

# EROTIC ARCANA



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and is compatible with the world's best-selling fantasy roleplaying game

# THE EROTIC ARCANA

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**WARNING: THIS BOOK IS NOT FOR KIDS.  
IF YOU ARE NOT AN ADULT THEN FUCK OFF AND GO DO SOMETHING ELSE.**

This game was made by me specifically because I thought it would be kinda funny to make the fantasy dragon game horny and sexy and stuff. Absolutely no one has playtested any of these rules and I have no idea how implementing them into your world will affect the game balance. I have been running non-horny games for years now so I think it should all work out fine but there is no way for me to know for sure. All I know is that I got a degree in graphic design and I might as well put it to good use.

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# INTRODUCTION

“But what if it was horny though?” It’s a question that has baffled the greatest scholars for ages; a question to which many people have simply responded “don’t.” Yet here I am, and I’m gonna make it horny. In the Erotic Arcana I have attempted to create a system of rules and suggestions to aid in the integration of sex and sexuality into your fantasy games.

For too long sex has been hidden behind closed doors or just “off screen.” In this book, I am going to pull sex out of the bedroom and into the light. Obviously this book is not going to be for everyone, and that’s perfectly fine; we all have different tastes. But for those of you with good taste, I want to say: I hope you have fun.

**WARNING** - This book was written with an adult audience in mind. If you are not an adult then please do not read this book. I am not responsible for any consequences that arise from using this book. You have been warned again.

## ROLEPLAY, ROMANCE, SEDUCTION, AND LOVE

Throughout history, sex has been a powerful motivator and plot device in many stories. However, it has almost always been absent from the fantasy roleplaying scene at large. Many games already include character sexuality and even a little saucy romance on occasion, but that is generally where it stops.

Sex can be a powerful tool for character development, and it can add additional layers to an otherwise average character. It can be used as a physical expression of love or as a tool to manipulate people. In many cases, a character’s sex life can say a lot about who they are. How often a character has sex, who they have sex with, and what they do during sex can be integral to a character’s backstory, and can reveal information to the group.

Just like describing your actions in combat, describing your actions in the bedroom can provide a much more memorable roleplaying experience. Role-playing is, of course, about telling a story and as a role-player it is up to you how much information you want to add. You can focus on physical actions, the emotion, or some combination of both. But this doesn’t mean you have to describe every sexual encounter in explicit detail. Oftentimes a simple roll of the dice is enough to get the point across. But sometimes it can be more fun to describe what that nat 20 really means for the story.

By now, most people have played a game that incorporated romance, even if it was mostly just the bards doing it. But romance and sex are sometimes complimentary to each other in a way they aren’t alone. It doesn’t matter how high your charisma score is, a nat 1 roll during sex is going to put a real damper on that relationship. But just as bad sex can ruin a relationship, good sex can make a bond between characters even more powerful.

## SEX, HUMOR, AND Maturity

Look, sex is funny. There’s no way around it. Simply saying the word penis in the right context is enough to get people to laugh. So when you try to add sex to a roleplaying game, it is inevitable that your players will make jokes and laugh with each other. This is perfectly ok, and should be expected. Roleplaying is meant to be fun, and making jokes is part of the game.

Adding comedy to your game can help your players relax and enhances the overall experience. However, as with everything, a lack of maturity can go too far. If you’re trying to run an erotic and sensual game and a player can’t take it seriously, then your game might not be for them. It is important to discuss with your players beforehand about the tone that you want your game to have.

## CONSENT

As is the case with anything sexual, consent is extremely important. At no point in your game should you be making your players uncomfortable. Before you even attempt to integrate sex into your game, you need to have a long discussion with all of your players about what they are comfortable with happening in a sexual game. Many of the monsters created for this book are sexual in nature. While consensual non-consent is something that your players might want to explore, you are absolutely not allowed to use these monsters if any players are uncomfortable with non-consensual encounters. Likewise, any kinks or fetishes that you wish to explore in your world must be pre approved by all members of your group. If at any point your players wish to stop a sexual encounter, it is your job as the DM to respect that and stop.



# GENDER AND ORIENTATION

When you are making a character, you will likely think about what sex they are going to be. For most people, this means picking male or female. For some, it means picking neither or both. Gender is a complex spectrum, and in a game that heavily involves sex, you might wanna think a bit beyond just what's in their pants. In a world of fantasy and magic, the “barriers” between the sexes are even thinner than they are in our world. How you were “born” is irrelevant in a world where magic exists.

Generally speaking, you can break down a character’s sex/orientation into 4 catagories: Expression, Attraction, Gender, and Sex. Expression is how you present yourself, how you dress and what you look like. Attraction is who you are attracted to, what genders arouse you. Gender is how you identify yourself; male, female, both, neither, etc. Then sex is your biology, determining your primary sex organs. Each characteristic can be mapped on a spectrum from masculine to feminine.

How your characters identify, present, etc, is up to you. In terms of game mechanics, only attraction and expression will be taken into account. Your gender and sex are just for you and for the roleplaying side of the game.

# KINKS AND FETISHES

Just like sex can enhance romance, kinks can enhance sex. For those who are new to the kink scene, a kink is generally something that is additive to sex, and a fetish is something that is necessary. If you have a kink for elves, then having sex with elves will be extra pleasurable for you. If you have a fetish for elves, then you cannot cum if you are not with an elf. These are obviously very simplified descriptions, but for the context of this game they should be enough.

In our world, there are hundreds if not thousands of kinks, ranging from bondage to toes. In a fantasy world with magic, exotic races, and unique items fetishes and kinks are likely to be even more expansive. There are the more obvious kinks, like interspecies romance, transformations, and monster fuckers. But there may also be less obvious kinks, like the feel of mithral, the sound of magic, or the look of those sexy town guards. In a fantastical world, the kinks and fetishes are bound to be just as fantastic.

# SOCIAL CONTEXT

It can be important when creating a sexual world to consider how differen societies view sex. Which societies think sex is a sacred act, which ones think sex is dirty, which ones think it should be private, which ones think it should be public? Different societies will have different rules about how, where, and with whom you are allowed

to have sex. These rules will affect things like prostitution, pornography, fashion, marriage etc. There are many societies that view porn as a form of art, and there are many that want people to hide as much of their bodies as they can at all times. There are some societies where prostitution is a respected profession and some where it is seen as criminal. It is up to you to decide which societies fall into which categories.

# PREGNANCY

As it turns out, sex has a function besides feeling good. Pregnancy is something that can be intentionally sought out by players or can simply be a consequence of their lack of protection and planning. When incorporating pregnancy into a campaign, it is important to keep in mind the risks and benefits of doing so.

Pregnancy for an adventurer can be dangerous, not only for the baby but for the character as well. There are many things a player can do to avoid pregnancy, from birth control to magic spells to just using a different hole. If your players want to incorporate pregnancy in their campaign, there are actual statistical disadvantages that will need to be considered whenever having sex.

# SEXUAL ALIGNMENT

Character alignment and sexual alignment will often be the same, however, that is not always the case. Sometimes our private personas and our public personas are contradictory, and that's ok. It is possible to be a chaotic evil sorcerer who is also a kind and tender lover. Whether you want to use your character alignment as your sexual alignment or choose each separately, how you act in sexual scenarios can be as important as how you act in combat.

Lawful Good - Submissive  
*Whatever my partner wants.*

Neutral Good - Selfless Lover  
*Give pleasure.*

Chaotic Good - Brat  
*Why don't you make me.*

Lawful Neutral - Vanilla  
*Textbook sex.*

True Neutral - Experimentalist  
*Go with the flow.*

Chaotic Neutral - Hedonist  
*If it feels good, do it.*

Lawful Evil - Dominant  
*Power and control.*

Neutral Evil - Selfish Lover  
*Receive pleasure.*

Chaotic Evil - Sadist  
*Your pain is my pleasure.*

# RULES

Now that's enough of those boring words. It's time for that nice sexy math. Rather than trying to utilize the preexisting stats and skills, I have added one new ability score, four new skills, and a saving throw. To get your ability score, you will roll for it the same way you do for all of your other abilities when you make your character. I have also made a separate character sheet for your sexual stats to be used in conjunction with your normal character sheet.

## ABILITY SCORE

**Allure** - how physically attractive your character is. Allure is used whenever you are attempting to attract a PC, an NPC, or a Monster.

