



## ANCIENT PINK DRAGON

Gargantuan dragon, chaotic neutral

**Armor Class** 20 (natural armor)

**Hit Points** 297 (17d20 + 119)

**Speed** 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	20 (+5)	21 (+5)

**Saving Throws** DEX +6, CON +13, WIS +8, CHA +10

**Skills** Perception +14, Persuasion +10, Stealth +6

**Damage Resistances** acid, cold, fire, lightning, poison

**Senses** blindsight 60 ft., darkvision 120 ft., passive

Perception 24

**Languages** Common, Draconic

**Challenge** 20 (25,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

**Claw.** Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

**Tail.** Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

**Breath Weapons (Recharge 5–6).** The dragon uses one of the following breath weapons.

**Force Breath.** The dragon exhales a beam of force in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one.

**Arousing Breath.** The dragon exhales a gaseous cloud of aphrodisiac in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or gain 3 points of Arousal. This effect can last up to 5 minutes.

**Change Shape.** The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

## LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

# ADULT PINK DRAGON

Huge dragon, chaotic neutral

**Armor Class** 18 (natural armor)

**Hit Points** 172 (15d12 + 75)

**Speed** 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)	16 (+3)

**Saving Throws** DEX +5, CON +10, WIS +6, CHA +8

**Skills** Perception +11, Persuasion +8, Stealth +5

**Damage Resistances** acid, cold, fire, lightning, poison

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21

**Languages** Common, Draconic

**Challenge** 13 (10,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

**Claw.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) slashing damage.

**Tail.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage.

**Breath Weapons (Recharge 5–6).** The dragon uses one of the following breath weapons.

**Force Breath.** The dragon exhales a beam of force in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 45 (13d6) force damage on a failed save, or half as much damage on a successful one.

**Arousing Breath.** The dragon exhales a gaseous cloud of aphrodisiac in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or gain 2 points of Arousal. This effect can last up to 5 minutes.

## LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** The dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

# YOUNG PINK DRAGON

Large dragon, chaotic neutral

**Armor Class** 17 (natural armor)

**Hit Points** 110 (13d10 + 39)

**Speed** 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)	14 (+2)

**Saving Throws** DEX +3, CON +6, WIS +3, CHA +5

**Skills** Perception +6, Persuasion +5, Stealth +3

**Damage Resistances** acid, cold, fire, lightning, poison

**Senses** blindsight 30 ft., darkvision 120 ft., passive Perception 16

**Languages** Common, Draconic

**Challenge** 6 (2,300 XP)

## ACTIONS

**Multiattack.** The dragon makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

**Claw.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Breath Weapons (Recharge 5–6).** The dragon uses one of the following breath weapons.

**Force Breath.** The dragon exhales a beam of force in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) force damage on a failed save, or half as much damage on a successful one.

**Arousing Breath.** The dragon exhales a gaseous cloud of aphrodisiac in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or gain 1 points of Arousal. This effect can last up to 5 minutes.

## PINK DRAGON

One of the lesser known dragons, the pink dragon is rarely seen in its draconic form. Often preferring to disguise themselves as humans or elves in an attempt to procreate with them. While in its draconic form the pink dragon is strong like most dragons, but they do not have the anger or spite that is common in dragons. Pink dragons are well known as the lovers of the dragon world, preferring to settle any disputes nonviolently whenever possible. Pink dragons are very popular with bards.

**Hidden Lovers.** Pink Dragons will often disguise themselves and mingle with any local races. They are skilled in the arts of seduction and temptation and they love a good chase. The harder it is to convince someone to lay with them the more thrilling the sex will be.

**One Night Stand.** Pink Dragons rarely if ever return to the same creature for sex more than once. If a creature manages to have sex with a pink dragon twice they must truly be skilled in the sexual arts.



