

Kinks & Cantrips

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Author's Note

Before we start, let me be upfront about what you will find in this campaign guide: kink. Ropes, chains, whips, submission, dominance, pain, pleasure, and a cornucopia of other sexual topics run amok throughout these pages. Alluring lore and raunchy mechanics abound. You will also find questions surrounding the morals of these topics, of accepting yourself, and of how you honor the people you choose as partners in roleplay and in kink. Of course, you and your friends can use these materials to run a deliciously perverted romp, filled with laughter and smut. I hope you do. I also hope this book helps you explore and celebrate the concepts of kink while exploring and cherishing yourself.

Foreword: When Kinks Meet Cantrips

By Stellara Books & Fiona Shade Stories

What is Kink?

Kink is many things to many people. Wikipedia, the most holy of annals, broadly defines it as any sexual practice which is seen as outside "norms." The agents of our socialization and the media we consume suggest certain behaviors as normal in intimate relationships, as the standards of courtship and of sexuality. In practice, it is normal to enjoy things that other people might not. These practices can range from BDSM (see below) to roleplaying a fantasy about a 1950s candy salesman seducing a housewife. In short, kink can and does encompass a wide range of desires, with the only limitation being its relation to sexuality.

What is BDSM?

The acronym "BDSM" is a complex combination of sub-acronyms. First, we have "BD," short for Bondage and Discipline. Following that is "DS," standing for Domination and Submission. Finally, "SM" stands for Sadism and Masochism. This acronym is used in place of a wide array of kinks and is vague to allow a diverse breadth of activities to be encompassed by it. Traditionally, the BDSM community welcomes everyone from crossdressers to rubber fetishists, and much more besides.

A Word on Discomfort

This book portrays many kinky desires, some of which may make you uncomfortable. Kinks & Cantrips challenges you to push past your discomfort, to take in the experiences you're having and the things you're learning. This does not mean that you should force yourself to focus on something which upsets or endangers you or your players. Not everything is for all of us. However, we should all strive to be happy about other peoples' happiness (when it does not harm or endanger others), and part of that is understanding and accepting their desires even if you do not share them.

Consent

There is one very difficult topic that this book has no way to skirt around: non-consensual encounters. Consent is fundamentally a requirement for all sexual activities. In no way should we celebrate people being forced to do things they do not wish to do. However, roleplaying games are based around tension and danger. For there to be that tension and danger, there must be acts that the players themselves do not wish to happen. For example, the players fight a dragon because they do not wish to be burned to a crisp.

For that reason, the world of Bundheim is cleanly divided in how it defines good and evil in this regard: if it is consensual, it is good; if it is not consensual, it is evil. You will find that acts of bondage and torture occur among Bundheim's populace, but those acts are desired and agreed to by all parties. Meanwhile, in the deep recesses of the world and the dark corners where evil lurks, monsters and villains seek to use those same practices with no regard to the desires of their victims.

If you are running a game set in Bundheim, you absolutely should discuss with your players their level of comfort with non-consensual acts. If one of your players is not ok with them, you can still use these materials to run games. In that case, it is suggested that you either return your villains to the "classic" roleplaying realm for their schemes (see the Tolerance Levels section below for more on this) or set your adventure within the "good" portions of Bundheim, with a focus on social tension and character drama.

Negotiation

In tabletop roleplaying circles, there exists a concept known as session 0. At session 0, the group gathers and discusses what kind of game everyone wants. This includes what kinds of topics the group wants to explore, what tone and genre they desire, and most importantly, if there are any subject matters that should not be brought up.

In the BDSM community, there exists a similar concept known as negotiation. During negotiation, the individuals participating will discuss not only what they seek to get out of the interaction, but also what limits they are placing on that interaction. This ensures both consent and proper communication for all involved.

When partaking in a game with kinky subject matter, it is imperative that all players involved get together and go through this process. On the one hand, we do not wish to damage those we play with by accidentally bringing up a past trauma. On the other hand, we do wish to include subject matter that will make our players feel good — whether that's feeling heroic, feeling hot, or both.

Below is a list of suggested questions to discuss as a start to your K&C game's negotiation phase:

- What schedule would we like? Weekly? Bi-weekly? Monthly? Work evenings or weekends?
- How long of a session do we want to shoot for? An hour? Three hours?
- What tone do we want to explore? Funny? Dramatic? Romantic?
- What level of focus do we want to place on each of exploring, puzzles, combat, and social encounters? Is one of these more fun than the rest for everybody? Are some of these more fun for some of us?
- How do we feel about player vs player interactions? Do we want to allow combat or contested skill checks between two players? What about romances and sexual encounters between players?

- How do we feel about romances and sexual encounters between players and NPCs?
- What level of detail are we comfortable with when it comes to sexual encounters? Should they be explicit, fade-to-black after the kiss, or somewhere in between?
- Are there any kinky topics which you are unfamiliar with but would be excited to explore during this game?
- Do we have any scenarios or topics we should avoid?

This is by no means an exhaustive list. Additionally, since consent is an ongoing process, negotiation must be as well. Even after session 0 or after starting your game, it is critical to keep an open line of communication with your fellow players about your boundaries and desires. If you are running a game, listen to your players. A wise Game Master (GM) once said, "you are a river to your people" — their desires and concerns must be paid attention to. Of course, do not sacrifice your own limits.

Know Your Limits

Bundheim is a place filled with many themes, some of which may not complement your players' desires. However, Bundheim was also built with the intention of helping people explore beyond their established comfort zones. Whether in the bedroom or at the tabletop, roleplay is a rich space for acting and exploring outside of our usual selves. When done responsibly, this can help us to better understand ourselves, get what we want, and expand our comfort zones. However, if we are not careful, we can wind up hurting ourselves or others when we push past our comfort zones too far or too fast.

When speaking with your group about the session 0 questions, it is suggested that players and Game Master (GM) be asked about their soft and hard limits. The former refers to things that make a participant slightly uncomfortable but that they're ok with exploring carefully. It may not be for them, but they are taking on the personal responsibility for broadening their horizons. The latter, hard limits, are rigidly non-explorable topics. Respect these topics utmost; participants should not be pushed to explore these topics.