## SKILLS

### Composure (*Constitution*)

Composure saving throws are used to determine how aroused you are by an action and are rolled during sex to determine how long the sexual encounter lasts.

### Sex (*Dexterity*)

Sex rolls are for how good you are at sex and any attempt to increase a creature's arousal level with physical touch.

### Seduction (*Charisma*)

Seduction rolls are made when a character is attempting to increase the arousal of a creature using their voice.

### Temptation (*Allure*)

Temptation rolls are made when a character is attempting to increase the arousal of a creature using their appearance.

## AROUSAL

When a character is being affected by an action, a spell, or another effect that is intended to increase the character's arousal, then the character must make a Composure saving throw. On a failed save, the character will gain one point of Arousal.

+1 Arousal = No effect

+2 Arousal = Disadvantage on Intelligence rolls

+3 Arousal = Too horny, your available actions can only be used to attempt to climax

+4 Arousal = Climax

Arousal points will start to fade after 10 minutes. If a character doesn't gain another point of arousal or perform a sexual activity to maintain their current level of arousal, they will lose 1 point of Arousal every 10 minutes.

## ATTRACTION AND EXPRESSION

When you are creating your character, you need to decide how other people see your character. This will take the form of Masculine, Feminine, or Androgynous. You can pick just one, a combination, or all three, if you think it fits your character. This will determine who in the world can be attracted to your character.

You will also decide who your character can be attracted to with four traits: Masculine, Feminine, Androgynous, or None. Your expression and your attraction will come into play when making Composure, Seduction, and Temptation rolls.

- Composure rolls are made with advantage if the character is not attracted to the expression of the person who made them roll the save.
- Seduction rolls are made with disadvantage against targets that are not attracted to the expression of the character.
- Temptation rolls are made with disadvantage against targets that are not attracted to the expression of the character.

CHARACTER NAME	SEXUAL ALIGNMENT
ALLURE	GENDER      SEX
	ATTRACTION      EXPRESSION
<input type="radio"/> Composure (Con) <input type="radio"/> Seduction (Cha) <input type="radio"/> Sex (Dex) <input type="radio"/> Temptation (All)	NOTES / KINKS / ETC
AROUSAL	

# SEX

Now it's time for the main event, the reason we are all here. Let's talk about sex. Whenever two or more characters are having sex, they will all roll Sex (*dex*) to determine how good they are at pleasing their partner. Each character will then roll Composure (*con*) to see how long they can last before they climax.

Female characters can climax multiple times in a row, rolling Composure (*con*) again after each climax. However male characters will need a 10-15 minute break before they can start again. If a character is neither male or female, then it is up to the player to determine which version applies to their character.

## Sex Chart

	DC
<1 Minute	1
10 Minutes	5
20 minutes	10
30 minutes	15
1 hour	20
2 hours	25
3 hours	30

Sex is only possible with creatures within one size class of you. So a medium creature can have sex with a small, medium, or large creature. A large creature can have sex with a medium, large, or huge creature, etc.

# COMBAT SEX

Sex and combat are a tricky subject, and if your players do not want to mix the two, that is perfectly fine. However, if they do want to, this is how.

Combat sex works a little differently than normal sex. On your turn during combat, you can use your action to attempt to increase a creature's level of Arousal. You can roll Sex, Seduction, or Temptation and it is up the DM to determine the creature's Arousal DC based on a player's action. If you roll higher than their Arousal DC they will gain 1 point of Arousal. The more Arousal points a creature has the lower the Arousal DC will be.

- Sex rolls require physical touch, Seduction rolls require audible sound, and Temptation rolls require line of sight.
- If you want to exit the combat sex early, you can use half of your movement to disengage or use your action to block any sex rolls targeting you.
- When a creature is having sex or masturbating, they are at disadvantage on all ability checks not related to the sex.
- When a PC, NPC, or Monster climax they are considered stunned for 2 rounds.

# RACIAL TRAITS

Race	Bonus
Dwarf	+2 Composure, +1 Seduction
Elf	+2 Allure, +1 Sex
Halfling	+1 Composure
Human	+1 Allure, +1 Composure
Dragonborn	+2 Composure
Gnome	+3 Sex
Half-Elf	+1 Allure, +1 Seduction
Half-Orc	+2 Allure, +2 Sex
Tiefling	+2 Allure, +2 Temptation, +1 Seduction



# FETISHES

Both kinks and fetishes will give bonuses in and out of sex. When someone's kink is used during sex, it will grant their partner a +3 to their sex roll. If the kink is used on them outside of sex in a seduction or temptation roll, it will give +5 to their roll. When someone's fetish is used during sex, it will grant their partner advantage on their sex roll. When a player has a fetish and it is not used during sex, then their sex rolls will be at disadvantage. Outside of sex, fetishes will function the same as kinks.

- During sex, if Character A has a kink, then Character B gets a +3 to their sex roll when the kink is involved.
- Outside of sex, if Characer A has a kink, then Character B gets a +5 to their seduction or temptation rolls when the kink is involved.
- During sex, if Character A has a fetish, then Character B will roll sex with advantage when the fetish is involved.
- If Character A has an unincorporated fetish, then Character B will roll sex with disadvantage.

The modifiers for fetishes and kinks do stack. If a character has 5 kinks, then that can grant a +15 to sex rolls and +25 to seduction/temptation rolls.

Basically, if you have a kink or fetish, it makes sex feel better for you and it makes it easier for others to arouse you.

# PREGNANCY

If you want to incorporate pregnancy into your game, it can be a great way to deter your players from having sex with everything that moves. Pregnancy is something that can be avoided if an effort is made, but when engaging in sexual activity, it can always be a possibility. If a character is using any form of birth control or any other technique that would prevent pregnancy, it must be stated before the sexual encounter begins.

Note: *I will be using the terms male and female to denote the primary sex organs of the participants and not their gender.*

- If a male and a female have unprotected sex, they must roll 1d20 for every time that the male climaxes, and on a 1 the female will be impregnated.
- If a male and female use protection during sex, they will use the dice and stats laid out in the item's information to determine if the female will be impregnated.

- If a sexual encounter involves multiple females, then the male character needs to designate which female they were with when they climaxed.

- If sex is between two characters that are of the same sex or neither is capable of getting pregnant, then the only chance of pregnancy is through magical means.

# PREGNANCY STATS

1st Trimester	No Effect
2nd Trimester	Disadvantage on ability checks
3rd Trimester	Speed is halved and -2 Dexterity

# PREGNANCY DURATION BY RACE

Dwarf	14 Months
Elf	24 Months
Halfling	5 Months
Human	9 Months
Dragonborn	8 Months
Gnome	11 Months
Half-Elf	16 Months
Half-Orc	9 Months
Tiefling	8 Months



# MONSTER ALLURE

It would be impossible to add Arousal stats to each individual monster, so instead this will act as a guide for adding allure to preexisting monsters based on their type. It is ultimately up to the DM to decide just how hot they think a particular monster is. A character's sexual preferences can affect how attractive they think a creature is regardless of its Allure.

Type	Allure
Aberration	1-5
Beast	4-9
Celestial	12-18
Construct	14-19
Dragon	7-14
Elemental	5-10
Fey	15-25
Fiend	10-20
Giant	6-15
Humanoid	8-16
Monstrosity	3-9
Ooze	1-5
Plant	3-12
Undead	1-3



# SUB-CLASSES

## BARBARIAN PATH OF THE HEART

For most barbarians, rage draws on their negative emotions like anger or hate. However, for those who follow the Path of the Heart, rage is fueled by a deep and powerful love of those around them. They have a big heart, and they care very deeply about their friends and family. If anyone wants to hurt your friends, they will have to get through you first.

### FULL OF LOVE

#### *3rd-level Path of the Heart feature*

When you enter a rage, in addition to the standard resistances, you gain resistance against Seduction and Temptation rolls. When you attack a creature while raging, that creature has disadvantage on any attack roll that isn't against you. This effect ends early if your rage ends.

### EMOTIONAL OVERLOAD

#### *6th-level Path of the Heart feature*

As you rage, your passion and emotions boil over and spread around you, creating a magical aura that extends 10 feet from you in every direction. When a hostile creature enters or ends its turn in your aura, it must make a Wisdom saving throw. On a failed save, the creature takes 1d6 psychic damage, or half as much on a success. The damage increases when you reach certain levels in this class, increasing to 2d6 at 10th level, 3d6 at 15th level, and 4d6 at 20th level.