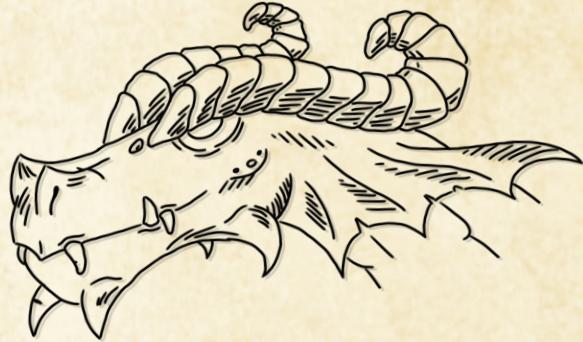
## PLEASURE ELEMENTAL

Living clouds of aphrodisiac, pleasure elementals will feed off of the arousal of any creatures it can find. It will use its aphrodisiac nature to arouse its prey and then drain the sexual energy from their bodies. It will continue this process until the creature has died or it is interrupted.

**Aphrodisiac.** The bodies of pleasure elementals are made of a potent aphrodisiac. One breath of this aphrodisiac is enough to stop an orc in its tracks.

**Arousal Eaters.** Pleasure elementals 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.

**Gaseous Form.** A pleasure elemental is made from a form of gas and they are capable of squeezing their bodies through cracks and under doors.



## PLEASURE ELEMENTAL

*Large construct, neutral*

**Armor Class** 15

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)	10 (+0)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** -

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

**Aphrodisiac.** A creature that enters the elemental's space 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.

**Gaseous Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

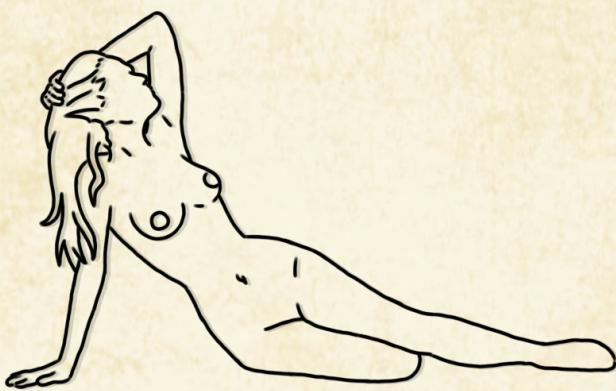
## ACTIONS

**Multiattack.** The elemental makes two slam attacks.

**Slam.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

**Throw (Recharge 4–6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or both take (1d6) bludgeoning damage and are knocked prone.

If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.



## RYVER NYMPH

Medium fey, neutral

**Armor Class** 18 (Natural Armor)

**Hit Points** 46 (8d8 + 8)

**Speed** 20 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 ryver nymph can breathe both air and water.

**Innate Spellcasting.** The ryver nymph's innate spellcasting ability is Charisma (spell save DC 14). They can innately cast the following spells, requiring no material components:

1/day each: charm person, desperation, enhanced allure, fog cloud, heat, polymorph (self only)

**Magic Resistance.** A ryver nymph 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 ryver nymph 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.

