

SIREN

Beautiful mermaid like creatures living in the depths of the oceans. Their beauty is intoxicating to most mortals. Swimming alongside boats they will surface in an attempt to lure in their prey. If any creature comes too close to the siren it will grab them and drag them into the water.

Deadly Lovers. While a siren holds a creature under water it will attempt to mate with them. Usually the creature will die before the sex is finished but if the creature manages to get the siren to climax before they drown then the siren will release them.

Siren Song. The song of the siren sends mortals into a trance-like state, charming them and causing them to willingly throw themselves into the water.

SIREN

Medium fey, neutral evil

Armor Class 18 (Natural Armor)

Hit Points 46 (8d8 + 8)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
9 (-1)	16 (+3)	11 (+0)	13 (+1)	14 (+2)	18 (+4)	22 (+6)

Skills Deception +7, Persuasion +7, Stealth +5

Damage Vulnerabilities lightning

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 4 (1,100 XP)

Amphibious. A siren can breathe both air and water.

Magic Resistance. A siren has advantage on saving throws against spells and other magical effects.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) slashing damage.

Siren Song. The siren sings a hauntingly beautiful song. Any creature that can hear within 100 ft. must make a DC 18 Wisdom saving throw or be charmed. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom save. On a success, the condition ends and it becomes immune to the siren's song for the next 24 hours.



SLIME GIRL

Large ooze (*shapechanger*), unaligned

Armor Class 12

Hit Points 98 (15d8 + 25)

Speed 25 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	7 (-2)	14 (+2)	12 (+1)	9 (-1)	15 (+2)	18 (+4)

Damage Resistances acid, cold

Damage Immunities lightning, slashing

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

Senses blindsight 60ft., passive Perception 14

Languages - Common, Elvish, Sylvan, telepathy 60 ft.

Challenge 7 (2,900 XP)

Arousal Sight. The slime girl is able to sense the arousal of the creatures around it. This grants the slime blindsight on any creature with at least 1 point of Arousal within 60ft.

Amorphous. The slime girl can move through a space as narrow as 1 inch wide without squeezing.

Aphrodisiac. A creature that touches the slime or hits it with a melee attack while within 5 feet of it must make a DC 15

Constitution saving throw. On a failed save they gain 1 point of Arousal.

Shapechanger. The slime girl can use its action to alter its form into a Small or Medium humanoid, when it does its color will not change. Other than its size and speed, its statistics are the same in each form.

ACTIONS

Splash. The slime girl slings liquid from its body in a 20 foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Wrap. Using its action the slime can attempt to grapple up to 3 creatures within a 10-foot-radius. The creatures must make a DC 15 Dexterity saving throw or be pulled into the slime.

The grappled creatures are restrained and take 21 (6d6) acid damage and 1 point of Arousal at the start of each of the slime's turns. The slime's movement is halved and the grappled creatures move with it.

A grappled creature can try to escape by using their action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the slime.



SLIME GIRL

Generally speaking, an ooze is not a very intelligent creature, but that is not always the case. A slime girl is a type of ooze that can shift its form to make itself more attractive to potential prey. Its body is sticky, and once in its grasp, it is almost impossible to escape on your own.

Arousal Eaters. Slime girls are drawn to the arousal of their prey. They will often pass up on a potentially easy meal if they sense a higher level of arousal nearby.

Alluring Form. The slime girl can shift its form to increase its chances of luring in prey. It will generally shape itself into a member of the opposite sex of whatever species it is hunting. If it can tell that its form is not alluring enough, it will shift to a new form until it finds one that works.

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.



STUDED MOUND

Large construct, neutral

Armor Class 9

Hit Points 164 (17d12 + 50)

Speed 20ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA	ALL
20 (+5)	10 (+0)	18 (+4)	5 (-3)	9 (-1)	7 (-2)	2 (-4)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses Darkvision 60 ft., Passive Perception 10

Languages -

Challenge 9 (5,000 XP)

Amorphous. The mound can move through a space as narrow as 1 foot wide without squeezing.

Aphrodisiac. A creature that touches the mound or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save they gain 1 point of Arousal.

Aversion of Fire. If the mound takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the mound magically increases in size. While enlarged, the mound is Gargantuan, doubles its damage dice with its pseudopod attack, and makes Strength checks and Strength saving throws with advantage.

Immutable Form. The mound is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The studded mound can make two attacks with its pseudopods.

Pseudopod. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 21 (6d6) bludgeoning damage plus 7 (2d6) acid damage, or 42 (12d6) bludgeoning damage while the ooze is enlarged.