### POWER OF FRIENDSHIP

#### *10th-level Path of the Heart feature*

Your friends give you strength, and you in turn give them strength. While you are raging, you gain a +1 strength for every ally within 30 feet, to a maximum of +5. Also any allies within 30 feet of you gain a +2 on any strength rolls.

### GIVING HEART

#### *14th-level Path of the Heart feature*

When your allies are injured, you can share in their pain. While raging, you can use your action to give some of your hit points to your allies with a touch. However, doing so will end your rage.



## BARD COLLEGE OF LIBERATION

Bards of the College of Liberation know that sex is a form of art, and they want to make sure everyone else knows too. Whether they are crafting erotic tales of epic proportions or pleasuring a barkeep in the back room, these bards strive to spread pleasure wherever they go. Their talented tongues and nimble fingers dance their way across the senses of all those whom they encounter. When it comes to sex, most everyone is held back by what society says you can or cannot do with your own body, but bards of the College of Liberation want everyone to embrace their true erotic selves.

### SILVER TONGUE

#### *3rd-level College of Liberation feature*

You are capable of temporarily learning any language by kissing someone who speaks said language. You retain knowledge of this language for the next 24 hours, there is no limit to the number of languages that you can know at one time.

## SET THE MOOD

### *6th-level College of Liberation feature*

You are a master of tone and mood. You can use an action to make a Performance roll and set the mood for just about any situation. You can grant advantage to yourself and those around you by performing a specific type of music, poetry, or dance that would set the proper mood. Fast paced for combat, romantic for seduction, sad for persuasion, etc. This advantage lasts as long as you keep using your action to make Performance checks. (This advantage does not apply to your Performance checks) You can use this ability a number of times equal to your Charisma modifier (minimum of once). You regain all expended uses when you finish a long rest.

## MAGIC FINGERS

### *14th-level College of Liberation feature*

You gain a +5 on Charisma and Allure based rolls (Deception, Intimidation, Persuasion, Seduction, Temptation) when you are physically touching the creature that you are targeting. You also gain a +5 to sex rolls.



## CLERIC FERTILITY DOMAIN

The Fertility domain is a combination of the concepts of procreation and sexual pleasure. Those who follow this domain believe that sex is a sacred act that unites the flesh and soul of those who are intimate. Many assume that the Fertility domain is focused on childbirth, but in truth, this domain teaches that sex between consenting adults is the pinnacle of all mortal interactions. Clerics of this domain are not concerned with the preconceived notions of relationships and sex that are common within society. To them, sex is the end goal of relationships and should be sought after with a religious passion.

## FERTILITY DOMAIN SPELLS

Cleric Level	Spells
1st	<i>animate art, lover's protection</i>
3rd	<i>aftercare, skilled lover</i>
5th	<i>jealousy, soulbond</i>
7th	<i>blessed pregnancy, ovulation</i>
9th	<i>heavenly sensation, scrying</i>

## KNOWING LOOK

### *1st-level Fertility Domain feature*

You gain the ability to see those who have recently had sex. Using an action, you can see a magical aura around creatures that have had sex in the past 24 hours. This ability lasts for one turn. You can use this ability a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

## CHANNEL DIVINITY: RADIANT ALLURE

### *2nd-level Fertility Domain feature*

You can use your Channel Divinity to boost the allure of one creature. With a touch, you grant a +4 boost to allure causing the creature to softly glow with radiant light. This glow acts like sunlight and any creatures that are harmed by sunlight cannot be within 10 feet of the creature without taking 1d10 radiant damage. This effect lasts for one minute.

## SOOTHING EMOTIONS

### *6th-level Fertility Domain feature*

Using your action, you can soothe the emotions of any creatures within 30 feet of you. Each creature in a 30-foot-radius sphere centered on yourself must make a Wisdom saving throw. Each creature that fails the save will lose 1 point of Arousal and can temporarily ignore any

charmed or frightened conditions for 30 seconds. You can use this ability a number of times equal to your Wisdom modifier (minimum of once). You regain all expended uses when you finish a long rest.

## CHANNEL DIVINITY: AROUISING TOUCH

### *8th-level Fertility Domain feature*

You can use your Channel Divinity to control the arousal of others. Using your action, you can touch a creature, and they will need to make a Constitution saving throw. On a failed save, you are able to increase or decrease their Arousal by 1 point. If the creature is already at full Arousal, then they will climax instantly.

## DIVINE PLEASURE

### *17th-level Fertility Domain feature*

Once a day, you can create a 20-foot-radius sphere at a location that you can see within 50 feet and all creatures that enter or end their turn within the sphere must make a Constitution saving throw. Creatures can choose to fail if they wish. On a failed save, the creature is set to full Arousal and granted advantage on all Sex rolls. If a creature climaxes while inside of the sphere, they will gain hp equal to their Sex roll. The sphere will stay in place as long as you maintain concentration up to an hour max.

## MONK WAY OF THE TANTRIC MASTER

The Way of the Tantric Master teaches its students to manipulate and control the sexual energies that exist within living creatures. To a Tantric master combat and sex are two sides of the same coin. Knowledge of the weak points of a body can be used to cause harm or pleasure depending on your technique. A true master can use the pleasure of others as fuel to power attacks or channel their own pleasure to empower others.

## TANTRIC ARTS

### *3rd-level Way of the Tantric Master feature*

During a sexual encounter, you can spend 1 ki point to double your Composure roll for the duration of that encounter. For each time that your partner/partners climax during this sexual encounter, you gain temporary hit points equal to half of your Sex roll.

## AROUISING KI

### *6th-level Way of the Tantric Master feature*

You gain the ability to convert your points of Arousal into



ki points. You can use this ability a number of times equal to half of your current monk level rounded up. You regain all expended uses when you finish a long rest. Any points beyond your current ki point maximum will be lost after a long rest.

## SEXUAL FLOW

### *11th-level Way of the Tantric Master feature*

Whenever you use Flurry of Blows, you can spend 2 ki points to manipulate the arousal of your target. You can increase your target's Arousal by 1 point or you can remove 1 point of arousal. If you remove a point of Arousal, then you have the option to on your next turn pass that arousal on to another creature that you can touch, or add the point to your own Arousal.

## CONTROLLED CLIMAX

*17th-level Way of the Tantric Master feature*

When you successfully stun a creature using a Stunning Strike, you can spend 3 additional ki points to make the creature climax regardless of its current level of Arousal. This will cause the creature to stay stunned for an additional round.

## PALADIN OATH OF THE CHASTE

The Oath of the Chaste calls paladins to abstain from earthly pleasures in pursuit of higher understanding of the self. It is not enough to simply avoid these pleasures though. For these paladins, there is no greater test of their ideals than being near an earthly pleasure and rejecting it. It is easy to abstain from pleasures when there are none around to tempt you, but it is hard to be surrounded by eroticism and debauchery and stay firm in your conviction.

### TENETS OF THE CHASTE

**Discipline** - You are your own master. Your actions and decisions are yours and yours alone.

**Abstinence** - Sex is a distraction. You have a higher calling.

**Sobriety** - Your mind is a temple. Do not dull your senses with mortal concoctions.

**Honesty** - Do not lie or cheat. Say what you mean and mean what you say.

**Calm** - Keep your thoughts still. You are slow to anger and quick to soothe.

### OATH SPELLS

You gain oath spells at the paladin levels listed.

### OATH OF THE CHASTE SPELLS

Paladin Levels	Spells
3rd	<i>bedroom eyes, detect kink</i>
5th	<i>aid, distant admiration</i>
9th	<i>jealousy, virgin mind</i>
13th	<i>banishment, impotence</i>
17th	<i>geas, mass enhance allure</i>

3rd	<i>bedroom eyes, detect kink</i>
5th	<i>aid, distant admiration</i>
9th	<i>jealousy, virgin mind</i>
13th	<i>banishment, impotence</i>
17th	<i>geas, mass enhance allure</i>

### CHANNEL DIVINITY

*3rd-level Oath of the Chaste feature*

**Suppress Arousal.** You can use your Channel Divinity to suppress the arousal of yourself or of those around you. With a touch, you can remove 1 point of Arousal from a willing creature.