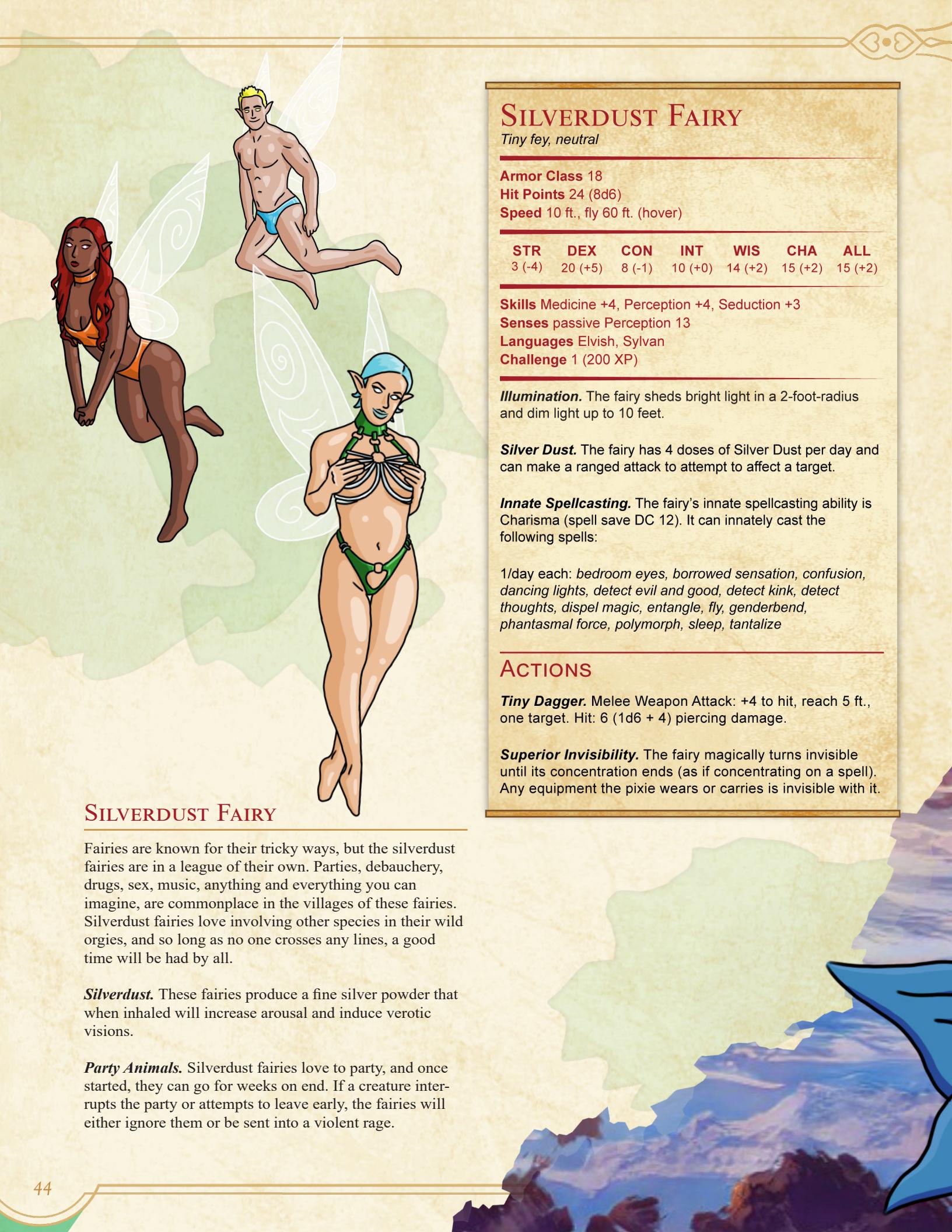
## RYVER NYMPH

An inland variant of the siren, these creatures appear as blue skinned elves. Their beauty is intoxicating to most mortals. Living most often in rivers or lakes, they will surface in an attempt to lure in their prey. If any creature comes too close to the ryver nymph, it will grab them and drag them into the water.

**Deadly Lovers.** While a ryver nymph 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 nymph to climax before they drown, then the nymph 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.





## SILVERDUST FAIRY

Fairies are known for their tricky ways, but the silverdust fairies are in a league of their own. Parties, debauchery, drugs, sex, music, anything and everything you can imagine, are commonplace in the villages of these fairies. Silverdust fairies love involving other species in their wild orgies, and so long as no one crosses any lines, a good time will be had by all.

**Silverdust.** These fairies produce a fine silver powder that when inhaled will increase arousal and induce erotic visions.

**Party Animals.** Silverdust fairies love to party, and once started, they can go for weeks on end. If a creature interrupts the party or attempts to leave early, the fairies will either ignore them or be sent into a violent rage.

## SILVERDUST FAIRY

Tiny fey, neutral

**Armor Class 18**

**Hit Points 24 (8d6)**

**Speed 10 ft., fly 60 ft. (hover)**

STR	DEX	CON	INT	WIS	CHA	ALL
3 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)	15 (+2)

**Skills** Medicine +4, Perception +4, Seduction +3

**Senses** passive Perception 13

**Languages** Elvish, Sylvan

**Challenge 1 (200 XP)**

**Illumination.** The fairy sheds bright light in a 2-foot-radius and dim light up to 10 feet.

**Silver Dust.** The fairy has 4 doses of Silver Dust per day and can make a ranged attack to attempt to affect a target.

**Innate Spellcasting.** The fairy's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells:

1/day each: *bedroom eyes, borrowed sensation, confusion, dancing lights, detect evil and good, detect kink, detect thoughts, dispel magic, entangle, fly, genderbend, phantasmal force, polymorph, sleep, tantalize*

## ACTIONS

**Tiny Dagger.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 4) piercing damage.

**Superior Invisibility.** The fairy magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the pixie wears or carries is invisible with it.