roll a natural 20 on the attack roll, double the amount of damage dealt by this attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d6 piercing damage for each slot above 2nd. In addition, if this spell was cast at 4th level or higher you double your ranged spell attack modifier when you make the attack roll.

WHIP STRIKE

Evocation cantrip

Casting Time: 1 action

Range: Self (10-foot radius)

Components: V, S, M (a braided piece of leather cord)

Duration: Instantaneous

You conjure a spectral whip and lash out, making a melee spell attack roll against a creature within 10 feet of you. On a hit the target suffers slashing damage equal to 1d6 + the target's current Pain.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d6 slashing damage to the target on a hit. This increases by an additional 1d6 at 11th level (3d6) and 17th level (4d6).

This spell can be used for multiple attacks when you reach higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level. If you hit a creature with this spell more than once on your turn, at the end of your turn you may have that creature gain 1 Pain.

YANK

Conjuration cantrip

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a leash)

Duration: Instantaneous

Using an ephemeral leash, you pull a willing creature to an unoccupied space adjacent to you. Despite this being a forced move, this movement still provokes opportunity attacks.

ZIPPER

1st-level conjuration

Casting Time: 1 bonus action

Range: 60 feet

Components: V, S, M (a clothespin and a bit of twine)

Duration: 1 minute

You conjure a series of wooden clothespins which are fastened together in a line via twine. The clothespins attempt to attach themselves to the skin of the target where they will wait to be removed at the perfect time to cause maximum pain.

The target must make a Dexterity saving throw. On a failure the clothespins become attached to the target. As a reaction to the target attempting to make an ability check or attack roll, you or another creature of your choosing within 15 feet of the target may magically pull on the string to rip off the clothespins. When they do so, the target takes 2 points of force damage for each point of Pain they have and make that attack roll or ability check with disadvantage, after which point the clothespins vanish.

A target may be under the effects of this spell multiple times, but each reaction only removes 1 set of clothespins.

ZONE OF COMFORT

2nd-level enchantment

Casting Time: 1 action

Range: Self (20-foot cube)

Components: V, S

Duration: Concentration, up to 1 minute

You designate an area around you as your zone of comfort. This zone may appear as you wish, but is obviously an illusionary effect to any who perceive it and it never obscures vision. While within this zone creatures are immune to being frightened, have advantage on saving throws against being charmed, and may choose to not gain Pain or Pleasure if they do not wish to.

This spell ends when you leave the zone. Any creatures that spent the full duration of this spell within the zone gain 4d6 temporary hit points which fade after 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher the temporary hit points gained increases by 2d6 for each slot level above 3rd.

ITEMS

This section contains descriptions for various items you will find in the world of Bundheim, both magical and mundane. Most of them involve some use or function dealing with sexuality, but some just fit themes and lore. When selecting and using items, be sure to work with your GM about which may be appropriate for the kind of game you're playing and always be mindful about how these items are used in regards to other players.

Some items are common and specific to particular classes, such as the *Sargat* for the Indomitable Oath Paladin. Such items have been noted with the *Specialist* property. Magical versions of these items may be found in the *Magic Items* section.

COMMON ITEMS

WEAPONS TABLE

Weapon	Cost	Damage	Weight	Properties
Flogger	1 gp	1d6 Slashing	1/4 lb.	Finesse, Light, Painful
Hell Striders	30 gp	1d8 Piercing	20 lb.	Finesse, Specialist
Paddle	1 gp	1d6 Bludgeoning	1/3 lb.	Versatile (1d8), Painful
Sargat	30 gp	1d8 Bludgeoning	30 lb.	Specialist
Steelsilk Needles	20 gp	1d4 Piercing	1/2 lb.	Finesse, Light, Specialist
Striking Cane	2 sp	1d4 Slashing	1/2 lb.	Finesse, Light, Painful
Switchblades	20 gp	1d6 Slashing/1d4 Piercing	2 lb.	Finesse, Light, Range/Melee (Variable), Specialist
Whip	2 gp	1d4 Slashing	3 lb.	Finesse, Painful, Reach

PAINFUL WEAPONS

Common throughout Bundheim are weapons which were derived from a more traditional instrument of torture. While these weapons have augmentations which enhance their utility in battle, such as bladed tips on a flogger's tassles, they are no less potent at inciting pain on those that are unlucky enough to be on the receiving end of them.

An attacker who hits the same target twice or more during a turn with a weapon that has the *Painful* property may have the target gain 1 Pain.

SPECIALIST WEAPONS

Specialist weapons have unique properties which can be found in the descriptions below. A creature is only considered proficient in these weapons if they have specific training to wield them (such as would be found in a class feature).

HELL STRIDERS

A set of stilt-like leg armaments which feature bladed bottoms. If the wearer is proficient with Hell Striders, while wearing them the wielder does not suffer the speed penalty from difficult terrain, may move across lava so long as they move their full speed each round, and may attack with them. When used as weapons Hell Striders count as Finesse weapons and cause 1d8 piercing damage plus your Dexterity modifier.

STEELSILK NEEDLE

A set of hardened steel needles with extra long points, Steelsilk Needles are wielded primarily by Stitcher Rogues as a replacement for daggers. Attached to these needles are a line of Steelsilk Thread, which can be attached to creatures when the needles pierce their flesh.

Steelsilk Needles deal 1d4 piercing damage and have the Finesse and Light properties.

SARGAT

A set of two massive tower shields primarily used by Indomitable Oath Paladins, one held in either hand. Sargat count as a shield, and as such convey a +3 AC bonus when wielded. In addition, if you are proficient with Sargat you may attack with them as though they were weapons that deal 1d8 plus your Strength modifier bludgeoning damage on a hit. If you wield one Sargat in each hand and take the Attack action during your turn, you may make a single attack as a bonus action.

If a set of Sargats is enchanted to gain a +1 or higher bonus, it gains a commensurate bonus to the AC bonus it provides, attack rolls made with it, and the damage rolls made with it.

SWITCHBLADES

A set of two shortswords that can be unfurled into a bladed whip-like arrangement. While fearsome in melee, this allows the wielder to swap into a short ranged fighting style with nary a thought. The handle also features a retraction mechanism, meaning one can return to a more traditional fighting style for close quarters combat with ease.

When retracted, Switchblades deal 1d6 slashing damage and have the Finesse and Light properties. When unfurled, they deal 1d4 piercing damage and have the Finesse, Light, and Range (10/20) properties. Switchblades can be unfurled or retracted for free once on their wielder's turn.

Kink Items

The tables below represent data for various items which may commonly be found throughout kink activities. The rules for many such items can be found in the Escape Encounters section. Where there are not specific rules in that section for an item, it follows the rules for the next closest item. For example manacles do not have explicit rules in that section, but instead they will function as a set of Iron Restraints.