STUDED MOUND

Originally a failed flesh golem, the studded mound is a semi sentient lumpy pile of wet meat that slowly rolls around looking for creatures to absorb. Its body acts in many ways like an ooze, stretching and contorting its shape as it moves. If it finds a creature, it will engulf it and absorb its flesh into its form.

Liquid form. A studded mound's body acts as a liquid allowing it to squeeze through spaces as small as 1-foot-diameter.

Aphrodisiac. Much like some oozes, the studded mound uses chemical aphrodisiacs to sedate its prey and further prevent them from escaping.

Unsleeping. The studded mound does not require sleep.



SUCCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	25 (+7)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 5 (1,800 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

SUCCUBUS

A succubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Succubi live for the sole purpose of tempting and corrupting mortals. A succubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.

Slow Corruptors. Succubi rarely if ever use magic or charms to tempt mortals, finding it much more fun to slowly break down their moral walls. Once a mortal's soul has been completely corrupted by the succubus, it will either kill the mortal or keep them as a servant until their death. A succubus will only charm a victim magically as a form of self defense, as the actions of a charmed individual will have no corrupting influence on the mortal's soul.

Selfish Lovers. When a succubus has sex it has no concern for its partner's pleasure. While they are peasant to look at, the act of sex with an succubus can actually be

quite painful. As they have sex, they corrupt the soul and body of the one that they are with and leave a deep empty feeling in their partner for days after they are done. There are some instances in which a succubus will attend to the sexual needs of their partner, but these are not common.

Hellish fertility. Succubi are extremely fertile creatures, having sex with one will result in pregnancy 50% of the time.

SUCCUBUS (MALE)

While a succubus is typically depicted in a female form that is not always the case. A male succubus is a lower level variant of the more common female succubus. A succubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Succubi live for the sole purpose of tempting and corrupting mortals. A succubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.



SUCCUBUS (MALE)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 55 (11d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
7 (-2)	16 (+3)	11 (+0)	14 (+2)	11 (+1)	18 (+4)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 14 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

TENTACLE MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 13

Hit Points 65 (10d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)	6 (-2)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60ft., passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Aphrodisiac. Grappled creatures must make a DC 12 Constitution saving throw. On a failed save they gain 1 point of Arousal.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Swallow. A grappled creature must make a DC 15 Strength saving throw. On a failed save, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the mimic, and it takes 21 (6d6) acid damage and 1 point of Arousal at the start of each of the mimic's turns. The mimic can have only one target swallowed at a time.

If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

TENTACLE MIMIC

Mimics are shapeshifting predators able to take on the form of inanimate objects to lure creatures to their doom. In dungeons, these cunning creatures most often take the form of doors and chests, having learned that such forms attract a steady stream of prey. While most mimics prefer a toothy approach to killing their prey, the tentacle mimic utilizes a much slower tactic while eating. They grab onto prey with long tendrils and pull them into their mouth. While the mimic is holding onto its prey, it will use its tendrils to physically pleasure them and reduce their ability to escape.

Imitative Predators. Mimics can alter their outward texture to resemble wood, stone, and other basic materials, and they have evolved to assume the appearance of objects that other creatures are likely to come into contact with. A mimic in its altered form is nearly unrecognizable until potential prey blunders into its reach, whereupon the monster sprouts pseudopods and attacks.

Grasping Tendrils. The tentacle mimic usually has 6 tendrils that can extend from its body. Three of their tendrils are sticky, and it uses them to hold its prey still. The other three tendrils are used to physically pleasure the prey and sap its strength.

Aphrodisiac. The mimic's body and tendrils are coated in a powerful aphrodisiac. Exposure to this aphrodisiac will drain a creature's will to fight back and even make the experience of dying pleasurable.

Cunning Hunters. Mimics live and hunt alone, though they occasionally share their feeding grounds with other creatures. Although most mimics have only predatory intelligence, a rare few evolve greater cunning and the ability to carry on simple conversations in Common or Undercommon. Such mimics might allow safe passage through their domains or provide useful information in exchange for food.

Ovipositors. Mimics reproduce asexually laying small eggs in warm and wet locations. If they are not hungry, they will sometimes hold their prey captive and lay their eggs inside of them before releasing them.



WHOREFORGED

Medium humanoid (construct), any alignment

Armor Class 16 (natural armor)

Hit Points 36 (5d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	16 (+3)	17 (+3)	10 (+0)	12 (+1)	14 (+2)	18 (+4)

Skills Athletics +5, Perception +4, Seduction +6, Sex +4

Damage Vulnerabilities lightning

Damage Immunities poison

Senses passive Perception 14

Languages Common

Challenge 2 (450 XP)

Artificial Life. The whorged is immune to poison and disease and it does not require sleep. Magic can't put it to sleep.