In addition to asking everyone about their soft and hard limits for their own characters or roleplay actions, it is a good idea to ask everyone about their soft and hard limits for exposure. A common concept for this is called "lines and veils." Lines are topics that everyone agrees will be avoided during play, because they cannot be even lightly described safely for everyone in the group. Veils are potentially problematic topics that could be vaguely included or alluded to responsibly, but the narration should "fade to black" before detailing intensely. An example of a veil could be if a sober player is comfortable with the existence of alcohol and taverns in the game world, but they would rather not have alcohol be so central to a main character or plot that acts of drinking require narration. Another example of a veil could be if a player is comfortable with fighting villains and monsters established to be evil, as previously defined in relation to consent, but would not want graphic descriptions of their evil acts. Lines are commonly thought to be broad and absolute, but they might be contextual and precise. For example, a player could be excited to have their character threatened by the non-consensual actions of creatures like the Laticifex Ooze or the Ero Squid, which act on primal instinct without a sense of malice, but the same player could assert a line against non-consensual actions being performed on their character by evil creatures that should know better.

Fetishes & Bodies

In Bundheim and in the real world, some people find themselves the subjects of fetish desire due to their bodies rather than their kinky proclivities. In other words, a person becomes coveted due to their race, gender, or other uncontrollable, minority status. When the subject of such a sexual desire becomes pursued due to this aspect alone, they become objectified. They are reduced to one aspect of themselves and no longer respected as a whole individual. Their body is fetishized. While a related plotline might be cathartic or enjoyable for certain Kinks & Cantrips tables, it might also be saddening and capable of ruining someone's fun. Therefore, when you go over lines and veils for a game in Bundheim, it is strongly recommended to inquire about any minority-related fetishes you could conceive of incorporating into your adventure.

Check Limits Often

Consent is an ongoing process. A common metaphor about tea describes that just because someone asked for tea at one point does not mean they will forever want the same tea, the same amount of tea, or any tea at all. It is suggested that a group ask each other at the beginning of every session whether they have changes to their limits for the session. This can especially help players with disabilities and chronic conditions, like post-traumatic stress disorder (PTSD) or substance use disorder (SUD). For example, a player with a veil about alcohol might need it to instead be a line when they are recovering after a relapse and need to ensure their relaxation time does not include even glimpsing references to their trigger. In another instance, a player who typically likes to roleplay a highly, explicitly sexual character might need to veil their character's sexcapades while they are suffering from a PTSD flare-up.

Tolerance Levels

Having gone through session 0, the group will have outlined what experience they desire. In a setting as emotionally charged as Bundheim, that can mean a variety of possible experiences — ranging from light, fluffy affairs of adventure and whimsy to deep, introspective dramas. As such, the materials in this sourcebook may need to be altered or adapted to cater to the group's desired experience. For example, a traditional tabletop role-playing game style of play centers around heroism and mighty deeds. Heroes get to be bigger than life, and dangerous monsters require slaying.

Why then set the game in Bundheim, a place with many sexually charged environments?! Sometimes kinky gamers want a world with familiar concepts and a society they find enticing, even though they don't wish to explore the emotionally charged topics kink may approach. For these games or games where consent is a concern, it is suggested to not use the monster stat blocks found in this book. Instead, monsters can be replaced with their "vanilla" counterparts from other supplements. Do not feel limited to using the rules of this book exclusively. Think of them as flavorings to add to the game your group wishes to run.

Safe Words: Leveled Up

In BDSM, a "safe word" is a fundamental concept for preserving a sexual partner's wellbeing. When participating in a BDSM scene, the participants agree to a word or a set of words that allow for an immediate stop of the encounter. When a safe word is uttered, all ropes become untied, all bonds are released, and all pretenses get dropped.

Any participant, most importantly any who has had their power consensually taken from them during the scene, always retains the power to stop what is happening to them. Thus, they always retain the right to consensual action. If running a game in Bundheim, it is suggested that you discuss a safe word with your players — especially if the group plans to explore sensitive topics. If a safe word is invoked, then a game session should immediately come to a halt, and all players involved should do whatever is necessary to help each other come back to a stable place of being.

BDSM practitioners often use a tiered safe word system that acts like a traffic light and allows a participant to quickly check in about the current action. In this system, green means "all is well, we can continue;" yellow means either "slow down, maybe take a break," or "I'm good to continue, just not with exactly what you were doing;" red means "stop this now, I want out."

This system works wonderfully in a Bundheim game. The Game Master (GM) can even periodically check in with players to assess their color. Anyone can quickly check in with someone else or everyone else at the table if they question the reaction, or the lack of a clear reaction, they are receiving. They can then follow up as needed or proceed reassured that everything is, in fact, green.

Safe words might also not be equally accessible to everyone at the table. Some people freeze up when anxious, especially in social situations and/or while experiencing intense emotions. In BDSM practice, a common way of communicating a safe word nonverbally is to snap fingers. If running a game in Bundheim, it is suggested that your group decide on a nonverbal alternative to any safe word(s) used in your game. Common examples include snapping fingers, moving away from the table without an explanation, or holding up a physical object designated and provided to each group member.

Asking for a color check or another call-and-response method can reduce the most common problem with safe words: people's reluctance to invoke them spontaneously. Most importantly, using safe words does not give you license to cease paying attention to other cues from your partners in play.

Additionally, a Game Master can support self-advocacy through promoting easy access to a 1:1 communication channel with each player. Sometimes, players wish for an action to surprise their compatriots. That could mean slipping away to buy presents for the rest of the party during downtime or sneaking a love letter into someone's bag during a long rest. For this purpose, many groups normalize passing notes to the GM or nowadays, texting the GM. Alternatives include temporarily leaving the room with a player if in-person or temporarily muting and deafening the others on a voice call if playing online.

As a Game Master, if you are concerned that one or more of your players might still not feel comfortable using these tools to self-advocate while in front of the whole group, then normalize 1:1 communication with your players. Additionally, normalize using such a line of communication for safety and for other purposes. For example, you can prompt your group, "before we continue and you all respond to this NPC, take a moment to decide and then text me what your character feels about their proposal." By making the use of this communication method casual and commonplace, you can make it easier for a player to reach for it and to keep their feelings close to the vest while using it.

Introduction to Bundheim

What happens to a world when the struggle for power and control takes center stage? The expected answer comes in the form of bloodshed and strife, but what if society answered this question in a peaceful and highly personal way? In the world of Bundheim, this very experiment is playing out across the world. Civilizations are built upon the concepts of both taking and giving up control, though all such exchanges are freely given. Amongst the populace, it is commonplace to enter relationships where one regularly surrenders some portion of control over themself. This can manifest as simply as placing oneself in service to another, a submissive arrangement created to benefit both parties. It can also manifest as acts of stricter bondage that reinforce just how powerless one party becomes, having relinquished all agency over self to another.