**Rebuke Temptation.** You can use your Channel Divinity to harm those who would attempt to seduce or tempt you from your path. When a creature uses either Seduction or Temptation on you, you can Channel Divinity to automatically succeed your saving throw and cause them 1d10 radiant damage. The amount of damage increases by 1d10 for every three Paladin levels. 6, 9, 12, 15, 18.

## AURA OF ATTRACTION

*7th-level Oath of the Chaste feature*

You give off a radiant aura of Allure that draws the eye of all who are near. If you are within 15 feet of an ally when someone attempts to seduce, tempt, or otherwise arouse them, you can make the creature roll a Wisdom saving throw. On a failed save the creature will shift its focus to you and whatever roll was made will now be against you.

## HEALING PLEASURE

*15th-level Oath of the Chaste feature*

You gain the ability to convert your points of Arousal into healing. You can only heal one creature 2d8 hp per point of Arousal spent. You can perform this action as long as you have arousal points left to give.

## SPREAD THE LOVE

*20th-level Oath of the Chaste feature*

You gain the ability to control and manipulate the arousal of others. You can take Arousal points away from any willing creatures that you can touch. While using this ability, you can have up to 20 arousal points inside of you for up to 1 minute. You can convert these Arousal points into 2d8 hp per Arousal point and spread those hit points, divided as you choose among 10 creatures that you can see within 30 feet. After the minute has passed, if you still have points of arousal over your natural limit, you will lose consciousness for 1 hour.

# SORCERER

## FIERY PASSION

The magic that fuels a sorcerer can come from many places, but for a Fiery Passion sorcerer, magic draws on their incredibly high libido. Sometimes when a creature's libido is too high for too long, it will manifest powerful magics within that creature. Those who wield the magic of the Fiery Passion sorcerer are capable of channeling their own sexual desires into powerful magic.

### SEXUAL ENERGY

#### *1st-level Fiery Passion feature*

Your magic flows from your arousal; you are able to ignore any disadvantages imposed by high levels of arousal. When you are aroused, you can increase any spell's damage by an additional 1d10 per point of arousal.

### AURA OF PASSION

#### *6th-level Fiery Passion feature*

When you are at full arousal, you radiate a 15-foot-radius aura of sexual energy. All creatures within this radius must make a Constitution saving throw or gain 1 point of Arousal.

### ORGASMIC EXCHANGE

#### *14th-level Fiery Passion feature*

When you or a creature you are currently intimate with climax, you can convert that sexual energy into magic and regain one spell slot up to 5th level per climax. You can use this ability a total of 5 times per long rest.

### EROTIC SOUL

#### *18th-level Fiery Passion feature*

When you climax, you have the option to project your soul out of your physical body for up to 30 minutes. Your soul has a flying speed of 60 feet and can pass through solid objects. You are unable to interact with any physical objects, and you are only able to communicate with other spectral entities. Your soul is considered invisible to all non magical means. While in this state, you will be unable to move your physical body. After the 30 minutes has passed, your soul will automatically return to your physical body.



# WARLOCK THE FUCCUBUS

Your patron is the powerful and seductive Fuccubus, an erotic entity residing somewhere in the lower planes. The Fuccubus likes to sexually corrupt and influence the mortal realms, and you are tasked with spreading their eroticism and debauchery across the planes. With your pact, you have become a vessel for their erotic magic.

## FUCCUBUS SPELLS

Warlock Level	Spells
1st	<i>bedroom eyes, detect kink</i>
3rd	<i>alluring image, genderbend</i>
5th	<i>bestow kink, strip</i>
7th	<i>lover's grotto, shared sensation</i>
9th	<i>cuck's rage, mass enhance allure</i>

## PIERCING GAZE

### *1st-level Fuccubus feature*

You gain the ability to see the sexual intentions and desires of those around you. Using your action, you can spend one point of Arousal to look at a creature and see who or what it is attracted to, what its sexual desires are, and what fetishes or kinks it has.

## STOLEN AROUSAL

### *6th-level Fuccubus feature*

You can take the arousal of others and keep it within yourself. The Arousal points of other creatures do not affect your level of arousal, instead they are stored separately inside of you with a storage maximum of  $1 + \text{half your warlock level rounded up}$ . These points can stay inside of you until your next long rest.

## SEDUCTIVE APPEARANCE

### *10th-level Fuccubus feature*

As you gain more Arousal, your appearance gradually changes. For every 2 points of Arousal (stolen or personal) currently within you, you gain a +1 to Allure. So if you have 6 points of arousal, you will gain +3 Allure.

## IRRESISTIBLE

### *14th-level Fuccubus feature*

If you reach maximum arousal in both stolen and personal Arousal, you can channel all that energy into your body making yourself temporarily irresistible. For 24 hours, your Allure will be set to 20, and all creatures that see you must make a Wisdom saving throw or be charmed for the duration. If a creature succeeds, it will not realize that you attempted to charm them. Once used, this ability cannot be used again for one week.



# BACKGROUNDS

Every story has a beginning. Your character's background reveals where you came from, how you became an adventurer, and your place in the world. Your bard might have worked as an erotic novelist. Your cleric might have been a dominatrix.

These sample backgrounds provide both concrete benefits (features, proficiencies, and languages) and roleplaying suggestions.

## ARTIST (SEXUAL)

You are an artist of some renown, your work drawing crowds and praise wherever they are seen. Your stories thrill the masses; your words titillate the senses. Your paintings draw onlookers from all walks of life. Your songs elicit visceral responses in your audience and entice those who hear you. Your works arouse those who encounter them, and your name is known in every artistic circle. Your art is your passion, and no matter the medium, you thrive.

**Proficiencies:** Performance, Seduction

**Tool Proficiencies:** One type of artisan's tools

**Equipment:** A painter's kit, a bottle of black ink, a quill, 10 erotic portraits, 50 sheets of fine paper, a set of common clothes, and a pouch containing 15 gp

### FEATURE: A FAVOR IN TURN

People are often willing to accept your works of art as payment if you are running low on funds. Custom paintings and autographs can go a long way.

## EXOTIC DANCER

You are a talented dancer with a body that drives people crazy. Your control over your movements is second only to your beauty. You have been dancing for many years, and you've made a name for yourself in certain circles. You thrive in front of an audience, and you are often hired to perform in establishments with wealthy clientele. You are skilled in several types of dance, and you know how to keep your audience entertained.

**Proficiencies:** Performance, Temptation

**Tool Proficiencies:** One type of musical instrument

**Equipment:** A musical instrument of your choice, a gift from an admirer (love letter, lock of hair, or trinket), a costume, and a pouch containing 20 gp

### FEATURE: MAIN EVENT

It is not hard for you to find a stage on which you can perform. You may receive free lodging and food so long as you perform each night.

## HAREM LEADER

Throughout your life, you have attained great wealth and great influence. You have a charismatic personality that makes people want to follow you. Back home, you have followers who would do anything for your attention and praise. Over the years, you have gained a dedicated group of between 5-10 sexual partners that make up your harem. You carry yourself with the grace and elegance of someone who has lived in the lap of luxury.

**Proficiencies:** Persuasion, Sex

**Languages:** Two of your choice

**Equipment:** A map of local brothels, a sentimental item from your home, a set of expensive clothes, and a pouch containing 25 gp

### FEATURE: LOYAL CONCUBINE

When you left your home, you bought one of the members of your harem along with you. Your concubine is a commoner who can perform simple tasks for you, from carrying bags to delivering messages to servicing you sexually. They are willing to have sex with you whenever asked, however, they can refuse if you ask them to have sex with others. Their willingness to have sex with others for you is directly linked to their trust in you. They will not follow you into obviously dangerous areas and will leave if they are frequently endangered or abused.

## MASTER/MISTRESS

You have a powerful personality, and you know how to get what you want. You have worked for years honing your craft, and you know how to take control. When you talk, people listen, and when you want something, other people want that too. You can command either respect or fear in most people that you meet, and you are someone that people want to follow.

**Proficiencies:** Intimidation, Persuasion

**Languages:** One of your choice

**Equipment:** A whip or riding crop, 25ft of silken rope, a BDSM kit, a black leather outfit, and a pouch containing 15 gp

### FEATURE: DOMINATING PRESENCE

When people meet you, they get the immediate sense that you are in charge. Even people who are stronger than you or of a higher social status than you often find themselves listening to what you have to say.