Gags

Name	Cost	Weight	Properties
Ball Gag	5 sp, 3cp	1/4 lb.	Cannot satisfy Verbal components of spells
Bit Gag	5 sp, 8 cp	1/2 lb.	Cannot satisfy Verbal components of spells, disadvantage on Charisma checks
Muzzle	2 gp	3/4 lb.	Cannot satisfy Verbal components of spells
Phallic Gag	1 gp	3/4 lb.	Cannot satisfy Verbal components of spells, disadvantage on Concentration checks
Ring Gag	5 sp, 4 cp	1/4 lb.	Cannot satisfy Verbal components of spells, disadvantage on saving throws for swallowing

Intoxicants

Name	Cost	Weight	Properties
Aphrodisiac	50 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules
Drought of Ether	30 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules
Harlequin's Caress	100 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules
Phiter of Mind Looping	200 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules

* **Variable Potency.** This item can come in a variety of potencies. For each potency level above Weak, add 10% to the cost to purchase

Locks

Name	Cost	Weight	Properties
Common Lock	10 gp	1 lb.	DC 15 to unlock
Intricate Lock	30 gp	1 lb.	DC 20 to unlock
Failsafe Lock	100 gp	1 lb.	Trap Lock, variable DC to unlock, see Escape Encounters section for specific rules
Poison Needle Lock	200 gp	1 lb.	Trap Lock, variable DC to unlock, see Escape Encounters section for specific rules
Gas Ampule Lock	400 gp	1 lb.	Trap Lock, variable DC to unlock, see Escape Encounters section for specific rules

Painful Implements

The following table represent various implements used to add pain to a creature, while not necessarily being able to be utilized as a weapon. For example, floggers, whips, and striking canes can all be used in battle and have been included in the Weapons Table instead.

Name	Cost	Weight	Properties
Candle	2 cp	1/8 lb.	Adds Pain when used for more than 1 minute, to the GM's discretion
Clothespins (30)	2 cp	1/8 lb.	Adds Pain when worn for more than 1 minute, to the GM's discretion
Finger Claws	1 gp	1/4 lb.	Adds Pain when used for more than 1 minute, to the GM's discretion
Nipple Clamps	1 gp	1/8 lb.	Adds Pain when worn for more than 1 minute, to the GM's discretion
Wartenberg Wheel	2 gp	1/8 lb.	Adds Pain when used for more than 1 minute, to the GM's discretion

Restraints

Name	Cost	Weight	Properties
Collar	1 gp	1/8 lb.	
Leash / Lead	5 sp	1/8 lb.	
Leather Cuffs	1 gp	1/4 lb.	Leather binding material, see Escape Encounters section for specific rules
Manacles	2 gp	6 lb.	Iron binding material, see Escape Encounters section for specific rules
Pillory	2 gp	1/8 lb.	Escape DC (Str) 25, requires a lock
Rope (Hempen Jute)	1 gp	5 lb.	Rope binding material, see Escape Encounters section for specific rules
Spreader Bar	2 gp	2 lb.	Has two attachment points for bindings, one at either end
Straightjacket	25 gp	5 lb.	Leather binding material, see Escape Encounters section for specific rules

MAGIC ITEMS

The following magical items are presented in alphabetical order for ease of reference.

AMETHYST WAND

Wondrous item, rare (requires attunement)

A thick handled wand with an electrically charged amethyst in its handle. The top of the wand is a bulbous ended prong made of hollow hardened glass. The glass is filled with plasma, fueled by the charge from the amethyst, which conducts a mild electrical charge into all who touch it.

While holding this wand, you can use an action to make either an unarmed attack or a melee spell attack against a creature. If the attack hits, the target gains 1 Pain then takes lightning damage equal to their current Pain.

This wand has 7 charges. You can use an action to expend 1 or more of its charges to cast the *Lightning Bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you suffer at least 15 lightning damage while holding this wand, you may use your reaction to add 1 charge to it.

ANIMATED LATICIFEX ROLL

Wondrous item, rare

A well made wooden box that holds within it a roll of tightly compressed inert laticifex film. As an action one can speak the command word and point at a large or smaller creature within 30 feet. The laticifex unspools from the box, striking out in a flash as it attempts to mummify the target creature. The target must succeed on a DC 13 Dexterity saving throw or become restrained and blinded as they are fully wrapped into a tight bundle. The laticifex is strong but permeable to air and thus a creature mummified in this manner is able to breathe normally.

A creature can spend its action to make a Strength saving throw in an attempt to break free of the laticifex (escape DC 13). When the creature succeeds, or the command word is once again spoken, the laticifex spools itself harmlessly back into the box. If a creature fails 3 times in a row to escape, they gain 1 point of exhaustion. The box magically always contains enough laticifex to restrain the target, but does not hold enough to bind more than one creature at time.

BARBAROUS HARNESS

Wondrous item, rare (requires attunement by someone with a vagina)

A barbed phallus of monstrous size hangs from a hip harness of sleek black leather. It is not clear what creature inspired the phallus, but it is easy to imagine the effect it would have should it be inserted. The phallus is actually double ended, with a much more pleasurable portion that is inserted into the wearer to stimulate them during its use.

While wearing this item you have advantage on Charisma (Intimidation) checks.

When you cause a creature other than you to gain any amount of Pleasure, you may have them gain 1 Pain instead. When you do so, you gain 1 Pleasure.

This item has a maximum 3 charges, and regains all spent charges when its wielder completes a long rest. As an action you can brandish the phallus in an attempt to frighten those nearby, spending a charge when you do so. Each creature of your choice in a 30-foot radius around you must succeed on a DC 18 Wisdom saving throw or become frightened of you for 1 minute. Any creature that makes this saving throw suffers a penalty to the result equal to its current Pain.

BAYONET BLASTERS

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

A set of black leather high heeled boots with the heels of each holding a blackpowder pistol embedded in it. The pistols can be fired by you as if you were wielding a pistol normally. You are considered proficient with firearms for any attack made with these boots, even if you are not normally proficient in firearms.

This item can hold a maximum of 3 charges. As an action you may spend a charge and expend a spell slot of 1st-level or higher to execute a series of punishing blows using the boots against a target that is adjacent to you.

When you do so, make 3 melee attacks against the target using these boots. You do not have disadvantage on these attack rolls for being adjacent to the target. For each attack that hits, roll a number of d6 equal to the level of spell slot spent for this effect. The target suffers force damage equal to the result plus additional piercing damage equal to their Pain.

Alternatively, you may expend 2 charges when you hit with a normal attack using these boots. If you use this effect, that attack deals no damage and instead you momentarily summon a spectral medieval torture or execution device and attempt to end the target's life prematurely by subjecting them to it. If the target has hit points less than 10% of their maximum hit points, they are killed instantly. This ability has no effect if the target has more than 10% of their maximum hit points. After this effect ends, the conjured device vanishes.

The item regains all expended charges when its wielder finishes a long rest.

BITE GAG

Wondrous item, rare (requires attunement)

A charming bit gag which features golden inlay along the bit and a set of menacing metallic mandibles that protrude in front of the wearer's face while they are adorned with it. While wearing this item, verbal components of spells cannot be used, and as an action you may bite a target of your choosing. You may make unarmed biting attacks using this item and are considered proficient with it, but may never attack a creature with this item that is more than 5 feet from you. On a hit you deal 1d10 + your Strength modifier piercing damage.

This item has 2 charges. You may spend a charge when you hit with an attack to increase the damage this item deals to 3d8 + your proficiency bonus + your Strength modifier. If you are biting an inanimate object, this attack deals double damage. This item regains all spent charges when its wielder finishes a long rest.

BITE GAG



BLADES OF GILLEVI

Weapon (switchblades), legendary (requires attunement)

This set of switchblades feature a thicker handle, which houses a stronger arcane mechanism for unfurling and retracting the blades and the lines attached to them.