These relationships are open and shameless. Within them, moments of power exchange can and often do involve sexual situations and the most intimate functions that the body possesses. Very few are raised to feel shame at having desires to submit or to dominate. As a result, society lives largely open and free. It may seem counterintuitive to call those who choose to live in bondage to others "free," but the choice is always theirs. The arrangement that agency over self is consciously given to another is sacrosanct and to violate that is to commit the greatest taboo. As such, those who choose to dominate adopt an extreme sense of responsibility for those under their control. All relationships with power exchanges are symbiotic and beneficial to both parties, because they are desired by both parties.

What am I?

It may seem obvious that people will therefore "pick a side"— that they will choose to live as either a submissive or a dominant. However, that is not necessarily true. Many do choose to be either a dominant or a submissive primarily. Many switch back-and-forth depending on a variety of factors. Sometimes, a specific individual incites in a "switch" the desire to submit but another riles up their hunger to dominate. By and large, Bundheim society view fluid or static existence at every place along this spectrum as equally valid states of being.

A submissive person is not regarded as more piteous nor of any lesser worth than those a dominant person. Submitting is a gift, just as dominating is a responsibility. Even in the throes of these relationships, all parties are equal, no matter what role they play in the moment. Of course, Bundheim is not entirely free of prejudice. Some individuals do take a stance on which side of this spectrum is stronger or more valid. These fringe opinions are just that; they exist outside normal conversation, and those who spout them are commonly viewed as ill-informed and highly opinionated.

Bundheim's freedom of expression lends itself to a diverse array of activities and experiences, not only centered on power and control. Relationships can center on all sorts of kinky ideas, ranging from attraction to specific sensations or body parts to relishing emotional experiences like praise and humiliation. Diverse and fluid experiences of gender and sexuality are commonplace. No desire is seen as shameful or unspeakable, except in the following cases:

- The act is not consensual (the highest taboo)
- The act leaves permanent damage, either physical or emotional

Words of Freedom

For an act to be consensual, both parties need a way to stop it whenever they wish. To accomplish this, people in Bundheim utilize Words of Freedom. When uttered, a Word of Freedom tells the other party that whatever they are doing will be immediately halted and in scenes where someone has relinquished their agency, all effort must be made to free the submissive individual as quickly as possible. Sometimes a person may not be able to speak, such as due to a gag or other scenario that occupies their mouth. In such cases, they are provided with an object to drop to the ground, so that the sound of it falling will similarly alert the other people in the situation.

Words of Freedom are generally decided on by whatever parties are participating in the scene. If the encounter is between two or more people, they discuss with each other what their Word will be before beginning. Additionally, various entities maintain their own Words as a sort of common knowledge check upon all society. For example, a temple to a specific god may decide "Ember" is the Word of Freedom for all who belong to the temple. By propagating a common Word, the potential for abuse is reduced as any person may utter "Ember" and have anyone around them end the scene. Nation-states tend to have culture-spanning Words of Freedom. However, Bundheim is not globally unified. So, no one specific Word works in all societies.

Gender/Sex Notation

Throughout this book, you will note characters have been marked as either male, female, or nonbinary. These labels only refer to how the characters see themselves and not their biological sex nor anatomical traits. The most obvious impact of this is in representation of individuals who are transgender and of a binary gender, but this applies to all characters equally. While this means few characters have been explicitly noted as being trans, it is the opinion of the author that transmasculine men are male, transfeminine women are female, any who do not partake in that paradigm are nonbinary, and there need not be a distinction between trans and otherwise. Storytellers should feel empowered to make characters trans where it makes sense or otherwise elevates the story. The primary exception to this is in the Codex of Characters where backers of this book wanted it made explicitly known if their character is trans, and the resulting description has been crafted in accordance with those wishes.

Children

As Bundheim is overflowing with sexual acts, and children by definition are not old enough to consent to even viewing such acts, it is extremely commonplace for children to be raised in small communities that are isolated from the rest of society. Here, teachers of all kinds help raise children, educating and imparting ethics upon them in a kind of codified, boarding school system. This is not perfect, as some people do live either in the wilds or too far out from cities to partake in these schools. The governing bodies of the world do everything possible to facilitate travel to these communities for children, often at great expense. Families are not expected to pay for this schooling; so, it is open to all, regardless of class or social standing.

Rather than seen as callous, isolating children and sending them from their families is seen as a great equalizer. Except for the most extreme cases (such as children of monarchs), all children receive the same education and opportunities. A child may be born to a beggar on the street but come out of school a well-respected business candidate. Families also may visit their children whenever possible, and many try to do so often. Of course, families do their utmost to remove all sexual accouterments and pretenses when they do so. When a child comes of age, they are given a thorough education in the world outside the school, ensuring they are prepared for the adult environment that they will soon find themselves in. This also serves to give soon-to-be adults time to consider their own desires, and teachers are always ready to answer questions or give advice to any who might be struggling.

History of Bundheim

Historical Perspective

These histories are told from the point of view of a well-educated scholar on Bundheim. GMs will find the answer to many of the secrets found alluded to here in various sections throughout the book, wherever most pertinent. Not all mysteries have been explained elsewhere in order to leave storytellers room to seed their own plots into a campaign.

The Myth of Creation

Long ago, so the tales say, there existed only one deity. Today, we call them Svi'bice, but their true name has been lost to history. At first, there was nothing but the darkness and the stars, through which Svi'bice wandered in search of anyone to ease their isolation. Eventually, they crossed paths with four vast elemental beings — one of stone, one of water, one of fire, and one of air.

Svi'bice called out to these entities, seeking companionship and guidance. Their answer was immediate and brutal. A maelstrom of elemental fury set upon Syi'bice. Still, Svi'bice called out for peace and parlay. They received no respite in return.

There was only one thing left for Svi'bice to do. With their tremendous power, they bound up the elemental forms in colossal chains of light, weaving their bodies into one another until they formed the world which we now call Bundheim.

Though their bodies were restrained, Svi'bice could not subdue the elemental entities' consciousnesses. As these beings had committed the first hateful act in Svi'bice's life, the deity decided to condemn the elementals to the worst prison they could envision: to be alone in nothingness. Weaving a portion of the void into a condensed sphere, Svi'bice cast them into this ball of nothingness before ejecting it into its own demiplane, which has since come to be known as the Abyss.

A New World

Yet, as Svi'bice walked the barren land they now called home, they began to weep. They were alone once more. For an age, their tears nourished the dirt on Bundheim, allowing the first plants to sprout. Still, Svi'bice could not stop weeping. Although they walked through a lush, beautiful garden, they still had no one to share it with. Eventually, this outpouring of emotion exhausted Svi'bice, and they found a tall willow tree under which to rest their head.