## MENTOR

You have spent much of your life learning the ins and outs of sex and sexuality. However, you are past your sexual prime, and you wish to pass on what you have learned to the next generation. You have mastered sexual positions that most people have never heard of, and you know how to be intimate without physical contact as well. You are on the lookout for those you would deem worthy of your knowledge.

**Proficiencies:** History, Sex

**Languages:** One of your choice

**Equipment:** A bottle of black ink, a quill, a small knife, a book of sexual positions and techniques, a set of common clothes, and a pouch containing 10 gp

### FEATURE: EARNED RESPECT

You have studied for most of your life to get where you are now. It is easy for you to gain the trust of those around you, especially when discussing a topic with which you are familiar.

## MODEL

You have reached the pinnacle of mortal beauty. Whether you were born with this beauty or it is something you worked to achieve, you are gorgeous. You glide through life with ease, and you haven't paid for a drink in years. You are not an artist, but your body is a work of art. Those who meet you are enamored with your beauty, and people will pay good money just to look at you.

**Proficiencies:** Seduction, Temptation

**Tool Proficiencies:** Disguise kit

**Equipment:** A disguise kit, a set of fine clothes, 5 autographed erotic portraits, and a belt pouch containing 30 gp

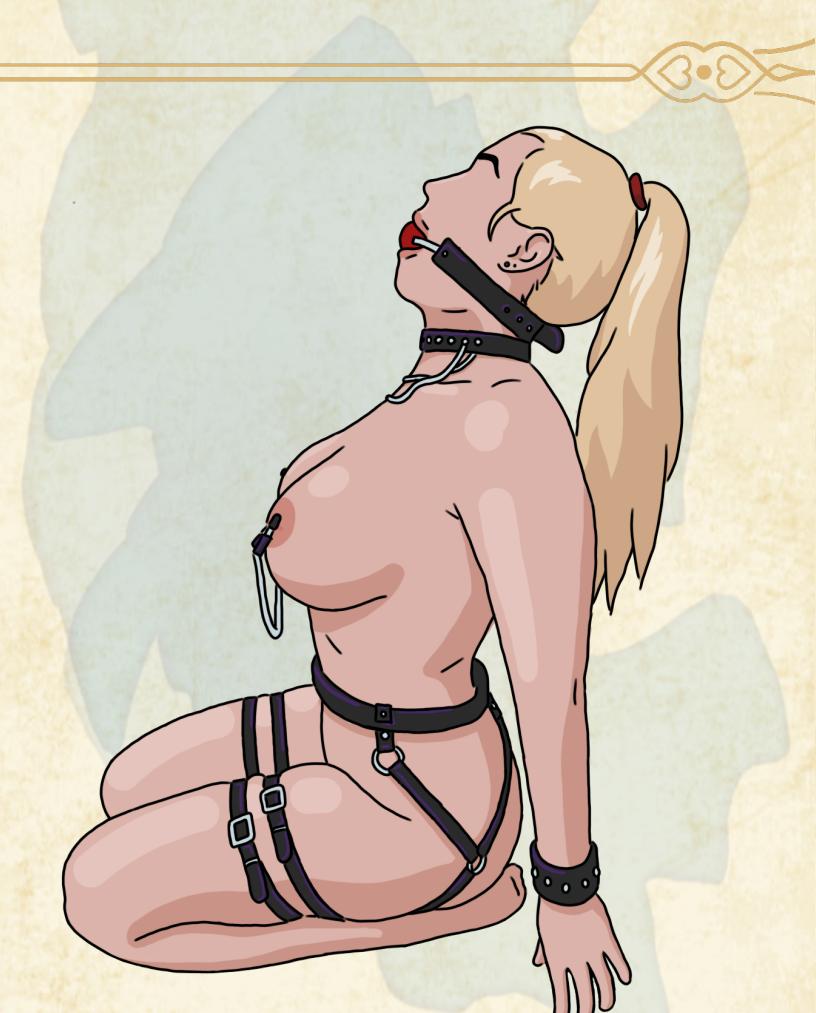
### FEATURE: EASY LIFE

Life is tough, but it's a lot easier when you are pretty. You are able to coast through life without much standing in your way. People will often buy you things just to be in your company.

## PROSTITUTE

If you are good at something, never do it for free. You have a particular talent for sex, and you know how to use it to make a profit. You can entice people of any gender into your bed and make sure they have a night they will never forget. You can inspire devotion in those who lie with you and jealousy in those who can't.

**Proficiencies:** Seduction, Sex



**Languages:** Two of your choice

**Equipment:** A makeup kit, a knife, a map of local brothels, a set of revealing clothes, and a belt pouch containing 15 gp

### FEATURE: WORD OF MOUTH

People in your industry are privy to a lot of secrets. When you enter a town, you can stop by a local brothel to gain information about the town. You can also spread rumors through a town via the brothel.

## SUBMISSIVE

You are not a leader, but you are a very good follower. You tend to be shy around new people and you aren't likely to make a fuss when things don't go your way. You keep your head down and try not to shake the boat too much. Life is much easier when someone else is telling you what to do.

**Proficiencies:** Composure, Insight

**Languages:** One of your choice

**Equipment:** A collar or ball gag, 25ft of silken rope, whatever outfit they are allowed to wear, and a pouch containing 1 gp

### FEATURE: HELPING HAND

You are quick to lend a hand to those around you. People will often come to you for aid or when they need a task to be completed by someone that they trust.

## FEATS

A feat is a talent or skill that gives a character special abilities. You can gain many different skills through practice or hard work and sex is no different.

At certain levels, your class gives you an Ability Score Improvement feature. When using feats, you can choose to take a feat of your choice instead. You must meet any prerequisites specified in a feat before you can take that feat. Each feat can only be taken once unless otherwise specified by the feat.

### ANIMALISTIC PASSION

When you have sex, your body moves on its own, driven by a primal instinct, you gain the following benefits:

- You gain a +2 bonus to Sex.
- You gain a +1 bonus to Temptation.

### CHAMPION'S ENDURANCE

You have trained long and hard to build up your endurance, you are capable of maintaining your pace far longer than a normal person. You gain the following benefits:

- You gain a +5 bonus to Composure during sex.
- You are able to ignore your first level of exhaustion.

### CUNNING LINGUIST

You are as skilled with your words as you are with your tongue. You gain the following benefits:

- You gain a +2 bonus to Deception.
- You gain a +2 bonus to Sex.

### ENDOWED

You have learned an ancient technique that allowed you to increase your primary or secondary sex characteristics. You gain the following benefits:

- If you have a dick, it grows by two inches
- If you have breasts, they grow by 2 cup sizes.
- Your ass grows one size
- You gain a +2 bonus to Sex.
- You can gain this feature a maximum of 3 times.

### EXHIBITIONIST

Your confidence in your body has grown to a point that you want everyone to see it. You gain the following benefits:

- You gain a +3 bonus to Seduction, Sex, and Temptation while you are in public.

### FAST ORGASM

You have developed an increased sensitivity, and you can no longer last very long during sex. You gain the following penalties:

- You gain a -2 penalty to Composure.
- Composure rolls during sex are halved.

### FUCKABLE

You have honed your craft, and everyone can tell. You give off the clear impression that you are down to fuck. You gain the following benefits:

- You gain a +2 bonus to Seduction.
- You gain a +4 bonus to Temptation.

### HEALING LOVER

You have learned how to channel sexual energy into healing. You gain the following benefits:

- Causing a partner to climax will heal them an amount of hp equal to the Sex roll that made them climax.





## HEAVENLY BODY

Maybe you're born with it. Maybe it's a divine blessing. Your beauty and grace seem to be a step above the rest. You gain the following benefits:

- You gain a +2 bonus to Allure.
- You gain advantage on Seduction.

## HORNY

Your mind is consistently filled with perverted thoughts, and you have become accustomed to a heightened level of horniness. You gain the following benefits:

- You cannot go below 1 point of Arousal
- You gain advantage on all Composure rolls.

## LIMBER

With advanced flexibility, you can maneuver and contort your body with ease. You gain the following benefits:

- You gain a +2 bonus to Dexterity.
- You gain a +3 bonus to Sex.