You gain a +3 bonus to attack and damage rolls made with this weapon and the range of this weapon when it is unfurled is increased to 20 feet for short range and 40 feet for long range. This weapon gains different bonuses depending on if it is unfurled or retracted:

UNFURLED

As an action you may twirl the blades about you in a whirling maelstrom. All creatures of your choice within 10 feet of you must succeed on a DC 17 Dexterity saving throw or take piercing damage equal to $2d4 + \text{your Dexterity modifier} + \text{your proficiency bonus}$.

After you hit a creature with an attack, once per turn, you may either pull yourself to an unoccupied space adjacent to them or make a contested Strength check against the creature if it is your size or smaller. On a success, you pull them to an unoccupied space adjacent to you.

RETRACTED

When a creature makes a melee attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead. If that attack hits you, you gain 1 Pain.

You may also use this weapon to help you traverse terrain. As an action, you may unfurl it to shoot the blade tip out at high speed to imbed it in a wall or inanimate object within 40 feet. This weapon is tethered to that point, akin to holding a rope tied to it via a piton. You can retract the line as a bonus action, pulling yourself toward the tether point.

BLOOD-TIPPED WHIP

Weapon (whip), very rare (requires attunement)

When you hit a creature with an attack using this weapon, add 1 Pain to that creature and they begin to bleed. While bleeding, a creature takes $1d6$ necrotic damage for each point of Pain it has at the end of its turns. After a creature takes this damage they may make a DC 15 Constitution saving throw, stopping the bleeding on a success.

BONDS OF DISRUPTION

Wondrous item, very rare

A set of metal bonds intended to disable the magical capabilities of those that wear them. A normal set includes:

- **Collar.** Modulates the voice ever so slightly, but enough to break the connection to the aether so that vocalizations for spellcraft are disrupted. The wearer cannot satisfy the verbal component for spells.
- **Wrist Cuffs.** Induces a minute tremble in the fingers, just enough to remove the ability to do fine detail work via the hands. The wearer cannot satisfy the somatic components of spells, manipulate tools, or pick locks.
- **Ankle Cuffs.** Causes a minor amount of disorientation and lack of coordination, such that the wearer has to consciously concentrate to use their legs effectively. The wearer cannot concentrate on spells or move more than their movement speed on their turn (including for the Dash action).

This item overrides any class features, feats, abilities, or other effects.

BOOTS OF WORSHIP

Wondrous item, rare

As an action you may speak a commanding word. When you do so all creatures of your choosing that can hear you within 15 feet of you must make a Charisma saving throw (DC 13). On a failure the creature falls prone and at the beginning of its next turn it uses all of its movement to crawl toward you in an attempt to be next to you. The creature will avoid any dangerous obstacles as it does this, even if that means it cannot end its movement next to you. If the creature ends this movement adjacent to you it becomes stunned until the start of its next turn as it worships your feet. If it does not end its movement next to you, it may act normally instead. Creatures that cannot be charmed are immune to this effect.

CAT O' MANY TAILS

Weapon (flogger), rare (requires attunement)

At first blush, this flogger appears to have the standard 9 tails. Upon closer inspection the number of tails increases and decreases moment to moment, each appearing or disappearing from view as they are obscured by others, making the total number impossible to deduce.

When you hit with an attack using this weapon, the damage dice for the attack is a d12 instead of the normal d6 for such a weapon. If the damage roll is 6 or higher, the target gains 1 Pain. If you are attacking a creature with more than 5 Pain, you may reroll the damage dice. The result of the reroll is used, even if it is lower.

CHASTENED VESTMENTS

Armor (scale mail), very rare (requires attunement)

This armor features pieces which fit over the wearer's erogenous zones, preventing them from being accessed or stimulated. An enchantment upon the armor deadens the nerves in those areas as well, further enforcing the chastening effect.

You are immune to piercing damage and cannot gain Pleasure points. If you would gain Pleasure, instead you gain temporary hit points equal to the amount of Pleasure you would have received.

CLOCKRING

Wondrous Item, legendary (requires attunement by someone with a phallus)

An aged brass ring made of two sections, one outside the other like a shell. The exterior section seems to move independent of the interior section, and does so with a rhythmic ticking that matches the passing of seconds. Carved upon the outer section are runic facsimiles of numbers from a long lost language.

The clockring has the following properties:

CURSE OF SPEED

As an action you may speed up the ticking of the ring, targeting a creature you can see within 30 feet of you when you do so. The target must succeed on a DC 17 Wisdom saving throw or be cursed with overwhelming speed that it can barely control. For 1 minute the target experiences the following effects:

- Its speed is doubled and it must use its full movement each turn. It must move only in a straight line during this movement. Colliding with a creature or object during this movement incurs damage to the creature equivalent to falling the distance moved.
- It gains a +2 bonus to its AC.
- It has advantage on Dexterity saving throws.
- It may not attack the same creature more than once during its turn and makes attack rolls with disadvantage.

At the end of each of its turns the target may repeat the saving throw, ending the effect early on a success. Once you use this ability, it cannot be used again until you complete a long rest.

BOON OF LEISURE

As an action you may slow down the ticking of the ring, targeting a willing creature you can see within 120 feet of you when you do so. The target becomes blessed with a more leisurely experience in regards to the passing of time, allowing

it more time to consider the best course of action. For 1 minute the target gains the following effects:

- It gains advantage on attack rolls, ability checks, and saving throws. Other creatures have disadvantage on attack rolls against it.
- Its movement may neither be improved or reduced other than by effects that would reduce its movement speed to 0. It may not take the Dash action.
- Regardless of its abilities or magic items, it can only make one melee or ranged attack in a turn and may only cast spells with a casting time of 1 action.

You may end the effect early at the beginning of your turn. Once you use this ability, it cannot be used again until you complete a long rest.

AUTHOR'S NOTE: COCK RINGS

A ring accessory intended to be worn around the penis, usually near the base. These rings can enhance or extend erections, act as aesthetic or sensation enhancing adornments, or even include a vibrator for stimulation. Such devices are also commonly known as penis rings, shaft rings, or C rings.

While there are metal cock rings (and the item above depicts one), it is advised to only use ones made of a soft material due to the danger of the engorgement that accompanies erection trapping the ring and endangering the phallus.

COMPETENCY'S IMPETUS

Weapon (whip), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

In place of an attack, you may lash out at a creature within range with this weapon in an attempt to have them perform adequately. When you do so the creature gains the benefits of you having performed the *Help* action on them. You may choose to have that creature gain 1 Pain as part of this process. If you do so, they add a bonus to the next ability check or attack roll they make equal to your Charisma modifier.

DAME BHETTI MAE'S ILLUSTRATED PAGE

Wondrous item, rare

A hand-scribed, color illustrated page from the famous dilettante Dame Bhetti Mae which features illustrations that move of their own accord. The page contains examples and instructions in various forms of ropework, with a focus on aesthetic performance while bound.

A creature that spends at least one hour studying this page makes Charisma (Performance) and Charisma (Persuasion) checks with advantage so long as they are bound. This effect lasts until they finish a long rest.