Tormented by their loneliness, they slept a fitful sleep filled with nightmares and horrors, which brought the first darkness

of night to Bundheim. As they thrashed in discomfort, they tore up chunks of fertile earth that flew about the world They did not land as dirt, nor as grass, nor as fruit. These scattered mounds created by Svi'bice's pain transformed into all manner of wildlife, from the smallest minnow to the tallest elephant.

Awakening from their slumber, Svi'bice's ceased crying. The creatures they suddenly found around them brought forth a sense of curiosity, joy, and wonder. Once more, Svi'bice wandered the land, this time with a smile upon their face for all the beauties they had created in the depths of their sorrow. Still, as the ages wore on, Svi'bice felt nothing had changed. Though they had taken many of these beasts as their companions, from the affectionate dog to the cold and logical cat, they still yearned for the companionship of a kindred spirit whose intelligence equaled their own.

The answer to their yearning came to Svi'bice while striding through the flashes of a thunderstorm. As the lightning crackled and thunder roared, inspiration struck. They took into their hands the thunder around them and gathered the lightning into a fist. Manipulating the earth once more, for it had borne such fruits already, they molded a new, living creature, one who held all the loudness of the storm in their heart and the power of the lightning in their veins. Delighted at their success, Svi'bice fell into fervor, churning out creature after creature, each different from the last. When they paused their work, the first mortals stood around Svi'bice, unsure of their purpose in life.

This satisfied Svi'bice for a spell, for there was much to teach these new creatures. Yet as they showed the mortals the ways of civilization, of agriculture and hunting, the old enemy crept into their mind once more. The mortals were smart, and they showed compassion and curiosity, but they were so different from Svi'bice's own divine state of being. Never could Svi'bice get close to the mortals. No matter how much kindness they showed to the mortals, their relationships could never overcome the fear for how much power Svi'bice wielded.

As with the dogs and the cats, Svi'bice realized they had simply crafted another set of pets. They were more capable and intelligent, but they would never understand nor embody the capability for creation that Svi'bice wielded. Thus came the day Svi'bice left the mortals, simply vanishing into the sky as the people stared upward in fear at finding themselves on their own for the first time. Svi'bice floated through the clouds, pondering what they could do, until night fell and revealed the twinkling stars of the Vast Unknown. All those domains and each of their curators were busy with their own work, like Svi'bice had been. If only they could duplicate themselves, tear off a piece, and raise a sibling.

And so began a new fervor, in which Svi'bice tore off vast portions of themself and threw them to the heavens. Whether out of desperation or hopelessness, none will ever know, When Svi'bice was done, they were nothing but the torn shreds of their former self drifting about the world. Deity, however, is not so easily destroyed. From these strands of godliness formed a new pantheon. Had anyone known Svi'bice truly, they would see facets of them in each of these new gods. Perhaps that was Svi'bice's ultimate solution, to ensure that they would never be alone by becoming many in the place of one.

The Age of Black Stars

Despite all their wondrous acts, Svi'bice was not a perfect being. Sorrow alone drove much of their actions. When the one became many, not all the newly minted deities held the good qualities that governed Svi'bice. Syi'bice's fear of loneliness, their hate of their situation, their jealousy of the other creator gods who had better situations — all these sensations and many more between were flung to the heavens and coalesced into deities.

Chaos began seeding its way through the world, maliciousness taking root in minds and breeding more of itself. The Benefic Deities recognized the threat to mortals and so a war began in heaven, a war mirrored below on earth. Bastions formed and fell. Ages went by as the sides vied for control. The conflict's finale was the Age of Black Stars.

One deity in particular, Ljudas, learned to manifest the very pain of his fellow Malitic Deities. These took the form of black spheres which drew people and things into them, a void-born ebony, whirlpool ringed in a prismatic halo that devoured until their purpose was complete. For within the Black Stars, horrific changes took place. Depending on the nature of the god upon which Ljudas took essence to craft the Black Star, the land and people that came out of them post-consumption were reborn as twisted manifestations of that dark god's will.

These horrors accomplished what no act had done before: it united the good-aligned gods utterly. All infighting ceased, and setting aside their differences, they decided upon a severe course of action. The heavens raged with discordant energies as the battle for Bundheim began. The conflict raged for years, while every mortal, no matter what side they aligned with, cowered in any shelter they could find while the terrible storm of deific energies wrought terrible destruction across the lands. However, all this, every sword blow and counter charge, was merely a distraction.

At the center of Bundheim, the god of order and freedom, Lancanos, completed a ritual. As he did so, the Benefic Gods each lunged for their counterparts, grappling them in the heavens above the world. In a moment, the Black Stars shot up from the land and enveloped the dueling deities, then tore themselves asunder into a shower of prismatic dust. Silence reigned as the skies above showed no sign of the divine beings who had once held such sway over the mortals.

Deep beneath Bundheim, in the center of the world, a new arcane construct had been born of Lancanos' brilliance: the Lightborn Cage. Here the Benefic Gods stood affixed to the heart of Bundheim itself, bound to the world's essence. The construct of light kept the Malitic Gods at bay. In that climactic moment of battle, they had been banished to the Abyss, with the Lightborn Cage acting as the bars upon their far-flung prison. Over time, the Malitic deities have warped and twisted in their imprisonment, mutated into great demon lords who scream incessantly for the destruction of their jailers. Lancanos' cage is not perfect, however, and both the Benefic and Malitic deities have found ways to exert their power or whisper into the minds of mortals to enact their will, even though none may take direct action on Bundheim.

Dawn of a New Era

With the gods no longer able to directly control mortality, and huge swaths of the world torn asunder by the Age of Black Stars' final battle, people found themselves rebuilding civilization from the ground up. Easy was the task of reconstructing towns and cities for people to live in. The social problems that the world faced were harder to tackle.

Before the Age of Black Stars, the mortals lived under the influence of the deities. Now the world was largely free of those commanding voices. In their place, people discovered that they preferred commands come from each other, and society found itself adapting the ideas of domination and submission into the fabric of everyday life.

War of Unification

Between the Age of Black Stars and the War of Unification, the intervening years were largely peaceful and prosperous. Most nations focused on internal matters.

Until in the minor city-state of Mozgak, a court clerk by the name of Hanesin Kheoh wined and dined his way to a seat beside the king himself. Mozgak's monarch grew to love and even publicly recognized Hanesin as another son among his brood. Unfortunately for Mozgak, the king and his family met their untimely ends when the castle became a roaring inferno one winter evening. The tragedy opened an opportunity for Hanesin, and he took the mantle of leadership upon himself. He immediately dismissed the title of King and rebranded himself as Steward, for he espoused his desire to usher his people into a new age of prosperity.