ACTIONS

Multiattack. The whorged makes two melee attacks.

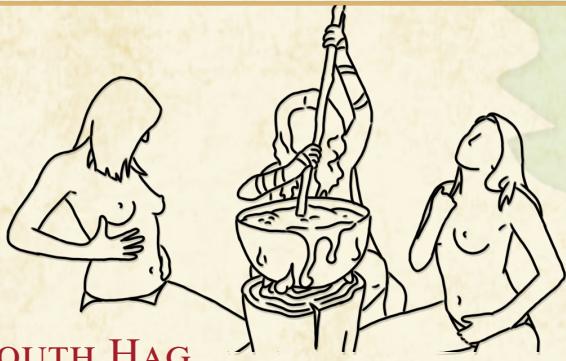
Hidden Blade. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

WHOREFORGED

Whorged are anatomically accurate sexual constructs typically made of some form of metal. They are designed to be the perfect sexual partners and can often be found working in brothels. Some whorged choose to be fighters and adventurers, but most of them prefer to live a life of sex and bliss.

Soft Bodies. While most of the whorged is made out of metal, several parts are made of a synthetic skin-like material. Typical body parts to be made with this material include but are not limited to: breasts, vaginas, dicks, anuses, hands, mouths, etc.

Sleepless Lovers. Whorged do not need to sleep and instead enter a sort of stand-by mode, where they are completely inactive but are fully aware of their surroundings. They can theoretically have sex non stop for weeks without slowing down.



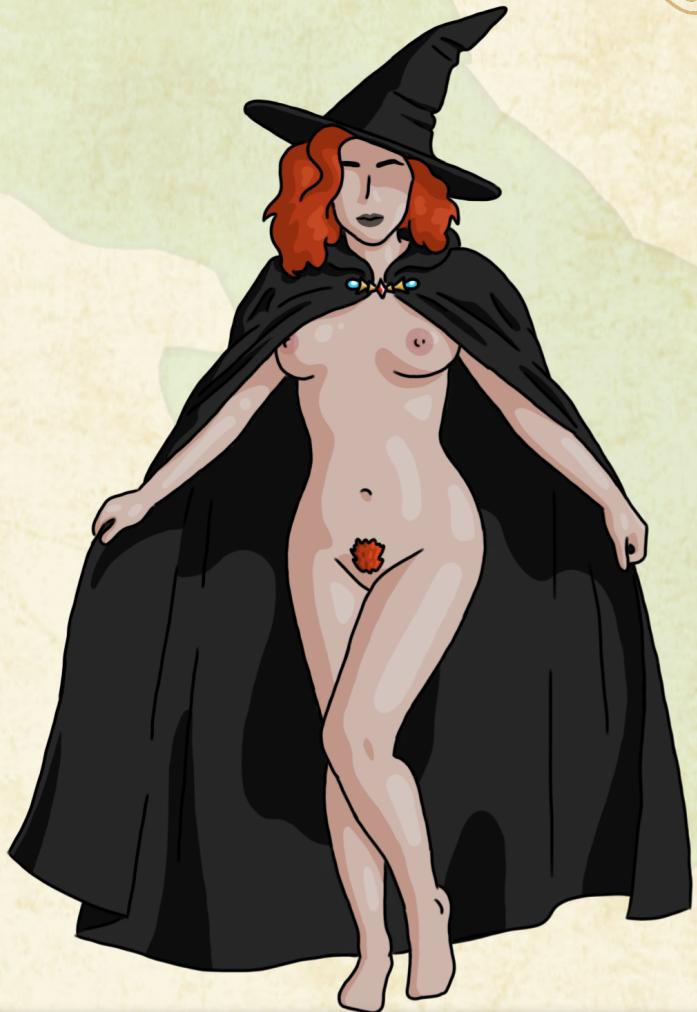
YOUTH HAG

Unlike other hags, the youth hag tends to live in densely populated areas. Her physical form is unlike other hags, and she can easily live around others without rousing any suspicions. This hag feeds on the youth and beauty of those around her, extending her own life and keeping herself young.

Youthful Appearance. When she has a steady source of food, a youth hag looks about 20-25 years old. Her beauty will draw the eye of many men and women alike.

Sexual Thief. When a youth hag has sex with someone, they can drain years of life from them without them ever noticing. The longer the sex goes, the more youth and beauty she can steal.

Covens. A youth hag that is part of a coven has a challenge rating of 12.