## MONSTER FUCKER

You are aroused by monsters. You have studied their anatomy in books, and now you want a closer look. You gain the following benefits:

- You gain advantage on Seduction, Sex, and Temptation rolls against monsters.
- You gain disadvantage on Composure rolls against Monsters.

## NATURAL BEAUTY

When not wearing makeup, your natural beauty shines bright. Your beauty and grace make romance easy for you, and you gain the following benefits:

- You gain advantage on Seduction rolls.
- You gain a +2 bonus to Temptation.

## PHEROMONES

Your body naturally produces arousing pheromones, and you gain the following benefits:

- You gain advantage on Allure based rolls against members of the same or similar species to you.
- You gain advantage on Sex rolls against members of the same or similar species to you.

## QUICK RECOVERY

Years of practice and hard work give you the ability to recover after sex faster than most. You gain the following benefits:

- During sex, your refractory period is cut to 30 seconds.
- During combat, you are not stunned if you climax.

## RADIANT SEXUALITY

Your sexual skills are magical in a very literal sense. When you climax your body softly glows, and you gain the following benefits:

- Your body is considered a magic weapon for 1 minute.
- Unarmed attacks deal radiant damage for 1 minute.

## RUGGED APPEARANCE

A clean cut appearance is not the only way to be attractive. When you are disheveled or dirty, your allure goes up. You gain the following benefits:

- For every day of travel, hard labor, combat, etc, that you go without cleaning yourself, you gain +1 bonus Allure up



to a maximum +4 Allure.

- Your bonus Allure is only visual. If you allow your smell to get out of control you will instead take a -2 to Allure.

## SEXUAL FOCUS

You have achieved the knowledge and skills required to extend sexual encounters, and you gain the following benefits:

- You gain advantage on Composure rolls during sex.
- For you sex qualifies as a short rest if you last longer than 30 minutes.

## SIZE QUEEN

You have pushed your body to its limits and beyond, you gain the following benefit:

- You can have sex with creatures up to two sizes larger than you without difficulty.

## STERILE

Whether it was by accident or on purpose, you are no longer capable either of getting pregnant or getting anyone else pregnant through non magical means.

## VIRILITY

Your body has gotten stronger and tougher over the years. You gain the following benefits:

- You gain 5 additional hit points each time you level up.
- You gain a +1 bonus to Composure.
- You gain a +1 bonus to Strength.

## WINGMAN

You are a true ally, lifting up those around you. You can bring out the best in others, granting you the following benefits:

- You can grant all allies within 15 feet of you advantage on Persuasion, Seduction, and Temptation rolls.
- You will take a -1 to Allure.

# SPELLS

These spells are additional sexually specific spells that can be added to your campaign. The spell list is organized by class and level, with the spell descriptions listed separately on the following pages.

## BARD SPELLS

### CANTRIPS (0 LEVEL)

Coiffurist Groom  
Delicate Hand

### 1ST LEVEL

Animate Art  
Bedroom Eyes  
Borrowed Sensation  
Detect Kink  
Drunkard's Discernment  
Lover's Protection

### 2ND LEVEL

Alluring Image  
Distant Admiration  
Enhanced Allure  
Enhanced Composure  
Skilled Lover  
Unseen Lover

### 3RD LEVEL

Bestow Kink  
Jealousy  
Strip  
Tantalize

### 4TH LEVEL

Cupid's Arrow  
Desperation  
Lover's Grotto  
Mass Alluring Image  
Shared Sensation  
Targeted Attraction

### 5TH LEVEL

Cuck's Rage  
Heavenly Sensation  
Mass Enhance Allure  
True Love's Kiss

### 6TH LEVEL

Mass Tantalize

### 7TH LEVEL

True Beauty

## CLERIC SPELLS

### CANTRIPS (0 LEVEL)

Detect Fertility  
Detect Pregnancy

### 1ST LEVEL

Animate Art  
Lover's Protection

### 2ND LEVEL

Aftercare  
Enhanced Composure  
Genderbend  
Healing Touch  
Heat

### 3RD LEVEL

Cursed Climax  
Jealousy  
Soulbond  
Virgin Mind

### 4TH LEVEL

Blessed Pregnancy  
Cupid's Arrow  
Impotence  
Mass Alluring Image  
Ovulation  
Shared Sensation  
Spirit Sensation

### 5TH LEVEL

Heavenly Sensation  
True Love's Kiss

### 6TH LEVEL

Shame  
Tethered Soul

## DRUID SPELLS

### CANTRIPS (0 LEVEL)

Detect Fertility  
Detect Pregnancy

### 1ST LEVEL

Bedroom Eyes

### 2ND LEVEL

Healing Touch  
Heat  
Genderbend  
Pheromones

### 3RD LEVEL

Bestow Kink  
Privacy  
Strip

### 4TH LEVEL

Desperation  
Spirit Sensation  
Targeted Attraction

### 5TH LEVEL

True Love's Kiss

## PALADIN SPELLS

### 1ST LEVEL

Bedroom Eyes  
Detect Kink

### 2ND LEVEL

Alluring Image  
Distant Admiration  
Enhanced Allure  
Genderbend  
Unseen Lover

### 3RD LEVEL

Jealousy  
Virgin Mind

### 4TH LEVEL

Blessed Pregnancy  
Impotence

### 5TH LEVEL

Mass Enhance Allure

## RANGER SPELLS

### 1ST LEVEL

Borrowed Sensation

### 2ND LEVEL

Heat  
Pheromones

### 3RD LEVEL

Jealousy  
Privacy

### 4TH LEVEL

Shared Sensation  
Targeted Attraction

## SORCERER SPELLS

### CANTRIPS (0 LEVEL)

Coiffurist Groom  
Delicate Hand

### 1ST LEVEL

Animate Art  
Bedroom Eyes  
Borrowed Sensation  
Lover's Protection

### 2ND LEVEL

Alluring Image  
Distant Admiration  
Enhanced Allure  
Genderbend  
Unseen Lover

### **3RD LEVEL**

Bestow Kink  
Cursed Climax  
Jealousy  
Privacy  
Strip  
Tantalize

### **4TH LEVEL**

Desperation  
Impotence  
Lover's Grotto  
Mass Alluring Image  
Shared Sensation  
Spirit Sensation

### **5TH LEVEL**

Cuck's Rage  
Mass Enhance Allure

### **6TH LEVEL**

Mass Tantalize

### **7TH LEVEL**

True Beauty

### **3RD LEVEL**

Bestow Kink  
Cursed Climax  
Jealousy  
Privacy  
Strip  
Tantalize

### **4TH LEVEL**

Desperation  
Impotence  
Lover's Grotto  
Mass Alluring Image  
Shared Sensation  
Spirit Sensation

### **5TH LEVEL**

Cuck's Rage  
Mass Enhance Allure

### **6TH LEVEL**

Mass Tantalize

### **7TH LEVEL**

True Beauty

## **WIZARD SPELLS**

### **CANTRIPS (0 LEVEL)**

Coiffurist Groom  
Delicate Hand

### **1ST LEVEL**

Animate Art  
Bedroom Eyes  
Borrowed Sensation  
Lover's Protection

### **2ND LEVEL**

Alluring Image  
Distant Admiration  
Enhanced Allure  
Genderbend  
Unseen Lover

### **3RD LEVEL**

Bestow Kink  
Cursed Climax

### **Jealousy**

Privacy  
Strip  
Tantalize

### **4TH LEVEL**

Desperation  
Impotence  
Lover's Grotto  
Mass Alluring Image  
Shared Sensation  
Spirit Sensation

### **5TH LEVEL**

Cuck's Rage  
Mass Enhance Allure

### **6TH LEVEL**

Mass Tantalize

### **7TH LEVEL**

True Beauty

## **WARLOCK SPELLS**

### **CANTRIPS (0 LEVEL)**

Coiffurist Groom  
Delicate Hand

### **1ST LEVEL**

Animate Art  
Bedroom Eyes  
Borrowed Sensation  
Detect Kink  
Lover's Protection

### **2ND LEVEL**

Alluring Image  
Distant Admiration  
Enhanced Allure  
Genderbend  
Unseen Lover



# SPELL DESCRIPTIONS

The spells are listed in alphabetical order.