Hanesin quickly achieved his goal. Soon Mozgak became a bustling center for trade, with more coin flowing through it by the day. Still struggling to recover from the Age of Black Stars, several nearby city-states pledged their allegiance to Mozgak, and soon, the Treatise of the Unified was born. When Hanesin took lead chair in the alliance, he rechristened himself Domitor and assumed control over the militaries of all Unified states, known collectively as Arcadis.

Meanwhile, the remainder of nations in Skickain we rich in geographic luck and abundant in natural resources, and suffered less carnage than the rest of Bundheim as the Age of Black Stars ended. Consequently, its people were far and away the fastest at rebuilding their civilization. They needed no help from Arcadis. However, Domitor Hanesin revealed a relentless desire to bring all Bundheim under his rule. Under the guise of bringing peace and prosperity, the Unified began their expansionist campaign. So, the effort to bring the continent of Skickain to heel pressed onward, despite the other nation's protests. Over time, however, natural barriers such as mountains and seas began to delay the Unified's advances, which gave other nations time to ally with Skickain and prepare defenses of their own. The War of Unification ground to a standstill, and Domitor Hanesin faced mounting pressure at home to solve the problem.

Evolution, Expansion

Several years later, a group of unknown travelers arrived in the heart of Arcadis. The travelers' true natures remain unknown, but the next day, people witnessed a change in Domitor Hanesin. Gone was the driven and stoic man who was so sure of his purpose and confident in his goals. In his place was a man whose ambitions took on a fervent zeal, an urgent need to complete the work of Unification and an unwillingness to take no for an answer. It was a troubling turn, but all around him attributed it to the pressure Domitor Hanesin suffered from the rest of the Unified leaders.

Domitor Hanesin sent out an order that all Unified military who could make it to Arcadis within a week's time should make haste to do so. He spread word of a new offensive, a brilliant strategy to break the stalemate and bring to fruition the dream of Unification. That dream portended nightmares.

When the week was up, and the army was rallied, a Black Star was born in the skies of the nearby Lake Blackwell. Quickly, sections of Arcadis were torn asunder, each pebble and person flying aloft as the Black Star's inexorable hunger whipped across the land. Few escaped from this calamity, and as such, the world was surprised when a new military pressed outward from the ruins of Arcadis. These Unified soldiers pressed onward relentlessly, unworried by weather or hunger, not slowed by fatigue nor the need for sleep.

While such an enduring army would have been difficult to fight already, the true danger soon revealed itself. These Unified soldiers wielded the power to turn others into more of themselves. Furthermore, a soft hive mind linked these creatures so that they could communicate without words and operate in perfect synchronization. This Scourge of Unity did what their previous iteration could not — they broke the stalemate. Whole nations fell to them, and their numbers exploded.

Eventually, the true horror of the situation came to light: the Unified were not undead, nor demonic, nor even angelic. They were people of all creeds and lineages who were held in Domitor Hanesin's control, lacking the capacity to free themselves or stop their actions. From time to time, they exhibited moments of clarity, begging for the release of death, or professing their sorrow at the carnage they had wrought. Always, they would be reclaimed by Domitor Hanesin's will in the end.

A Coalition for Defense

With such an existential threat facing Bundheim, a council of nations formed to mount a proper defense. Designating the Ovran city of Izbor as their citadel, the Izborian Coalition was born. Their campaign bore on for years, always with the same result: the Scourge of Unity pressed onwards, subjugating all in its path. In time, only the continent of Ovra was left to defend the free minded people still alive on Bundheim. The Izborian Coalition grew desperate.

A triad of Bundheim's most powerful mages — Edwin Gedz, Sudra Someni, and Aldam Peaceflow — set forth to assail Domitor Hanesin himself at the seat of his power, the site of his Black Star. Meanwhile, the remaining Coalition mounted a major offensive under the theory that Domitor Hanesin would have to divide his attention to deal with their attack, and thus be less able to defend himself from the Coalition mages. Unfortunately, not all went as planned.

Both Aldam and Edwin were slain in the fight with Domitor Hanesin, leaving only Sudra to accomplish the deed. Quick of thought, she used a Sending spell to relay the dire situation to her closest ally: Ilgoga Starbraid. It is not known exactly what Ilgoga did, but three spires of phosphorescent, bright light materialized around a landmark in Izbor known as the Inked Inversion. Millions of small, brilliant pin pricks of blazing luminescence alighted from the land around Izbor, appearing as a swarm of divine fireflies that made their way to the spires. The three pillars pulsed simultaneously, and a blinding, white light erupted forth from their surfaces to dazzle all who could see them before vanishing.

High above Arcadis, where the fight between the mages and Domitor Hanesin occurred, a supernova erupted upward from the Black Star over Lake Blackwell. Obsidian flecks spat outward as if from a volcanic eruption. Sharp shards plummeted in every direction at unimaginable speeds. The shrapnel wrought incredible devastation. Central Skickain suffered at the epicenter of a meteoroid storm, with ebony scars and craters telling the tale to this day. Arcadis was relegated to a ravaged ruin petrified in what came to be known as Haneshale.

None of the three mages sent to kill Domitor Hanesin were seen again. Sudra's message informed that Aldam and Edwin were slain, but Sudra herself was either swallowed by the explosion or left to some other, yet undiscovered fate. Hanesin was presumed killed in the eruption of the Black Star, even though his body was never recovered. With Domitor Hanesin gone, the curse that afflicted the Unified soldiers shattered and the survivors came to their senses where they stood.

Pantheon

Bundheim features a slew of masculine, feminine, genderless, and gender fluid divine beings. When the creator deity, Svi'bice, shattered themselves to give birth to the pantheon, their myriad personality traits were parceled up into the resulting beings. As such, some deities are more good aligned than others, as they have more classically good traits such as generosity or a sense of justice. However, some of these entities took a greater share of Svi'bice's negative feelings, and so they whisper that evil back into the world. The deities have been labeled as either Benefic or Malitic, depending on where they fall on this spectrum and on their general disposition toward the well-being of mortals. Each of these deities' efforts are stymied by the Lightborn Cage, no matter their moral bent.