DOMINANT'S NECTAR

Potion, rare

When you drink this potion you feel an intense sense of confidence and capability. For the next minute, during your turn, you may take the Help or Use an Object action as a bonus action. When you take the Use an Object action as a bonus action, that action may only target a creature other than yourself and it may not deal damage. Examples of this include tying a rope, fastening a gag, or using an ability specific to a magic item. In addition, during this time you also have a +2 bonus on skill checks you make and are immune to being frightened.

DRACONIC RING GAG OF INGESTION

Wondrous item, legendary (requires attunement)

After you are dealt acid, cold, fire, lightning, poison, or thunder damage, you may use a reaction to become attuned to that type of damage until you use this ability again. You are resistant to the damage type you are attuned to. If an attack targets you that deals damage of the type you are attuned to, that attack is made with disadvantage. If you make a saving throw for a spell or effect that deals that type of damage, you make it with advantage.

When you take damage of the type you are attuned to, this item gains a charge. This item can hold a maximum of 2 charges.

As an action you can expend a charge and let loose a breath attack of the damage type you are attuned to. All creatures in a 30 ft. cone must make a DC 17 Dexterity saving throw. On a failure they take 6d6 damage of the type you are attuned to. On a success, they take half as much damage.

FARSIGHT CENSERS

Wondrous item, very rare (requires attunement by a cleric, paladin, or warlock)

Two small spherical metal censers hang via chain from a set of clamps. Oracles and priests often hang these from their nipples or other body parts. Breathing the smoke of incense emitted from these censers enhances the divination capabilities of those who use them.

While the censers are lit and you are wearing them, you may cast any of the following spells as a ritual: *Locate Creature*, *Locate Object*, *Scrying*, *Legend Lore*, or *Contact Other Plane*.

When casting *Scrying* this way, you are always considered to have at least firsthand knowledge of the target and the target makes their saving throw with disadvantage.

When casting either *Locate Creature* or *Locate Object* this way, the range at which you detect your target is 1 mile.

If you ritually cast a spell using this item, your maximum Pain is reduced by 2 as you are left with the lingering ache of the experience. Your maximum Pain returns to normal when you finish a long rest.

FETISHISTIC FOCUS

Wondrous item, uncommon

A focus devoted to practicing magic and kink simultaneously which can come in many forms such as a nipple ring, chastity

cage, cock ring, or butt plug. When you first take possession of this item you may focus on a specific kinky activity such as spanking, being bound, or foot worship. This item devotes itself to aiding you in the pursuit of that activity. While adorned with this item you gain a +1 bonus to attack rolls and ability checks related to spells you cast that are utilized in the pursuit of the kinky activity the item has devoted itself to, as determined by the GM. If another creature takes possession of this item, it changes the activity it is devoted to. This item may only be devoted to one activity at a time.

FLORENTINE HANDLES

Wondrous item, rare (requires attunement)

A finely crafted set of two wooden handles that have an elemental enchantment woven into their grain, attuned to the Calamity of Air. Thanks to this they are lighter and easier to wield than most weapon handles. A secondary enchantment allows them to replace the handles of nearly any weapon, such that it can benefit from its base properties.

You may spend an hour attaching a handle to a mundane melee weapon. When you do so the previous handle vanishes, replaced by this item. A weapon with one of the handles attached loses the two-handed property (if it had it) and gains the light property.

FUR COAT OF BARONESS PISTOR

Wondrous item, rare (requires attunement by a creature that identifies as female or feminine non-binary)

A plush fur coat which is enchanted to aid its wearer in appearing commanding and discerning. You may spend 1 hour dominating a willing creature that can understand you, after which point they are considered owned by you. You may only have one owned creature at a time, and if you take ownership of another creature the previous creature is no longer owned.

When you gain Pleasure within sight of your owned creature, you may have your owned creature gain 1 Pleasure. You may not use this effect if the Pleasure you gained was caused by your owned creature.

If your owned creature causes you to gain Pleasure, they lose all Pleasure they have.

As a bonus action, you may have your owned creature gain temporary hit points equal to your Pleasure.

AUTHOR'S NOTE: CUCKOLDING

The term cuckolding is traditionally used to refer to a man whose wife is sexually unfaithful. The sense of powerlessness and degradation from such an idea has grown into a fetish all its own. Sometimes this can involve one partner being bound and forced to watch the other participate in sexual acts, but it is not strictly necessary as the power exchange is the most important factor. It is important for all involved in this practice to communicate and establish consensuality as it can create a very real sense of resentment that can damage a relationship if not properly handled.

GORDITE PUZZLE BOX

Wondrous item, rare

A finely crafted puzzle box in a cubic shape; the sides are made of a variety of shapes which interlock and create a complex geometric pattern. The box itself is 6 inches to a side and is made of a rare metal known as Gordite, which gives it excellent arcane potential in regards to creation magic.

A creature may spend 1 minute in an attempt to solve the puzzle box. At the end of this time, the creature must succeed on a DC 12 Intelligence check to succeed in solving it. When the puzzle box is solved, it transforms into any of the following pieces of bondage furniture, which include any required restraints: St. Andrew's cross, bed, pillory, rack, or chair. The piece of furniture may not be larger than 10 feet in any direction. The puzzle box remains transformed for 1 day, or until the creature that solves it wills it to revert to its box form. Any creature bound to it while it is in its furniture state when it transforms back into a box is freed as part of the transformation process without sustaining any damage.

HORNET'S STING

*Weapon (steelsilk needles), legendary
(requires attunement by a Stitcher Rogue)*

A set of two needles, with a Steelsilk Thread line connecting them at all times. The needles themselves are etched and spiraling, shaping them into a fragile design that is durable beyond its appearance.

You gain a +3 bonus to attack and damage rolls made with this weapon. As an action, you may make a melee attack with this weapon against a creature that is not thread linked. If the attack hits, after damage is dealt, you may teleport to an

unoccupied space adjacent to another creature that is within 30 feet and also not thread linked, then make an attack against them. If this attack also hits, both creatures that have been hit by these attacks become thread linked to each other.

INFUSION PLUG

Wondrous item, varies

A particular sub-sect of enchanters across Bundheim have figured out how to construct a phallic object that perfectly replicates the penile genitals of powerful entities, such as a werewolf or demon. However, talented artificers have taken the concept further, and imbued these objects with the ability to infuse a fragment of that creature's essence into the wielder via a burst of aetherically manifested semen.

These plugs are often worn either vaginally or rectally, depending on taste and anatomy, or can be fashioned into a gag if so desired. Once activated, these items alter their wielder so they take on a semblance of the appropriate creature's abilities and appearance.

An *Infusion Plug* has 2 charges. As a bonus action you may expend a charge to activate this item. For 1 minute you gain attributes from the entity corresponding to the type of creature the plug has been crafted to match. This item regains all of its spent charges at dawn.

- **Orc (uncommon).** Add 2 to your Constitution score, add 3 damage when you hit with a melee attack, and at the end of each of your turns you gain 5 temporary hit points.
- **Minotaur (rare).** Add 2 to your Strength score, add 5 feet to your walking speed, and if you move at least 20 feet in a straight line towards an enemy that is your



INFUSION PLUG

size or lower, you may have them make a Strength saving throw against $8 +$ your strength modifier + your proficiency bonus. On a failure, they are knocked prone and take $2d6$ bludgeoning damage.