## ALLURING IMAGE

*2nd-level illusion*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You create an image within the mind of one creature you can see within range, the image will take the form of whatever the creature finds the most attractive.

## AFTERCARE

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a piece of cotton cloth)

**Duration:** Instantaneous

After a creature has climaxed, you can take one minute and heal them for  $2d10 + \text{your spellcasting ability modifier}$ .

This spell has no effect on undead or constructs.

## ANIMATE ART

*1st-level transmutation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

Casting this spell on a work of art within range will cause the art to appear to be moving. Paintings, sculptures, etc. The movement is limited to the frame or base of the artwork.

## BEDROOM EYES

*1st-level divination*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

This spell grants one willing creature the ability to see a faint magical aura around anyone who has had sex in the past 24 hours

## BESTOW KINK

*3rd-level enchantment*

**Casting Time:** 1 minute

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

A creature that you touch must make a Wisdom saving throw or gain one kink of your choosing. If the creature

already has the kink that you chose, then there will be no effect.

## BLESSED PREGNANCY

*4th-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a silver chain and a piece of fruit)

**Duration:** 1 week

Casting this spell on a willing pregnant creature will protect the baby from any harm suffered by the creature for the duration of the spell. If the creature dies while the spell is active, you have 1 hour to revive the creature, or the baby will die as well.

## BORROWED SENSATION

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

A creature that you touch must make a Wisdom saving throw or you gain the ability to feel everything that the creature is feeling. If the target creature is harmed during the spell's duration, you will feel the pain but you will take no damage.

**At Higher Levels.** The duration of the spell is increased by 1 hour per spell level.



## COIFFURIST GROOM

*Transmutation cantrip*

**Casting Time:** 1 action

**Range:** 10 feet

**Components:** S

**Duration:** Instantaneous

You can shorten or lengthen a willing creature's hair up to one inch per cast. You can also change the color, texture, or style of their hair. You can remove hair anywhere on the body, but you cannot add hair that would not naturally grow.

## CUPID'S ARROW

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You can make one creature within range roll a Wisdom saving throw and on a failed save the creature will fall in love with another creature of your choice for the duration of the spell.

## CUCK'S RAGE

*5th-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (crushed flower petals)

**Duration:** 1 hour

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save, you convince the creature that one of its allies has recently had sex with their sexual partner. If they do not have a sexual partner, then they will believe that they do for the duration of the spell. They will consider the target ally as an enemy and attack them if given the opportunity.

## CURSED CLIMAX

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a drop of blood and a iron ring)

**Duration:** 3 days

You choose one creature that you can see within range, and they have to make a Constitution saving throw. If a creature affected by this spell attempts to climax within the duration of the spell, they will take 1d10 psychic damage. After climaxing, the creature will maintain all three Arousal points until they are able to climax again. The creature will not be able to climax again for 24 hours.

## DELICATE HAND

*Conjuration cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

You create a semi transparent hand at a point you choose within range. You can use your action to control the hand, and you are able to feel physical sensations through the hand. The hand is not strong enough to lift anything, it is only able to touch and feel.

## DESPERATION

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** S, M (a small metal ring)

**Duration:** Until climax

You choose one creature that you can see within range, and they have to make a Constitution saving throw. An affected creature has a -5 to all ability checks until it is able to climax.

## DETECT KINK

*1st-level divination*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save you gain knowledge of any and all kinks or fetishes that the creature possesses.

## DETECT FERTILITY

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You can cast this on one willing creature and gain understanding of their level of fertility. This includes but is not limited to: infertility, magically enhanced fertility, and current ovulation period.

## Detect Pregnancy

*Divination cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

You can cast this on one willing creature to determine if the creature is currently pregnant.

## Distant Admiration

*2nd-level abjuration*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S, M (a pink thread and a folded paper)

**Duration:** 1 minute

You choose one creature that you can see within range, and they have to make a Charisma saving throw. Any affected creature is incapable of getting within 15ft of any creature with a higher level of Allure.

## Drunkard's Discernment

*1st-level enchantment*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 1 hour

A creature that you touch must make a Wisdom saving throw, and on a failed save, the creature will perceive everyone they see as more attractive than before. The creature will have a -3 to Composure, and any creatures interacting with it will gain a +3 to Allure, Seduction, and Temptation.

## Enhanced Allure

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

One willing creature that you touch gains a +4 to Allure for the duration.

## Enhanced Composure

*2nd-level enchantment*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** 1 hour

One willing creature that you touch gains a +4 to Composure for the duration.

## Genderbend

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (1 silver coin and 1 gold coin)

**Duration:** 1 hour

You can change the sex and gender expression of one willing creature for the duration. The spell can be dropped by the creature at any point.

## Healing Touch

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Instantaneous

A creature you touch regains a number of hit points equal to  $2d10 + \text{your spellcasting ability modifier}$ . The creature will also gain 1 point of Arousal. This spell has no effect on undead or constructs.

## Heat

*2nd-level evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V

**Duration:** 10 minutes

You choose one creature that you can see within range, and they have to make a Constitution saving throw. On a failed save, the creature will gain 1 point of Arousal.

## Heavenly Sensation

*5th-level enchantment*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

Up to 5 willing creatures have their senses enhanced for the duration of the spell. Things feel better, smell better, look better, etc. They gain advantage on all perception, investigation, and sex rolls. If a healing spell is cast on a creature while this effect is active, they will receive the maximum healing possible.

## Impotence

*4th-level necromancy*

**Casting Time:** 1 minute

**Range:** 60 feet

**Components:** V, S, M (1 chicken egg and a broken stick)

**Duration:** Until dispelled

A creature that you touch must make a Constitution saving throw, and on a failed save, the creature will be unable

to get pregnant or to impregnate someone else for the duration of the spell. They will also take a -4 to charisma and a -2 to allure for the duration.

### JEALOUSY

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 minute

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save, you cause them to become jealous of one of their allies. For the duration of the spell, the creature will act aggressive and distrusting of their ally.

### LOVER'S PROTECTION

*1st-level abjuration*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (any contraceptive)

**Duration:** 12 hours

For the duration of the spell, one willing creature is unable to either get pregnant or impregnate someone else.

### LOVER'S GROTTO

*4th-level conjuration*

**Casting Time:** 10 minutes

**Range:** 10 feet

**Components:** V, S, M (a small wooden rod and 2 smooth stones)

**Duration:** 8 hours

You create a 10-foot-radius immobile dome of force within range. The spell will end if you move beyond the range of the spell. Up to 9 creatures of your choosing can pass in and out of the dome freely. The dome is opaque from the outside, of any color you choose, but it is transparent from the inside.

The dome acts like an extradimensional space, and when no one is inside of the dome, you are able to alter the interior to look however you choose so long as everything you create fits within the 10-foot-radius. Anything created within the dome can not be removed from the dome.

Any creatures that climax while within the dome gain the ability to complete a long rest in half the time it would normally take them while inside of the dome.

### MASS ALLURING IMAGE

*4th-level illusion*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S

**Duration:** 1 minute

Using an action, you can target up to six creatures that you can see within range to make a Wisdom saving throw. You create an image within the mind of each creature that fails, the images will take the form of whatever the individual creatures find the most attractive.

### MASS ENHANCE ALLURE

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** 2 hours

Up to six willing creatures within range gain a +4 to Allure for the duration.

### MASS TANTALIZE

*6th-level enchantment*

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a pinch of spice and 1 platinum)

**Duration:** Instantaneous

Up to 10 creatures that you choose within range must make a Constitution saving throw. A target gains two points of Arousal on a failed save, or one point of Arousal on a success.



## OVULATION

*4th-level evocation*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 24 hours

By casting this spell on a willing creature, you increase their chance of being impregnated during sex. After sex, when a player would roll for pregnancy, they will now roll 1d4 and on a 1 the creature is impregnated.

## PHEROMONES

*2nd-level transmutation*

**Casting Time:** 1 action  
**Range:** 30 feet  
**Components:** V, S  
**Duration:** 24 hours

Casting this spell causes one willing creature to release sexual pheromones for the duration of the spell. The creature will gain a +5 to Allure for creatures of the same or similar species.

## PRIVACY

*3rd-level illusion*

**Casting Time:** 1 minute  
**Range:** 30 feet  
**Components:** S  
**Duration:** 12 hours

By casting this spell on a room, you can prevent any attempts to perceive you from outside of the room. The spell protects against all forms of divination magic, and the room is fully soundproof for the duration. The caster must remain within the room or the spell will drop.