YOUTH HAG

Large construct, neutral

Armor Class 18 (Natural Armor)

Hit Points 120 (15d10 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	16 (+3)	12 (+1)	12 (+1)	13 (+1)	17 (+3)	18 (+4)

Saving Throws WIS +4, DEX +3

Skills Nature +4, Perception +4, Sex +5, Seduction +4, Stealth +6, Survival +4, Temptation +6

Senses darkvision 60 ft., passive Perception 15

Languages Common, Infernal, Sylvan

Challenge 9 (5,000 XP)

Alluring Form. While at full health the hag has advantage on Composure, Sex, Seduction, and Temptation rolls.

Innate Spellcasting. The hag's spellcasting ability is Charisma (spell save DC 15). She can innately cast the following spells, requiring no material components:

At will: *detect magic, detect kink, disguise self*

3/day each: *bestow kink, cursed climax, dream, hypnotic pattern, jealousy, sleep* (9d8)

1/day each: *legend lore, mass tantalize, scrying*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The hag can make three attacks: one with her bite and two with her claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) slashing damage.

Youth Eater. When a creature with at least 1 point of Arousal the hag can see within 30 feet of her goes below half of its hit points, the hag can force the creature to make a DC 15 Wisdom saving throw. On a failed save, the creature takes 16 (3d10) psychic damage, and the hag regains hit points equal to the amount of damage taken. The hag also takes one year of the creatures life for each point of Arousal.

EQUIPMENT

This section will contain various items, potions, clothes, and magic items. I encourage you to modify and create your own items as well. The items listed here are only meant to be a basic set to get you started.

ITEMS

Anal Training Kit. This medium sized box contains several different sized butt plugs, two dildos, and enema equipment. These items are typically used in an attempt to get better at receiving anal sex or simply adding to other sexual activities.

Ball Gag. This item has a soft red ball with a black or dark colored leather strap threaded through the middle with a latch that connects behind the head. The gag is designed to prevent speech, typically used as a restraint device to keep its wearer silent.

BDSM Kit. This medium sized black box contains 20 feet of black rope, soft hand and leg cuffs, a leather blindfold, a whip, and a simple flail. These items can be used together or separately.

Body Paint. This item contains 6 different colors of body paint and two brushes. Each container of paint contains enough paint to fully cover 10 Medium sized creatures.

Butt Plug (Various). These plugs come in many shapes, sizes and materials. The price will vary depending on these factors.

Size: Tiny, Medium, Large, Huge, Giant

Material: Wood, Glass, Metal, Plastic, Rubber, Etc.

Shape: Use your imagination.

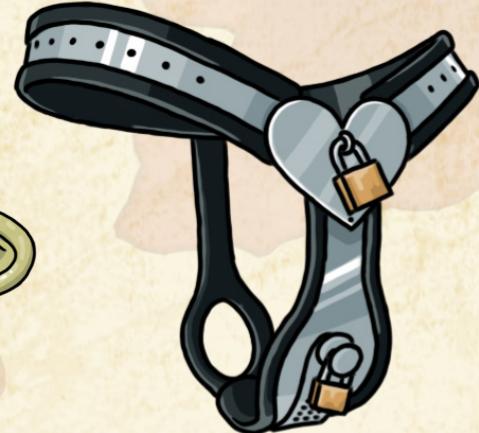


Chastity Belt. This is a locking item of clothing designed to prevent sexual intercourse or masturbation. The belt has a band around the waist or hips and a typically metal shield that runs between the legs to cover the genitals. These belts are designed for women, and are worn for the purpose of chastity, protection, or to dissuade women and their potential sexual partners from sexual temptation.

Chastity Cage. This item consists of a ring that is seated around the base of the penis behind the balls and a tube or penis cage that holds the penis, with the two parts connecting together with a hinge or pin. The cage is designed so that the penis inside cannot be stimulated directly with hands and fingers. These cages are designed for men, and are worn for the purpose of chastity, protection, or to dissuade men and their potential sexual partners from sexual temptation.

Collar. This item is a leather collar resembling a dog collar. Other materials can be used including fabric, plastic, and metal. Some collars are constructed with several different materials, and may also be decorated in various ways. Collars often feature buckles, straps and hooks, padlocks and other attachments.

Condoms. This item can be made from several different materials and is typically designed for external male use. When used during sexual intercourse, this item will cause any Pregnancy roll to be made using a d100 rather than a d20.





Diaphragm. This item can be made from several different materials and is typically designed for internal female use. When used during sexual intercourse, this item will cause any Pregnancy roll to be made using a d100 rather than a d20.

Dildo (various). These dildos come in many shapes, sizes and materials. The price will vary depending on these factors.