- **Werewolf (very rare).** You know the location of any single creature you have dealt damage to in the last 10 minutes. In addition, you have advantage when making attack rolls against creatures with less than their maximum hit points. You may take the Dash action as a bonus action but you must end that movement next to a creature with less than half their maximum hit points.
- **Dragon (legendary).** When you activate this effect, choose a damage type from among the following list: acid, fire, lightning, poison, or cold. You are resistant to damage of the chosen type and immune to being frightened. You gain a fly speed of 60 feet. As a bonus action you may breathe a cone of elemental energy. Each creature in a 15 foot cone must make a DC 17 Dexterity saving throw. On a failure, that creature takes $6d6$ damage of the type selected when you activated this ability. On a success, that creature takes half as much damage.
- **Demon (legendary).** You are resistant to fire and poison damage, are immune to the poisoned condition, gain truesight (120 ft), and you gain a fly speed of 30 feet. When you hit with an attack, you deal an extra $d8$ necrotic damage and regain hit points equal to half of the damage dealt.

INSTRUMENTS OF TORTURE

Prior to shifting her focus to utilizing humanoid instruments for her performances, Lady Vil Vivain toured with a more traditional musical troupe. Yet not all was mundane, for each of the trio's members enchanted their instruments to fulfill their desires to enact suffering upon others. This of course made their performances wildly popular, as each musical piece was accompanied by a show.

Though Lady Vivain has settled down by founding her Vocalarium, the unique instruments the band employed have been passed down from performer to performer over the decades. During that time their enchantments have only grown stronger, allowing any who utilize them to become a torturous force to be reckoned with.

ADIEUX, FLUTE OF EXALTATION

Wondrous item, very rare (requires attunement)

The prized possession of flautist Chell Flaherty, this flute was the focal point of her performance wherein she would insert it into her nether regions and channel her pleasure to play it. Though incredibly smooth, the main draw of the show was the fear of bodily harm for there was a real risk of one bad movement bringing incredible pain to Chell.

While holding this flute, you gain proficiency with flutes and the Performance skill. While making a Performance check with this instrument, you may treat a d20 roll of 9 or lower as a 10.

As a bonus action you may insert the flute into one of the pelvic orifices. While you have the flute inserted, if you move over half your movement speed in a turn you suffer $2d6$ slashing damage. In addition, while the flute is inserted, when

you gain Pleasure you may use your reaction to let loose a bellow of exaltation. When you do so, all creatures of your choosing within 30 feet of you and that can hear you must make a Wisdom saving throw (DC 17). On a failure each creature takes $1d6$ psychic damage for each point of Pleasure it has, or half as much damage on a success.

ECRAS, DRUM OF BREAKING

Wondrous item, rare (requires attunement)

Formerly held by the drummer Novouwynn Ashbrewer, the drum is a nasty looking affair thanks to its cold iron frame and stretched leather paneling. Oddly the two drumsticks are also fashioned from iron, though they seem to only enhance the sound rather than hamper it.

While holding this drum, you gain proficiency with drums and the Performance skill. While making a Performance check with this instrument, you may treat a d20 roll of 9 or lower as a 10.

As a bonus action you may hit the drum, sending forth a blast of excruciating sonic energy. When you do so, target a creature that you can see and that can hear you within 30 feet. The target must make a Constitution saving throw. On a failure, when the target next suffers bludgeoning damage, they take bonus bludgeoning damage equal to their Pain. If the target succeeded on the saving throw and you use this effect again on the same target in your next turn, the target suffers a cumulative -1 penalty to that saving throw, to a maximum of -5.

UFFRI, VIOLIN OF MISERY

Wondrous item, legendary (requires attunement)

Once the personal violin of Lady Vil Vivain, she eventually set it aside to focus on enacting suffering to create aural delights. Oddly angular for a violin, the bow strings are made of a fine twisted mithril with miniature barbs that run along their length. The wood is a deep crimson red, and is rumored to have been stained by the blood of those who the violin has been unleashed upon. The violin is sentient, and seeks everlong to aid its wielder with inflicting sublime suffering upon others.

While holding this violin, you gain proficiency with violins and the Performance skill. While making a Performance check with this instrument, you may treat a d20 roll of 9 or lower as a 10.

As a bonus action you may command the violin to act of its own accord, after which it begins to levitate. On subsequent turns you may as a bonus action command the violin to act, which it does as part of the bonus action. The violin may move up to 30 feet then take any of the following actions:

- **Strike.** The violin makes a melee attack with its bow against a creature adjacent to it. The violin uses either your weapon attack roll and ability score modifier for damage, or your spell attack roll and spellcasting ability modifier for damage. On a hit, the target suffers $2d8$ piercing damage then gains 1 Pain.
- **Afflicting Pitch.** A creature adjacent to the violin must succeed on a DC 17 Charisma saving throw or suffer a penalty to the next saving throw it makes equal to the amount of Pain it has when it makes the saving throw.

UFFRI, VIOLIN OF MISERY



- **Crescendo.** A creature adjacent to the violin must succeed on a DC 17 Constitution saving throw or suffer 1d6 psychic damage for each point of Pain it has, lose all of its Pain, and then gain Pleasure points equal to the amount of Pain lost.

The violin becomes inert after 1 minute, or when you command it to return to you on your turn.

KESSLER'S BOX

Wondrous item, uncommon

A smallish box, perhaps 6 inches to a side, whose edges are studded and sides inlaid with a panel of black leather. Inside is an incredibly aromatic sprig of heather, whose scent fills the space within 50 feet of the box.

Any creature who spends at least 1 minute smelling the heather's scent has advantage on Wisdom (Insight) checks as well as any checks made to remember information or glean new information from books or other notes. If a creature has not either attacked or dealt damage during this time, they also have advantage on saving throws against being frightened. These effects end either when the box is closed or a creature can no longer smell the heather.

AUTHOR'S NOTE: SCENT

Scent is well known to be the sense most tied to memory. It can be used to create a specific environment or mood; many fetishists associate the smell of leather with safety and contentment for example. It can also be used as a trigger for training purposes, or as a punishment. Some individuals even fetishize specific smells, which is known as *Olfactophilia*.

LUMINARY COLLAR

Wondrous item, uncommon (requires attunement)

The collar's ring emits bright light in a 15-foot radius and dim light for an additional 15 feet. This light is sunlight. You may extinguish or ignite the light as a bonus action.

While the light is extinguished, you have advantage on Dexterity (Stealth) checks. While the light is ignited, you have advantage on Wisdom (Perception) checks.

AUTHOR'S NOTE: DAY COLLARS

In many formal relationships centered around BDSM, a collar functions as a sign of commitment. However, some find wearing such an adornment either impractical or inappropriate in their daily lives. Instead, one might wear an innocuous facsimile of a collar, such as a simple chain with a hoop which stands in for the proper collar. Such accessories are often dubbed *day collars* for their usage in everyday life.

MASK OF ANIMATED FACES

Wondrous item, rare (requires attunement)

This silvery mask seems to almost be fashioned from a liquid metal, but is quite solid to the touch and surprisingly light. When worn, the mask expands to fully encapsulate the head of the creature donning it. While wearing this mask you may cast the *Disguise Self* spell from it at will (DC 13 to discern the disguise). You have advantage on Charisma (Deception) checks while disguised by this mask.