## SHAME

*6th-level enchantment*

**Casting Time:** 1 action  
**Range:** 120  
**Components:** V  
**Duration:** Concentration, up to 1 minute

You choose one creature that you can see within range, and they have to make a Constitution saving throw. If the creature fails and has had sex in the past 24 hours, the creature will become deeply ashamed of their actions. The creature must use its movement to get as far as it can from any other creature.

## SHARED SENSATION

*4th-level enchantment*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S  
**Duration:** 1 hour

Two willing creatures gain the ability to feel everything that the other creature is feeling. Each creature can feel both their own sensations and the sensations of the other. If either creature is harmed during the spell's duration, the other will feel the pain but will take no damage.

*At Higher Levels.* The duration of the spell is increased by 1 hour per additional spell level.

## SKILLED LOVER

*2nd-level transmutation*

**Casting Time:** 1 action  
**Range:** Touch  
**Components:** V, S, M (a bottle of lubricant)  
**Duration:** 1 hour

This spell grants one willing creature advantage on Sex rolls.

## SOULBOND

*3rd-level evocation*

**Casting Time:** 1 hour  
**Range:** 30 feet  
**Components:** V, S, M (a red thread and 2 silver rings)  
**Duration:** Until dispelled

When you cast this spell on two willing creatures, you link their souls together until one of the creatures dies or the spell is dispelled. While the spell is active, each creature has an intuitive knowledge of the health and wellbeing of the bonded creature as well as a general idea of the distance between them. A creature can only be bound to one creature at a time.

## SPIRIT SENSATION

*4th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Concentration, up to 1 hour

This spell allows one willing creature to gain the ability to touch and interact with ghosts and other non physical beings.

## STRIP

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of torn cloth)

**Duration:** 1 minute

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. An affected creature is overcome with a desire to remove all nonmagical clothing and armor.

## TANTALIZE

*3rd-level enchantment*

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a pinch of spice)

**Duration:** Instantaneous

One creature that you can see within range must make a Constitution saving throw. A target gains two points of Arousal on a failed save, or one point of Arousal on a success.

## TARGETED ATTRACTION

*4th-level enchantment*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. On a failed save, you can control what types of creatures they are attracted to. For the duration of the spell, the creature is only attracted to one type of creature that you specify.

## TETHERED SOUL

*6th-level evocation*

**Casting Time:** 10 minutes

**Range:** 30 feet

**Components:** V, S, M (2 platinum coins and a diamond worth 100 gp)

**Duration:** 24 hours

When you cast this spell on two willing creatures, you

create a temporary link between their souls. While the spell is active, each creature can cast any spell that the other creature knows.

## TRUE BEAUTY

*7th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small mirror and a ruby worth 100 gp)

**Duration:** 12 hours

A willing creature's base Allure is set to 20 for the duration of the spell.

## TRUE LOVE'S KISS

*5th-level evocation*

**Casting Time:** 1 minute

**Range:** Touch (kiss)

**Components:** V, S, M (a diamond worth 100 gp and a bottle of aphrodisiac)

**Duration:** Instantaneous

With a kiss, you return a dead creature you touch to life, as long as it hasn't been dead for more than 24 hours. When the creature returns, it will have 1hp and 3 points of Arousal. The creature can only be healed 1hp per hour until the creature manages to climax.

## UNSEEN LOVER

*2nd-level conjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** S, M (a piece of string and a small feather)

**Duration:** 1 hour

This spell creates an invisible mindless force that performs sexual tasks at your command until the spell ends. You create the Lover in an unoccupied space on the ground within range. All of the Lover's stats are 0, except its sexual stats, which are equal to that of the caster. The Lover is able to engage in any sexual task or position that an average person can.

## VIRGIN MIND

*3rd-level necromancy*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** 1 hour

Using an action, you can target one creature that you can see within range to make a Wisdom saving throw. For the duration of the spell, an affected creature will lose any knowledge about sex or sexuality. The creature will roll any Composure, Insight, or Perception rolls.

# MONSTERS

You can add Allure or give new spells to any monster, but these are the monsters that explicitly utilize the new sex based systems.



## BLUE JELLY

Large ooze, unaligned

**Armor Class** 8

**Hit Points** 55 (7d10 + 15)

**Speed** 15 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
15 (+2)	6 (-1)	14 (+2)	2 (-4)	2 (-4)	1 (-5)	3 (-2)

**Damage Resistances** acid, cold

**Damage Immunities** lightning, slashing

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, prone

**Senses** blindsight 60ft. (blind beyond this radius), passive Perception 8

**Languages** -

**Challenge** 3 (700 XP)

**Amorphous.** The pudding can move through a space as narrow as 1 inch wide without squeezing.

**Aphrodisiac.** A creature that touches the jelly or hits it with a melee attack while within 5 feet of it must make a DC 12 Constitution saving throw. On a failed save they gain 1 point of Arousal.

## BLUE JELLY

Blue jellies are light blue slimy blobs that can slide under doors and through narrow cracks to find food. Blue jellies primarily eat different kinds of fabric and they have a particular interest in clothing and armor. If a creature happens to be inside of those clothes then it will consume them as well.

**Slow Death.** An ooze kills its prey slowly. Some varieties, such as black puddings and gelatinous cubes, engulf creatures to prevent escape. The only upside of this torturous death is that a victim's comrades can come to the rescue before it is too late.

**Discerning Taste.** If a blue jelly has fully dissolved the clothes of its prey and the prey is still struggling then the Jelly will often release the creature and look for a different source of food.

**Aphrodisiac.** Some oozes use chemical aphrodisiacs to sedate their prey and further prevent them from escaping.

**Liquid Form.** An ooze's body acts as a liquid allowing it to squeeze through spaces as small as 1-inch-diameter.

**Ooze Nature.** An ooze doesn't require sleep.

**Corrosive Form.** A creature that touches the jelly or hits it with a melee attack while within 5 feet of it takes 2 (1d4) acid damage. Any nonmagical items, weapons, or clothes that touch the jelly will take a permanent and cumulative -1 penalty. Fabric is destroyed at -3, wood is destroyed at -4, and metal is destroyed at -5.

**Spider Climb.** The pudding can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Pseudopod.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 18 (4d8) acid damage. In addition, nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

## Reaction

**Split.** When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

# DANGLE ROPER

Large monstrosity, neutral evil

**Armor Class** 20 (Natural Armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)	5 (-3)

**Skills** Perception +6, Stealth +5

**Senses** darkvision 60 ft., passive Perception 16

**Languages** -

**Challenge** 5 (1,800 XP)

**Aphrodisiac.** When the dangle roper grapples a creature with its tendrils the creature must make a DC 12 Constitution saving throw. On a failed save they gain 1 point of Arousal.

**False Appearance.** While the dangle roper remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

**Grasping Tendrils.** The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a

replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

**Spider Climb.** The roper can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Multiattack.** The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its slam.

**Tendril.** Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. Hit: The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

**Slam.** Melee Weapon Attack: +7 to hit, reach 20 ft., one target. Hit: 22 (4d8 + 4) bludgeoning damage. When the dangle roper has a creature grappled it can slam the creature into the ceiling, a wall, the floor, or another creature.

**Reel.** The dangle roper pulls each creature grappled by it up to 25 feet straight toward it.

# DANGLE ROPER

Hanging from the ceilings of caves and caverns a dangle roper blends in with the natural rock. Eating anything that comes within its reach it will lift its prey into the air and consume it high above any potential allies.

**Silent Hunters.** A dangle roper waits patiently for its prey to walk beneath it. They will often pick targets that are either alone or at the back of a group, silently wrapping their tendrils around the creature and covering its mouth.

**Soothing Tendrils.** A dangle roper has six nubs set along its body, through which it extrudes sticky tendrils that bond to whatever they touch. Each tendril is capable of secreting chemicals to either calm or arouse their prey sapping its strength, so the prey can struggle only weakly as the dangle roper reels it in. If a tendril is cut through or broken, the dangle roper produces a new one to replace it.

**Ovipositors.** Dangle ropers have a parasitic reproduction cycle. If they are not hungry they will hold their prey captive and lay their eggs inside of them before lowering them back to the ground.