Size: Tiny, Medium, Large, Huge, Giant

Material: Wood, Glass, Metal, Plastic, Rubber; Etc.

Shape: Use your imagination.

Leash. This item is a long leather strap with a loop on one end and a hook or clasp to attach to a collar. Other materials can be used including fabric, plastic, and metal. Some leashes are constructed with several different materials, and may also be decorated in various ways.

Leather Flog. This item is made with a black leather handle and several strips of thin leather on the end. It is used in various forms of whipping, flagellation, and flogging.

Makeup Kit. This small sized metal box contains the different items required for applying makeup, such as lipstick, blush, eye shadow, eye liner, foundation, blenders, brushes, etc.

Manacles (Fuzzy). This set of manacles is made from a soft leather or fabric and wrapped in visually appealing furs. These restraints can bind a Small or Medium creature. Escaping the manacles requires a successful DC 15 Dexterity check. Breaking them requires a successful DC 15 Strength check. Each set of manacles comes with two keys.

Nipple Clamps. These items are two clamps that are applied to the nipples of a person of either sex. The clamps are used in pairs and are connected by a chain. Weights may be hung from the clamps to amplify the pain by increasing the pressure and pinching.

Paddle. This item is typically made of wood or metal and sometimes has a layer of leather. A spanking paddle is an implement used to spank or paddle individuals. The wide surface area makes it more effective than a hand but less painful than a whip or cane.

Riding Crop. This item, sometimes called a riding crop or hunting crop, is a short type of whip without a lash, used in horse riding and in bondage scenarios.

Whip (Sexual). This item resembles a standard whip, though it is shorter and made of a different type of leather. This whip can be used as a weapon, but its primary purpose is to be used in BDSM role play scenarios.

Items

Item	Cost	Weight
Anal Training Kit	10 gp	5 lb
Ball Gag	1 gp	1 lb
BDSM Kit	10 gp	5 lb
Body Paint	1 gp	2 lb
Butt Plug	5 gp	1 lb
Chastity Belt	15 gp	3 lb
Chastity Cage	12 gp	1 lb
Collar	2 gp	1 lb
Condoms	5 sp	—
Diaphragm	5 sp	—
Dildo	5 gp	1 lb
Leash	1 gp	—
Leather Flog	2 gp	1 lb
Makeup Kit	1 gp	3 lb
Manacles (Fuzzy)	2 gp	2 lb
Nipple Clamps	1 gp	—
Paddle	1 gp	1 lb
Riding Crop	2 gp	1 lb
Whip (Sexual)	2 gp	1 lb

OILS AND APHRODISIACS

Common Lubricant. Water based lubricant lasts 30 minutes per use. The bottle contains enough for 20 uses.

Common Aphrodisiac. A simple chemical aphrodisiac, on use roll a DC 12 Constitution save and on a failure gain +1 Arousal and -2 Composure. You can choose to fail the save.

Dragon's Tongue (Aphrodisiac). A dark red liquid aphrodisiac, on use roll a DC 15 Constitution save and on a failure gain +1 Arousal and +2 Sex. You can choose to fail the save.

Expensive Lubricant. A magically enhanced lubricant that lasts up to 12 hours. The bottle contains enough for 30 uses.

Morning After Potion. A liquid contraceptive for use after sex to prevent pregnancy. Within 24 hours of sex, roll d100, and on a 1 or 2 you are still pregnant.

Oil of Desensitization. A clear oil that when applied reduces the sensitivity of the user. Gain a +5 to Composure for 1 hour.

Oil of Sensitization. A semi transparent oil that when applied will increase the sensitivity of the user. Take a -2 to Composure and add a +5 to your partners sex roll for 1 hour.

Pink Ooze Extract (Aphrodisiac). A bottle of Pink viscous liquid, on use roll a DC 15 Constitution save and on a failure gain a +1 Arousal and a +1 Sex. Roll 1d8, and on a 1 your sex is flipped for 1 hour.



Silphium Juice (Contraceptive). A liquid contraceptive for use before sex. Once used, for the next 4 hours your pregnancy roll is a d100 and on a 1, 2, or 3 you become pregnant.

Silver Dust (Aphrodisiac). A silver/gray powder aphrodisiac, on use roll a DC 17 Constitution save and on a failure you gain +2 Arousal, +2 Sex, and -2 Composure. Roll a d4 and on a 1 you are considered high. You can choose to fail the save.