AUTHOR'S NOTE: KIGURUMI / ANIMEGAO

While *Kigurumi* are most known as costume-like pajamas that often resemble animals, the term can also be used to describe wearing ornate masks fashioned after the visage of a fictional character. Most often this character is from Japanese animation, but can be crafted to be original characters as well. This allows the wearer to partake in activities not only anonymously, but also to inhabit a character for roleplay purposes.

MASK OF THE OWL & THE ROSY LEAD

Wondrous item, rare

A set of two items, which only work when one individual wears both. One piece is a carved mask shaped after the face of an owl. The other is a delicate rose gold chain leash which is intended to be attached to the genitals as a sign of ownership. This feat is accomplished by piercing into the flesh, making it very difficult to remove.

Attaching the leash to your genitals can be done as an action, and you gain 1 Pain during the process. Once attached, the leash may only be removed by a creature both proficient with and utilizing Jeweler's, Tinker's, or Smith's Tools. The removal process takes 1 hour.

While the mask covers your face, your visage becomes hard to discern as the minds of creatures who behold you think of you simply as an unimportant piece of property. You may have any creature that wishes to discern your identity while you wear it make a DC 13 Intelligence saving throw. On a failure they fail to glean your true identity. A creature that fails the saving throw cannot attempt it again for 24 hours. Any creature that can see through illusions or that has Truesight automatically succeeds on the saving throw.

If another creature is holding the leash and it is attached to your genitals, any creature making the saving throw to determine your identity while you are wearing the mask does so with disadvantage.

ONE BAR PRISON

Wondrous item, rare

A mundane appearing rod about 6 inches long, made of iron or steel. By speaking the rod's command word it lengthens and manifests bindings to trap a creature to it. To achieve this the rod is placed at either the mouth or anal/genital openings of the target. When activated the bar expands, weaving its way through the entirety of the creature from mouth to bottom, or vice versa. This process does not harm the creature as the rod becomes vaguely ethereal as it does so. Despite this, a semi-physical rod through a creature's core serves as an effective method for imprisoning it. Yet even with this, many such rods materialize either bands of arcane energy or physical bindings to further restrain the target.

When activated while pressed to a bodily opening of an unwilling creature, the target must make a DC 13 Strength saving throw. On a failure the creature becomes restrained as described above. While the rod is restraining a creature it cannot be moved, even if this would cause it to defy gravity. A creature restrained by this rod may use an action to make a DC 30 Strength saving throw, escaping the rod on a success. The creature that activated the rod can speak the command word again to collapse the rod and free the target.

PANNERNACLE, MORTALITY'S MOCKERY

Armor (light, medium, or heavy), legendary

(requires attunement by a creature of Evil alignment)

This dark set of ornate armor carries iconography to the various Malitic Deities. Overlapping sections of bat wings interlock with coiling black serpents to make an unsettling pseudo-organic texture. Dangling from various places are 8

small obsidian charms, each depicting a symbol of one of the Malitic Deities.

While the true origin of this armor is unknown, tales speak of it cutting a ruinous path through history beginning in the Age of Black Stars. Each tyrant and overlord that comes into possessions of it leaves a trail of suffering in their path.

This armor has the following properties.

ARDUOUS ORDEAL

As a bonus action you may beseech the Malitic Deities to grant you the power to twist joy to suffering in those around you. When you do so the snakes slither off of the armor and embed themselves within your lower orifices. There they writhe rhythmically, constantly stimulating your most sensitive areas.

While filled in this manner, you automatically pass the Constitution saving throw for accruing more than your maximum Pleasure points and at the start of your turn you gain 1 Pleasure. When a creature other than yourself within 30 feet of you gains hit points or temporary hit points, you may choose to reduce the amount gained by double the amount of Pleasure you have.

This ability lasts for 1 minute, or until you choose to end it early. Once you use this ability, it cannot be used again until you complete a short rest.

SUFFERING UNENDING

As a reaction when another creature you can see within 120 feet of you regains hit points or gains temporary hit points, you may have the target gain Pleasure equal to your Pleasure. If a creature would exceed their maximum Pleasure because of this effect, they make the Constitution saving throw for doing so with disadvantage. No effect may give the target advantage on this saving throw, nor can the disadvantage be canceled in any way. You may use this ability 3 times, and you regain all spent uses when you finish a long rest.

PANNICADE, BROOK OF MORTALITY

Armor (light, medium, or heavy), legendary

(requires attunement by a creature of Good alignment)

This gleaming set of ornate armor carries iconography to the various Benefic Deities. Grasping tentacles weave amongst flourishing vines in an intricate pattern that gives the impression of a woven armor from afar. Dangling from various places are 8 small golden charms, each depicting a symbol of one of the Benefic Deities.

Said to be crafted in tandem by Bas'kema and Nodsvto during the Age of Black Stars, this armor was handed down from champion to champion, always seemingly ending up in the possession of great heroes who used it to protect those most vulnerable.

This armor has the following properties.

BENEVOLENT ORDEAL

As a bonus action you may beseech the Benefic Deities to allow you to suffer so others need not. When you do so the vines on the armor grow and wrap themselves around you, adhering the armor to your body tightly. The vines then grow thorns, which pierce your flesh painfully.

While the vines are wrapped about you, you automatically pass the Constitution saving throw for accruing more than your maximum Pain points and at the start of your turn you gain 1

Pain. When a creature other than yourself within 15 feet of you takes damage, you may choose to reduce that damage by the amount of Pain you have.

This ability lasts for 1 minute, or until you choose to end it early. Once you use this ability, it cannot be used again until you complete a short rest.

AID UNENDING

As a reaction when another creature you can see within 60 feet of you takes damage, you may have the target gain temporary hit points equal to 10 times your current Pain. These temporary hit points last until the end of the target's next turn. You may use this ability 3 times, and you regain all spent uses when you finish a long rest. When you gain any amount of hit points while possessing 0 hit points, you may regain one use of this ability as well.

PLANE STRIDERS

Weapon (*hell striders*), legendary (requires attunement)

These hell striders have a lower half made of crystal rather than metal. The crystal's interior is not solid, but rather seems filled with a drifting stellar gas with twinkling pin pricks of light drifting of their own accord.

You gain a +3 bonus to attack and damage rolls made with this weapon. When you hit an aberration, fiend, or undead with an attack using this weapon you may mark that creature. Attacks you make against the marked creature are made with advantage and you always know the plane the marked creature is located on. You may only have one marked creature at a time, and the previous mark disappears when you mark a new creature.

Once per long rest you may cast the *Plane Shift* spell without spending a spell slot or expending material components. If you are transported to a plane other than the one you were located on, and it is also the plane the creature you have marked is located, you know the marked creature's location so long as you are on the same plane as it.

POWER EXCHANGE ARMOR

Armor (plate), legendary (requires attunement)

This set of armor is a strange sight, for while it has the normal plates needed for such equipment, a series of straps emblazoned with arcane runes link many of the pieces. Further compounding this weird device is a crystal inset into the chest, which seems to surge power through the straps to empower the suit as a whole.

- Your Strength score is increased to 20. (This ability has no effect if your Strength is 20 or above)
- You have advantage on Strength (Athletics) ability checks.
- Your jump distance is tripled.
- You have resistance to lightning damage. After you take acid, cold, fire, lightning, or thunder damage you may use your reaction to become resistant to that type instead. This resistance reverts to lightning damage when you complete a long or short rest.