Benefic Deities

Deity	Alignment	Province	Common Symbol
Bas'kema	LN	Death, Hope	Coiled black tentacles around a skull with emerald eyes
Lancanos	NG	Freedom, Order	A circle of gold chain with a hammer inside
Leidastri	CN	Passion, Creation	A bronze fist holding a lit candle with dripping wax
Maina	NG	Humility, Atonement, Compassion	An amulet with a crude etching of a simple chair
Nodsvto	N	Life, Birth, Growth	A cow carved by hand from basic materials
Parumen	CN	Change, Fluidity	An opal in the shape of a faceted water droplet
S'thitra	NG	Choice, Fate	A set of scales bracketed by white feathered wings
Takmarka'rung	LG	Law, Justice, Control	A heavy padlock with a single sapphire in the lock hole

Malitic Deities

Deity	Alignment	Province	Common Symbol
Braega	NE	Deceit, Shame	A piece of frayed black cloth
Keisar	LE	Tyranny, Oppression	A bone talon with an inked sigil of a crown
Kurrow	NE	Regret, Sorrow	A willow tree with water dripping off of it
Ljudas	NE	Envy, Spite	A broken ebony anvil, black serpent with emeralds
Qopili	LE	Pride, Superiority	A silver wing talisman on a gold ring
Rasha	CE	Rage, Injustice	A greataxe with deep cracks in its blades
Travma	NE	Fear, Trauma	A cocooned bat with ivory hooks sprouting from it
Yggja	CE	Obsession	A bloodshot eye



Ljudas, forging the Black Stars

Bas'kema, the Relentless Shadow

You can't outrun it, you can't hide from it, you can't pay it off, and no one else can do it for you. Why fear the inevitable when you can greet it as an old friend?

- Bas'keman Proverb

To followers of Bas'kema, death is not something to be feared but rather a natural transition that all living things experience. While most people find this process terrifying, doing all they can to delay it, Bas'kema's devout seek to grow familiar with death, to welcome it into their lives and live alongside it. Do not mistake that for a desire to enact death upon others. They simply seek to help all around them with their last days, such that they may enter whatever comes next in peace. Naturally, Bas'kema's followers disdain the early snuffing out of a life; they even seek those in the deepest throes of despair to help them find the path of life once more.

Depiction

Bas'kema is physically portrayed as an inky, black squid with a chitinous faceplate of bone, a wispy stream of ghostly tendrils floating up from their body, and six green, fluorescent eyes. Bas'kema's personality is considered that of a silent sentinel, their presence looming over whoever beholds them without passing judgment. Stories abound of their ebony tentacles reaching out to the most desperate, enveloping them in a caring embrace.

In humanoid form, Bas'kema travels as an oddly tall and lanky, black raven furfolk. Their six green eyes betray their identity to those familiar with them.

Bas'keman Rituals

The ceremonies and rituals surrounding the worship of Bas'kema are amongst the most closely guarded secrets of all the major religions. To outsiders, those that partake in them do not speak of what occurs but do return with a sense of clarity and presence beyond that of most normal people. In the cloister, Bas'keman rituals ride the line between life and death. In seeking to familiarize themselves with death, they enact rigorous scenarios wherein the participant is bound with a pending means of death waiting for them. This could take the form of being hogtied in a basin of slowly filling water or tied to a guillotine with a candle slowly burning away the rope holding up the blade. Whatever the method, the intent is that those partaking feel the nearby touch of death awaiting them. In this way, they become accustomed to dying. Of course, the rituals are closely watched and managed, so those bound in them are never in any actual danger. However, even knowing this fact, participants further their bond with Bas'kema and ground themselves in the face of death's inevitable approach.

Lancanos, the Radiant Chain

Without freedom, who can say the world has order? If we are bound, how can we have the agency to better the world? Freedom then is at the root of all meaningful action and compels terrible deeds when taken away.

- Lancanic Proverb

In a world where domination and submission lie at the core of society, the concept of freedom is of paramount importance. In Bundheim, freedom can take many forms. It can be literal freedom from bonds, it can be the freedom to be yourself by being in those bonds, or it can take the form of practicing one's desire to bring bondage to others who desire it. Followers of Lancanos uphold that freedom in the world and seek to bring to justice those who would threaten it. As such, they seek to bring about a sort of natural order, where consent and desire intersect in an open and free world for all.

Ironically, Lancanos acts as the lynchpin holding the gods in bondage. However, the god of freedom is uniquely suited to control the Lightborn Cage. Who could devise the tightest bonds but the deity who best understands freedom?

Depiction

Lancanos is typically rendered as a muscular, older man with vivid, amber eyes, a gray beard, and well-groomed, gray hair. He is usually adorned with a pure white toga or robe that glows faintly in all light conditions. In his right hand, he wields a large sledgehammer with a stone head trimmed in gold. This weapon is called Rjota, and myths tell of Lancanos wielding it to break the chains of oppression wherever it strikes. In his left hand, he holds a coiled, gold chain. He is generally characterized as stern faced but not of a harsh demeanor.

Lancanic Rituals

Lancanic rituals share a common thread with those performed by followers of Takmarka'rung. Both practices feature extreme bondage. However, Takmarkan practitioners seek meaning in the bondage itself; as such, the strictness of the bondage is the focus. Lancanic rituals include elements meant to make the participant desire release from their bonds.

The most common example utilizes enforced chastity. Whether by restraining the subject's limbs or affixing a chastity device to them, the subject is enticed by desires which they are rendered utterly powerless to fulfill. Lancanic rituals always end with the freeing of the practitioner and with their restricted desire made accessible to them. Having experienced the intense desire to be free, they better remember what it means to uphold that freedom in the world around them.

Leidastri, Inferno's Provocateur

Life is short, life is harsh, and life cares not whether you get what you desire from it. But you do. You care about what you want and who you want. Pursue your desires, for what other course would you take? Pursue them with all the zeal available to you and relish your passions.

- Leidastrian Proverb

For one who follows Leidastri, there is no greater horror than losing the fire and the desire to pursue whatever it is they want. They heed the warning of death lurking around every corner, and they live for every moment. Should they want to do something, they do it with all the fervor they can muster. Should a new curiosity intrigue them, they investigate it tirelessly. Yet followers of Leidastri never pursue their longings at the expense of others. Rather, they seek simultaneously to inspire passion in those around them. Often viewed as inspiring and courageous figures, Leidastrians are often building communities and leading the charge in everything they do.

Depiction

Leidastri is classically represented as a barrel-chested fire giant, with a molten beard that drips down his chest and smoldering hair slicked back to his shoulders. His amber eyes bubble with a great joy and crust over with an infinite amount of patience. He is described as wielding a massive spear with a charred haft, the stone tip perpetually melting from intense heat yet never losing mass.