Oils and Aphrodisiacs

Item	Cost	Weight
Common Lubricant	1 gp	—
Common Aphrodisiac	5 gp	1/2 lb
Dragon's Tongue	10 gp	1/2 lb
Expensive Lubricant	15 gp	1/2 lb
Morning After Potion	10 gp	—
Oil of Desensitization	5 gp	1/2 lb
Oil of Sensitization	5 gp	1/2 lb
Pink Ooze Extract	20 gp	1 lb
Silphium Juice	5 gp	1/2 lb
Silver Dust	15 gp	—

Clothes

Item	Cost	Weight
Bodysuits	1 gp	4 lb
Bottoms	3 sp	2 lb
Bras	2 sp	1 lb
Costumes	5 gp	6 lb
Dresses	5 gp	5 lb
Gloves	2 sp	1 lb
Hoods	1 sp	1 lb
Masks	1 sp	1 lb
Panties	1 sp	1 lb
Shoes	5 sp	2 lb
Skirts	1 sp	1 lb
Tops	5 sp	2 lb
Underwear	1 sp	1 lb

Materials	Additional	Additional
Cotton	—	—
Leather	+5 sp	+1 lb
Lace	+8 gp	—
Metal	+25 gp	+4 lb
Rubber	+15 gp	+2 lb
Sheer	+5 sp	—
Silk	+10 gp	+1 lb

MAGIC ITEMS

BELT OF THICKNESS

Wondrous item, uncommon

This belt is made from a dark brown leather with arcane symbols around the center. It enhances the natural curves of those who wear it. Wider hips, thicker thighs, and smooth curves. +1 Temptation.

CAGE OF THE CHASTE

Wondrous item, very rare (requires attunement)

At first glance, it looks like a metal pair of underwear. However, it is flexible like an ordinary pair of underwear. Once attuned, the cage of the chaste will prevent its wearer from increasing in Arousal through any physical or magical means.

CLOAK OF ALLURE

Wondrous item, rare (requires attunement)

The cloak of allure is a long dark purple cloak with a black interior. Wearing this cloak will grant a +2 to Allure.

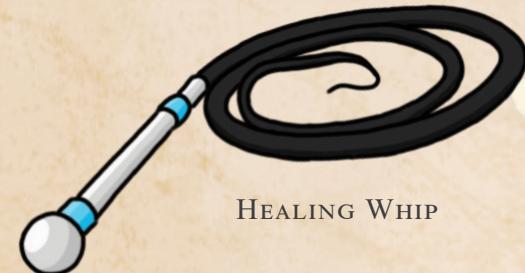
ELLA'S BOUNTIFUL BRASSIERE

Wondrous item, uncommon

Ella's bountiful brassiere is a simple light gray bra with pink and blue accents. When worn, the bra will increase the size of the wearer's breasts by 2 sizes. +1 Temptation



BELT OF THICKNESS



HEALING WHIP



CAGE OF THE CHASTE

EROS FLUTE

Wondrous item, very rare

An elegant white pan flute with gold accents, the eros flute can increase the arousal of all those who hear it played. The flute can not be played by just anyone. If the user does not know how to play the pan flute, the effect will reflect back onto the one playing the flute. +1 Arousal

HEALING WHIP

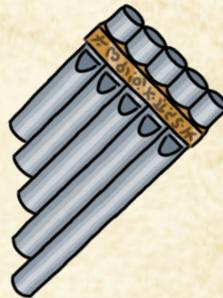
Weapon (whip), uncommon

The healing whip is a magic item created to heal through pain. With your action, you can make an attack against one creature and you can heal them for $1d4 + \text{your proficiency bonus}$. The whip has 5 charges per long rest.

JAZZ STONE

Wondrous item, common

The jazz stone is a smooth black and purple stone that when activated will play smooth jazz for the next 15 minutes or until it is deactivated. To activate the stone, you need to tap the top two times and set it down. +2 seduction, or -2 Seduction if the character doesn't like jazz.



EROS FLUTE



ELLA'S BOUNTIFUL
BRASSIERE



CLOAK OF ALLURE

LIVING PANTIES

Wondrous item, rare

Created with chemicals taken from a mimic, this living pair of underwear can pleasure the wearer without anyone noticing. The inside of the panties are made from a slightly wet skin-like material and when activated will produce several small tentacles that will stimulate the wearer. The panties will make a sex roll against the wearer, and it has a +5 to all Sex rolls. When you first put them on, you will establish an activation phrase, which can be used by anyone close enough for the panties to hear, and a deactivation phrase. Variant - Living Bra

LIVING ROPE

Wondrous item, uncommon

When thrown towards a target, this silken red rope will coil around their body and attempt to restrain them. The creature must make a DC 15 saving throw or be restrained until they either escape or are set free. The rope cannot be cut, and to escape, they would need to make a DC 20 strength check. The rope can be used 2 times per long rest.