This item has 2 charges, which replenish when you complete a short rest. You may spend charges as a bonus action to activate any of the following abilities.

- **Flight (1 Charge).** For 1 minute, you have a fly speed of 60 feet.
- **Shield (1 Charge).** You have a +5 bonus to your AC until the start of your next turn.
- **Overcharge (2 Charges).** You unleash a beam of energy in a straight line 100 feet long and 5 feet wide in a direction of your choosing. All creatures hit by the beam must make a DC 17 Dexterity saving throw. On a failure, the creature takes 8d6 damage of the type to which the armor is currently giving you resistance, or half as much damage on a successful one.

Curse. This armor is inhabited by a sentience that lays dormant and invisible from the user. When the creature wearing this armor falls to low levels of health, the sentience activates and attempts to take control.

At the start of any turn in which the creature wearing this armor has less than 50% of their maximum hit points, they must make a DC 17 Charisma saving throw. On a failure, the armor becomes a restraint device rather than a powerful tool, and acts of its own accord.

As long as the armor has control, the wearer is incapacitated and cannot choose where to move as the armor acts on that creature's initiative instead. While in control, the armor can force movement and even attack using the creature's weapons and statistics, but it cannot cast the wearer's spells. A creature may be freed from the armor by another creature spending 10 minutes and succeeding on a DC 20 Strength check.

The alignment of the sentience can vary, and with it how the armor behaves when the sentience takes over.

- **Good.** The sentience is taking control not out of malice, but because the creature inside of it is in danger and needs help. While in control, the armor will always move and act to try and keep the creature inside of it safe without taking offensive action. The armor always uses the *Shield* ability above on its turn (and can do so without expending any charges).
- **Evil.** The sentience relishes the suffering of the creature inside of it, and wishes to use their pain to become fully empowered. The armor will actively try to place the creature in harm's way, and when the creature inside drops to 0 hit points the creature wearing it is consumed in order to transform the armor. When this happens the armor becomes its own creature using the statistics of an *Iron Golem*.

PRETENDER'S UNIFORM

Wondrous item, uncommon

An otherwise unremarkable set of utterly average clothing, with a thought it can transform into a wide range of uniforms. As an action this clothing can shift its appearance to match a uniform that you have spent at least 1 minute observing within the last month. This can range from a school uniform

to the uniform of a governing body, but it must be a uniform as determined by the GM.

AUTHOR'S NOTE: EROTIC ROLEPLAY

Many people enjoy fashioning scenes where one or more participants pretend to be someone they're not. Often this involves one person taking on the persona of a powerful individual and the other someone subservient to them, such as a professor and a student. This practice allows people to explore other facets of desire they might not otherwise be able to embody, though some individuals fetishize certain professions. Medical professionals are an extremely common example of this.

QUILL OF INSCRIBING

Wondrous item, very rare

A set of several long porcupine quills and a pot of a partially powdered pigment. Druids and shamans have been known throughout the centuries to weave their primal magicks into the paint, then utilize the quills to tattoo sprawling designs upon a subject. Traditionally this is done to mark ownership of submissive, a sort of natural permanent collaring.

Applying the tattoo takes 8 hours in total. The process may be broken up into separate sections of 1 hour sessions and must be done by the same individual for all sessions. The tattoo uses up all the ink, making this item usable only once. The tattoo design is up to the person applying it, but is often representative of the bond between the person inking their mark and the recipient.

For effects of the tattoo, there are two individuals involved: the mark maker and the recipient. The mark maker always knows the direction and distance to the recipient, as well as how many hit points they have. In addition, as an action the mark maker may spend a hit die to cast any of the following spells on the recipient without spending a spell slot, material components, or requiring concentration: *Barkskin*, *Darkvision*, *Enhance Ability*, and *Longstrider*.

The recipient is immune to being charmed or frightened while they are able to see the mark maker. Additionally, as an action, the recipient may spend a hit die to cast any of the following spells on the mark maker without spending a spell slot, material components, or requiring concentration: *Crusader's Mantle*, *Enlarge/Reduce* (Enlarge only), *Freedom of Movement*, or *Guardian of Nature*.

Casting any of these spells on the mark maker or recipient more than once while they are still under the effects of a previous cast ends the previous effects (e.g. multiple casts of *Enhance Ability* do not stack upon each other).

SADDLE OF SYBIA

Wondrous item, legendary

(requires attunement by an Oath of the Sagittarian Paladin)

This expertly crafted riding saddle once belonged to one of the founding members of the Sagittarian order in Ordinza, Saint Sybia. The saddle has phallic attachments which are

inserted into the rider when they mount the Paladin wearing this item.

While you are being mounted, when you use a stance as part of the *War Horse* ability you may choose to have your rider gain 1 Pleasure then you may grant them temporary hit points equal to their Pleasure. In addition, your stances gain the following benefits:

- **Guarded.** Your rider gains an additional bonus to their AC equal to half of their Pleasure.
- **Inspiring.** Your rider gains a bonus to their Wisdom saving throws equal to half of their Pleasure.
- **Empowering.** Your rider's attacks deal bonus radiant damage equal to half of their Pleasure.

In addition, you gain a bonus to your movement speed. If your rider has less than half of their maximum Pleasure you gain 5 feet, if they have more than half but less than their maximum you gain 10 feet, and if they have their maximum amount of Pleasure you gain 15 feet and your movement does not provoke opportunity attacks.

When you are using your Channel Divinity: Aid Rider and your rider regains hit points, they are healed an additional amount of hit points equal to their Pleasure.

SKYHOOK

Wondrous item, rare

A large smooth curved hook with an eyelet on one end and a metal ball on the tip where normally a point would be found. Once inserted rectally, a piece of rope or chain may be attached to the eyelet. When the rope or chain is pulled, and the item's command word spoken, the item casts the *Fly* spell on the creature it is inserted within. This spell does not require concentration as the spell was cast by this item, but if the rope or chain goes slack the spell ends immediately. This ability may be used once per long rest.

SOULFIRE BRIDLE

Wondrous item, very rare (requires attunement)

A combination humanoid adapted horse bridle, blindfold, and bit gag. The surface of the blindfold is covered in softly glowing runes. As an action you may transform yourself into a **Soulfire Mare** per the effects of the Polymorph spell. You may use this ability once per short rest.

While you are not transformed you gain the following effects. Your speed is increased by 5 feet, you have blindsight 60ft., you may triple your jump distance, you leave no tracks, and you ignore the effects of difficult terrain.

STELLARA COLLAR

Wondrous item, legendary (requires attunement)

An otherwise plain black collar made from a singular strip of leather. In place of a ring at the front, a circle of light floats of its own accord set just in front of the surface of the collar. This item is given as a gift from the Stellara Willow, and only to those that are said to truly understand its existence.

When you attune to this item, choose a creature you are familiar with. When that creature takes damage, you may use your reaction to take that damage instead. As an action you may teleport to a space adjacent to that creature, even if they are on a different plane of existence. If you use a spell or other effect to have that creature regain hit points, you do not roll for the amount healed and instead they are healed the maximum value possible.

ST. SALTIRE'S SARGAT

Weapon (sargat), legendary

(requires attunement by an Oath of the Indomitable Paladin)

A set of overly large Sargat, which feature a prominent 'X' shape worked into the imagery on their front.