Leidastrian Rituals

Leidastrian ceremonies are raucous, vivacious affairs. Commonly, gargantuan bonfires are erected to signal the bacchanal in progress for any who wish to join. Extreme practitioners enact violently carnal displays where two revelers will begin as a wrestling match would, only ending when one combatant is thoroughly tied and subdued. Traditionally, the triumphant party then unleashes their lust, letting the intensity of their desire flow freely as they have their way with their opponent. In more controlled spectacles, a practitioner is bound to a frame and brought to tears with a whip that has been set alight. Of course, healers always stand by for such rituals. Additionally, a follower may bow out at any point, as true passion requires consent.

Relationships

Leidastri is the twin brother to Takmarka'rung. At first glance, it may seem the two have an antagonistic relationship. However, this could not be further from the truth. They cherish each other dearly but their world views clash, and Leidastri ever pursues getting his sister to loosen up.

Maina, the Lowest Noble

What is your place? You are not a king, you are not a god, and you are not even you all the time. There is always someone better, always someone smarter, and next to them, you are nothing. We are all nothing, and because of that everyone is something.

- Maini Proverb

It is easy to get swept up in the power of pride and position, easy to forget the needs of the people around you and to see them as lesser creatures going about their lives as you complete your important work. The followers of Maina seek to keep the true modesty of existence at the fore. They act as a direct foil to pride, always working to keep power from getting to the heads of those who wield it so that the world may be a better place where all work together. As such, hubris is anathema to the Maini, and the more zealous among them often feel compelled to knock arrogant individuals down a peg.

Depiction

Maina is illustrated as a bronze-skinned woman with human features. Her shoulder length, brown hair and hazel eyes paint a homogenous visage with her skin, with only a smattering of darker freckles popping out as any form of unique feature. She is usually dressed in modest, comfortable clothing. She tends to be depicted as smiling, but not boisterously so. Sometimes, Maina has been known to take the form of a shaggy, brown dog, one that could fit on the streets of any city in the world.

Maini Rituals

Followers of Maina are fond of utilizing humiliation and objectification in their rituals.

Humiliation rituals seek to bring a participant to a lower state of being. All others around them maintain more power and more stature, reminding the subject of just how little they matter. Examples include binding the arms and legs via straps at the wrists/biceps and ankles/thighs, which forces them to crawl around like an animal. Alternatively, they might be bound for use by the rest of the temple, with writing upon their bodies pronouncing their lesser stature to all who behold them.

Objectification rituals are the most intense form of ritual that Maini followers tend to partake in. They are bound in such ways that they function as furniture or inanimate objects. Such positions include being bound upright, affixed to metal poles, and having candles attached to various parts of their body, so they act as lamps. Alternatively, they may be restrained to basic wooden frames, so they function as chairs. At Maini temples and religious celebrations, it is common for participants to walk around with their arms bound and a serving tray attached to their waist and nipples. Regardless of the methodology, the core idea is to remove humanity and pride from the submissive adherents.

Nodsvto, the Giving Hand

With a cacophonous moan, a new life is created. With a wailing cry, a new life enters the world. With a rushing downpour, life is sustained.

- Nodican Proverb

It is known to all that life is a miracle. No matter where you go, a deity of life and fertility exists in the culture found there, and that deity is likely one of the oldest in the pantheon. Nodsvtokish acolytes rejoice in both fostering and creating new life . They seek every opportunity to allow life to flourish, unconcerned with morals beyond whether they impact the presence of life itself. To this end, undeath is particularly abhorrent to Nodsvto devotees, as the unnatural state marks a sustained presence of un-life.

Depiction

Nodsvto is envisaged as a bronze-skinned individual with shoulder length, brown hair, vibrant green eyes often compared to a spring bloom of grass, a large set of breasts, and a large phallus. Nodsvto is always skyclad and unashamed of their form. Often, they are depicted as pregnant as well, but most commonly only when also depicted as either pleased or at peace.

Nodican Rituals

Nodican rituals center both around the act of creating life and the substances involved therein. For this reason, ejaculate and milk are both of extreme significance. Many ceremonies involve either the creation or imbibing of one or both substances. Even outside dedicated rituals, many devoted Nodican people prefer to drink milk above all other possible beverages. Actual ceremonies range from grand, orgiastic parties where a few singular members are chosen to be drenched and filled with semen, to long duration breeding sessions where members are forced to receive partner after partner, normally timed according to their fertility cycle to ensure a successful breeding.

In addition, the most zealous members are kept in perpetual bondage to be used only for inseminating, breeding, or providing milk to feed newborns. Such individuals are known as Daashveh.

Relationships

Nodsvto is on either good or neutral terms with all the other Benefic gods but is known to have a particularly close relationship with Bas'kema. At first this may seem contradictory, but Nodsvto is aware that life inevitably has an end and that without that end, life would not be the miracle it is. Often, the two are depicted as opposing but intertwining forces, and deeper lore even depicts the pair as a couple.

Parumen, the Soul of All Forms

Who are you? In those moments, you may be a man or a woman, a father or a sister. You may yearn for the taste of an apple, but what of tomorrow? Will you yearn for bread? Change is always on the breeze and always unpredictable.

- Parumenite Proverb

While many seek to solidify their sense of who they are, to define the rigid boundaries of their desires and create the stability that comes with such decisions, followers of Parumen revel in the reality that such a notion is naive at best. They understand that, as time passes, desire and definitions will change, and one should not seek to close off other avenues to themselves. Often seen as inconsistent and whimsical, Parumenites simply want to free those around them from the jails they have created for themselves, allowing for exploration and joy in the discovery of new experiences.

Depiction

Often symbolized as a silver otter with fish-like fins for ears, Parumen's form is unsurprisingly tricky to nail down. While the otter-like depiction seems to be the most common, they have been chronicled as anything from a unicorn to a lumbering yeti. A silvery theme permeates each of their appearances, but many other colors have been known to grace their form as well. In a humanoid body, they are traditionally drawn as an androgynous, lithe half-elf with solid, black eyes. While in this form, they commonly appear in the nude with any mixture of genitalia or with no genitalia at all.

Parumenite Rituals

Much like the very nature of Parumen, the religion's ceremonies and rituals are extremely varied in nature. However, a common thread remains the allowing of participants to express and explore typically closed-off aspects of themselves. This often manifests as crossdressing or other forms of gender fluidity, both forced upon and chosen by participants, but the aspects of self which Parumenitic rites investigate are not limited to the humanoid spectrum. In certain ceremonies, individuals are bound up and decorated in the form of dogs and cats, allowing them to exist as pets for the other participants. Ultimately, the goal throughout Parumenitic practices is to cast off shame and expectations imposed by society while relishing in the multitudinous states of being possible for any given person.