LOVER'S CANDLE

Wondrous item, common

This light pink candle can burn for up to 10 hours in total, and while burning, all who can smell the aroma of the candle have a +2 Composure and a +2 Sex

MELTHOR'S MAGNIFYING RING

Wondrous item, rare

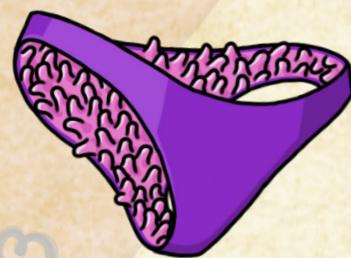
This dark metal ring is to be placed around the dick and balls of a creature. When activated, the ring will magnify the size of everything placed through the ring. The changes can vary, but it typically increases the size by an additional 50%. When deactivated or removed, the wearer's body will return to normal. +2 Sex +1 Temptation

NIGRI'S COSPLAYING CLOAK

Wondrous item, legendary (requires attunement)

Appearing at first glance to be a simple traveling cloak, the magics within allow the cloak to transform into any number of costumes. Using your action, you can activate the cloak and transform the clothes you are wearing into a costume of your choice. However, the costume that you choose will always come out far sexier than you intended. The costumes are high quality and look expertly made, but no matter what you try, they will always come out sexy. Maids, nuns, teachers, adventurers, pirates, etc, will all look like the sexy equivalent of your desired costume.

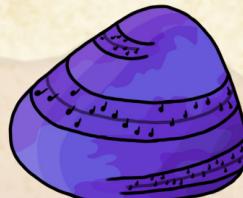
For the wearer, the change in your clothes will feel like an illusion. You will still feel your normal clothes, and you can still access all of your items. But for everyone else, the change will seem physical; they can touch the costume, and any weapons or items on your person cannot be located. The cloak can be used 3 times per long rest.



LIVING PANTIES



LOVER'S CANDLE



JAZZ STONE



NIGRI'S COSPLAYING
CLOAK



LIVING ROPE



MELTHOR'S
MAGNIFYING RING



PLASTIC ROD

Wondrous item, uncommon

The plastic rod is a dark blue rod weighing 1.5 pounds and made of a strange material. You can take 1 minute to focus on the rod and reshape it into any shape you can imagine. The rod's weight cannot be changed and cannot be made into any sharp objects. When purchased the rod will come with a book of pictures of past shapes, mostly various sizes and shapes of dicks. You can change the shape of the rod 5 times per long rest.

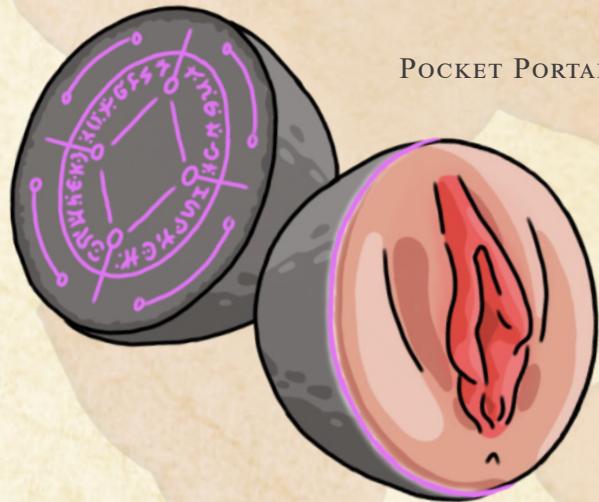
POCKET PORTAL

Wondrous item, rare (requires attunement)

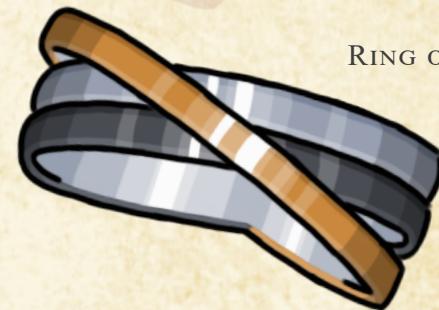
The pocket portal looks like one half of a 5-inch-diameter sphere stone. The round side is a smooth dark grey, and the flat side is covered in arcane symbols. By focusing on the stone for one minute and placing the flat side against a body part that fits within the 5-inch circle, you can create a portal from the stone to that body part. Once activated, there will be a softly glowing blue circle around the body part that has been attached to the portal.

The connection between the stone and your body is maintained no matter how far away it is from you. If you were to look at the stone, you would see what appeared to be a replica of your body part. While holding the stone, you can see and touch anything inside of the circle via the portal. Any interactions with the body part inside of the portal will be felt by the original body.