You gain a +3 bonus to attack and damage rolls made with this weapon. Creatures bound to these Sargat (refer to the **Sargat Sanctuary** feature of the *Indomitable Oath Paladin*) are bound spread eagle upon the 'X' shapes, but the divine magic that protects them is reinforced to account for their more vulnerable position.

When a creature that is bound to these Sargat gains either Pleasure or Pain, you may as a reaction spend hit points from your *Lay on Hands* pool to give that creature an amount of temporary hit points equal to four times the total spent.

SUBMISSIVE'S DELIGHT

Potion, rare

When you drink this potion you are overcome with a sense of safety and rejuvenated of the ordeals you have suffered. All of your superficial wounds are healed (such as bruises or muscle soreness), you gain temporary hit points equal to your current Pain and Pleasure combined, and for 1 minute if you would gain any amount of Pleasure or Pain you may choose to gain either 1 more or 1 less than that amount, to a minimum of 1.

SUNSTONE ADORNMENT

Wondrous item, common

Pendants such as these are commonly found throughout Bundheim because they serve as symbols of a romantic bond, akin to a marriage ring in our world. Due to their highly personalized nature, they take many forms, such as a ring or pendant. Regardless, the common element is a sunstone featured prominently in the design. These items are summarily lightly enchanted, such that two pieces may be linked and one can feel the heartbeat of the creature wearing the matching adornment.

SWITCH'S DREAM

Potion, rare

When you drink this potion you feel a sense of freedom, in particular regarding your desires and definition of self. You may exchange any amount of your Pain for an equal amount of Pleasure, or vice versa. You gain the following effects until the end of your next turn:

- You gain a bonus to your armor class equal to half of your Pleasure.

- You gain a bonus to your attacks roll equal to half of your Pain.

TRAINER'S CLACKING STONE

Wondrous Item, uncommon (requires attunement)

A smooth, palm-sized, unremarkable stone save for a small section of it that is separate from the rest, floating peacefully above the indent where it would otherwise sit. The smaller stone section can be pressed down to cause a loud click to emanate, the sound carrying a faint enchantment aiding in the training of others by associating the click with a particular behavior.

When you attune to this item you must both designate a creature within 5 feet of you to become your Trainer and choose a skill. If you are not proficient in that skill, you become proficient in it. If you are already proficient in that skill, you may double your proficiency bonus when making skill checks for that skill. From this point forward you need not have this item in your possession to gain its benefits but your Trainer must possess this item for you to gain its benefits.

When your Trainer takes the Help action to give you advantage on a check for the chosen skill, they may click the stone pieces of this item to give you a bonus on that check equal to their Charisma modifier.

TRANS-DIMENSIONAL AMPUTATORS

Wondrous item, rare

A set of four leather belts with a pearlescent finish; they can be tightened around the upper portion of a creature's limbs to create an amputating effect without actually harming the creature. While a limb has one of these bands attached to it, the portion of the limb below the band is translocated to a pocket dimension. When a band is removed, the creature's limb is restored without any permanent damage.

TRANSLOCUTORY RINGS

Wondrous item, rare

A pair of small metallic rings engraved with arcane sigils around their circumference and brackets on either side for attaching straps. The rings can be expanded or contracted via a command word to be as small as a pebble, or up to 6 inches in diameter. Another command word can be spoken to create an arcane portal in the rings, linking one to the other. As an action, the command word can be spoken once more to end the effect.

This item is commonly affixed to the pelvis of people with penises, allowing the penis to protrude from the accompanying ring which is then attached as a gag. Of course, one can get more creative in their application if they so choose.

UNENDING ANAL BEADS OF FORCE

Wondrous item, rare

A string of linked beads enchanted with aetheric energy which can be inserted rectally. The wearer can pull on the string and extract a bead, which may be thrown to produce a small arcane explosion. The string magically produces beads inside the body when one is removed, for a seemingly infinite amount of them are available to be removed while it is worn.

However, each subsequent bead is larger than the last, making them more difficult to remove.

This item starts with 1 charge. As a bonus action while you are wearing this item, make a Constitution saving throw with a DC equal to $8 +$ the number of charges this item has. On a success you retrieve one bead from the string by pulling it from within you and you gain 1 Pleasure. When a bead is removed, this item gains 1 charge.

As an action you may throw a bead at a creature within 60 feet of you. Roll a number of d6 equal to the amount of charges this item had when that bead was removed, the targeted creature takes force damage equal to the result as the bead explodes.

When you finish a long rest, this item resets its size, returning to 1 charge.

While outside the body, this item seems to be a slightly magical string of anal beads, about 6 inches long. Beads may not be removed while this item is outside the body.

VESTMENTS OF SHIBA'RI

Armor (leather armor), rare (requires attunement)

This armor is comprised of interwoven and knotted ropes which form a durable set of armor. The ropes have enchanted fibers woven through them such that they bolster the armor's defenses.



VESTMENTS OF SHIBA'RI

While attuned to this item, you have a +1 bonus to your AC. In addition, your senses are enhanced giving you advantage on Wisdom (perception) checks that rely on hearing or smell.

Once per long rest you may transform into a Shiba Inu for up to 1 hour, using the statistics found in the *Bestiary* section.

WAND OF TREMORS

Wondrous item, rare

Made primarily of hewn stone, this wand's tip has a hard rubbery ball which floats gently above it. The ball is inscribed in faintly glowing sigils which causes it to hum with a gentle vibration.

While holding this wand, you can use an action to cause the ball to vibrate violently and unleash a mild constant rumbling in the ground around you. While you are doing so, all terrain within 20 feet of you is difficult terrain. Your movement speed is not slowed due to this effect. The tremors last for 1 minute, or until you end the effect as a bonus action.

Alternatively, you may apply the wand's vibrations to either yourself or a willing creature adjacent to you as a bonus action. When you do so, the creature gains 1 Pleasure. If this brings their total Pleasure to over their maximum, they gain resistance to bludgeoning, piercing, and slashing damage until the end of their next turn.

WILLBREAKER IMPLEMENT

Weapon (striking cane, flogger, or whip) very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. At the end of your turn you may either have all creatures hit by an attack with this weapon gain 1 Pain or choose a creature hit by an attack with this weapon to make a Wisdom saving throw. On a failure, you may mark the creature to weaken its willpower.

Wisdom, Intelligence, or Charisma saving throws the marked creature makes are made with a penalty equal to half of the creature's Pain when they make it. The mark disappears when a creature fails one of these saving throws or after 1 minute, whichever happens first.

Only one creature may be marked by this weapon at a time. If you mark a creature while one is already marked, the previous mark fades.

WINGS OF IRON

Armor (chain mail), very rare (requires attunement)

This armor appears to be a slew of chain lengths which wind about and enwrap the wearer, forming a sturdy yet flexible protective barrier. One end of each chain is attached to the back of a vest that is hidden beneath them.

You have a +2 bonus to AC while wearing this armor. As a bonus action you may unfurl the chains, in the process animating them into a set of iron wings made of chain-link that can lift the wearer despite all laws of nature and aerodynamics. While the wings are unfurled, this armor counts as cloth armor instead of chain mail armor, the wearer loses the +2 bonus to their AC this item provides, and gains a flying speed of 60 feet.

As a bonus action the wearer may will the chains to wrap about them once more, losing the ability to fly but regaining the protective features of this item.