For example, if you create a portal to your vagina and someone placed a finger inside of your vagina on the portal side, your vagina would stretch and move as though it was being touched, but you would not be able to see the fingers touching you. Unless an object passes 100% through the portal, it will remain invisible on the receiving end. Small objects or liquids that pass all the way through the portal will appear on the receiving end.



POCKET PORTAL



RING OF FLUID FORM

RING OF FERTILITY

Ring, uncommon

This silver ring boosts the fertility of those who wear it. When wearing this ring any pregnancy rolls are made with a d10 and on a 1 you or your partner will become pregnant.

RING OF FLUID FORM

Ring, very rare (requires attunement)

This silver and gold ring will physically alter the sex of the person wearing it. This altered form will maintain the physical traits, such as skin and hair color, of the wearer's original form. The new form will resemble what the wearer would have looked like if they had always been that sex. Height and weight may change slightly. The wearer's sex is determined by which finger the ring is worn on.

Thumb	Feminine body / Male sex organs
Index Finger	Masculine body / Male sex organs
Middle Finger	Androgynous / Chosen sex organs
Ring Finger	Feminine body / Female sex organs
Pinky Finger	Masculine body / Female sex organs



TITANIA'S TEMPORARY TRAMPSTAMP



RING OF TEMPTATION

RING OF THE REFRACTORY

Ring, uncommon

This bronze ring will allow the wearer to ignore the need for a refractory period after climaxing. They are capable of becoming aroused again immediately.

RING OF TEMPTATION

Ring, uncommon

A ring cut from a solid emerald, the ring of temptation grants is wearer a +4 to all Temptation rolls.

STAFF OF LIQUID PLEASURE

Staff, rare

This staff is made of a sturdy red wood and has a small opening at the top. Using your action the staff can create 6 ounces of aphrodisiac. The aphrodisiac has a DC 12 constitution saving throw and on a failed save a creature gains 1 point for Arousal. The staff can make up to one gallon of aphrodisiac in an hour; however, after 24 hours the aphrodisiac will disappear.

STAFF OF LIQUID PLEASURE



STAFF OF MANY KINKS

STAFF OF MANY KINKS

Staff, very rare

The staff of many kinks is a long black staff with a silver chain wrapped around it. When you use your action to hit a creature with the staff, you can do one of three things. You can learn one of their kinks, you can take away one kink, or you can give them one kink. The effect of the lost or additional kink remains for 3 days. The staff has 4 charges per long rest.

STRIPPER'S POLE

Wondrous item, rare

When you strike a creature with this metallic pole, they must make a DC 15 Constitution saving throw or else all non magical clothes and armor will fall off. If a creature succeeded on the save, you cannot use the pole on them again for 24 hours.

TITANIA'S TEMPORARY TRAMPSTAMP

Wondrous item, very rare (requires attunement)

Looking like elegant butterfly wings, this temporary tattoo can be applied to the lower back of a willing creature and grant them +2 Seduction +2 Sex and advantage on interactions with fairies and other fey. The tattoo takes one minute to remove, at which point it can be reapplied to someone else.

THE GOLDEN DICK

Cursed item, legendary

This cursed item has been in many hands over the years. Originally created by a trickster god, this golden dick has ruined the lives of all who encounter it. If a creature touches the golden dick with their bare hand, the dick will become permanently affixed to the hand. It can only be removed via a wish spell.

VOYEUR'S TOME

Wondrous item, very rare (requires attunement)

A simple leather bound book with the title “Voyeur’s Tome” on the spine. If you open the book within 100 feet of anyone engaged in sexual acts they will be displayed within the book. It is not a perfect picture, however. The images appear as rough sketches of the people involved. The backgrounds have little to no detail. The images move in time with the people depicted, and the images disappear as soon as they are done.

WHITE WAND



THE GOLDEN DICK

WAND OF GOOD VIBES

Wand, uncommon

This wand is made from a soft white wood and has ornate carvings along the handle. Using your action, you can cause the rounded tip of the wand to vibrate. Using this wand during sex can grant a +5 Sex and during combat can add 1 point of arousal per 2 rounds so long as the wand remains in contact with the creature.

WHITE WAND

Wand, very rare (requires attunement)

This wand is carved from a white stone and infused with sexual magic. Using your action, you can point it at a creature within 60 feet and make them roll a DC 17 Constitution saving throw. On a failed save, the creature will climax instantly regardless of how aroused they are. On a successful save, the wand fails, and the creature knows what you just tried to do. The wand has 3 charges per long rest.

VOYEUR'S TOME



WAND OF
GOOD VIBES



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