S'thitra, Lady of Surrender

What is life, if not choice? To be fated in all things is to have no choice at all, and so why even participate? No, there must always be a choice; and with it, of course, consequences.

- S'thitran Proverb

The concept of fate is an odd one to the S'thitran sect. It seems paradoxical that choice be moderated against predestination, and yet their practices seek to ride the line between those extremes. In the end, it can be best summed up thus: S'thitra has a grand plan, one which if followed will yield the best possible life for all of those involved. However, each deviation from the plan will yield worse outcomes, some of which spiral into their own tributaries of choices. Regardless, all possible options are known to S'thitra and thus, she can use this omniscience act as a chaperone. For any mortal, the plan is unknowable in its entirety, for it is too vast and complex to comprehend. Yet S'thitra does her best to guide those who follow it so that there may be the best total outcome. The choice is always there to surrender to her benevolent direction, but no matter the choice, the consequences will play out.

Depiction

S'thitra embodies a white-furred gynosphinx with a pale face. Her wings bear gold-tipped feathers along their length. Atop her head, she wears a radiant crown. On the sides of its overlapping bands, which themselves appear as woven threads of sunlight, two symmetrical arches precariously hold the rod that connects a set of Auric scales. What exactly occupies the plates on those scales depends on the person who beholds S'thitra's divine form, but all claim the balanced contents to be either equally good or equally bad items. She is fastidiously gentle in her demeanor but unyielding in her duty to provide guidance through the choices of life.

S'thitran Rituals

S'thitran ceremonies tend to be intense affairs wherein ceremonial stewards create elaborate scenarios with a mixture of torture and pleasure for those the rituals are enacted upon. The goal is always to create a situation where the bound participant is forced between two or more choices. None of the choices may be desirable, but a choice must be made. The highest practitioners weave experiences where the choice is all but a foregone conclusion. For example, the subjugated participant may be bound atop a gyrating phallus while their nipples around bound to a point above them. Should they lower onto the phallus to be pleasured, they will pull painfully on their nipples. They may even be able to hold themselves up for a time, but muscles will always tire and eventually they will find themselves collapsed upon the phallus. Gravity, like fate, will always pull no matter how much one's muscles might not want it to. These predicaments create a momentary balance, capturing the conflict between choice and fate.

Relationships

S'thitra has maintained a romantic relationship with Takmarka'rung since the first days of recorded history.

Takmarka'rung, Maven of Control

Let the ties bind you, let them remove all control. Each tightening of their pull brings you closer to the lack of agency that so many others in this world feel. Relish the strictness of it and come to know them.

- Takmarkan Proverb

How much power do we have to enact our own wishes in life? Do we have the self-control and the external control to resist the things that would derail us? Followers of Takmarka'rung ask these questions. They seek to improve control over their own lives, to wrestle back every fragment of agency they can from the various forces that manipulate the events on Bundheim. To this end, followers of Takmarka'rung utilize consensual loss of freedom in their worship. With the removal of control, a worshipper creates a contrast with their daily life and the freedom they have within it. As bad times remind people to cherish periods of serenity, every iron band and turn of the rope reminds Takmarka'rung's followers of the agency they have when they are free.

Depiction

Takmarka'rung is often rendered as a slender ice giant with pale gray skin. Her frost blue hair fades to white as it is drawn back into a bun, held tight by two iron rods. She wields an abnormally long rapier along with an ice-encased shield.

Takmarkan Rituals

Takmarkan ceremonies tend to be long-drawn-out. A chosen practitioner is bound fastidiously. Intense rituals require positions which place great stress upon the body while removing as much motion as possible. These Takmarkan Forms, as they are known, go on for a length of time only known to the person responsible for the binding. It is common to gag the bound practitioner, so they can neither let out protests nor request early release — although they retain consent through a physical alternative to a Word of Freedom. While in this state, the bound practitioner is expected to meditate on the feelings brought forth by the removal of their freedom and to ruminate on how they might better attain control over their own fate.

Relationships

Takmarka'rung is the twin sister of Leidastri. Their domains and outlooks seem incompatible, and indeed, the pair fight often. However, Takmarka'rung only pursues this conflict to help her brother realize his potential by gaining a modicum of self-control. In truth, the two are inseparable, their love untarnished by the eons of divinity.

Additionally, Takmarka'rung is romantically involved with S'thitra.

Braega, Voice of the Unknown

You are broken, you are shameful, and no one will love you if they see you for who you truly are.

- Braegan Proverb

Many societies propagate a set structure of behavior that is acceptable and behavior that is not. Even in the most open and affirming parts of Bundheim, shame and secrets still exist. Braega knows these feelings — these worries of being broken or unaccepted, of secretly being a monster. Sometimes that voice is just a person's own fear, but sometimes it is Braega's toxic whisper in their mind.

When someone feels there is an aspect of themselves that they are struggling to accept, or they are fretting over whether their friends and family will love them should their secret come out, that is the playground of Braega. Braega offers power wrapped in deceit. They teach their adherents to lie such that even the most insightful cannot see through them. Sometimes, they offer a promise that the lie a follower tells will one day become true. Of course, Braega never intends to help these people. Instead, Braega seeks to further isolate them, or to give them the tools to isolate themselves, so that their shame will never lessen and they will never come to accept themselves.

Depiction

Braega takes many forms but most often they take no form at all. Instead, they manifest as voices and whispers which mimic the voice of their target to fool them that it is their own thoughts being heard. However, when depicted in books or scrolls, Braega takes on the form of whatever the reader will trust most. This might be an older family member that Braega's victim looks up to, a close friend, or a lover, but the astute will notice Braega always has a tell of their true identity. This manifests as heterochromia of the eyes, with one blue eye and one eye matching the form that they have taken. When manifesting an avatar, the shadows themselves wrap Braega's form like a vast cloak; it is said that they can animate specter-like nightmares from this accoutrement.

Braegan Rituals

Adherents to Braega do not generally take part in open rituals. In part, this is because Braegan followers tend to work by themselves and in secret. However, when they do seek to honor Braega, they will concoct predicaments where victims would have their secrets exposed. For example, a professional dominatrix may enjoy being marked and humiliatingly inked in private but always have a cleric heal her bruises and refresh her skin before work. She might be bound naked in a warehouse in the center of town, covered in hickeys and inked with slogans that invite her to be played with and turn her on to see. She can freely leave the building and seek help, but she has no way to do that without showing herself in public. Braegan followers take much glee in exposingthe secrets of others while maintaining their own, so this acts as a favorite past-time of the most devoted.

Keisar, the Talon King

You must wrest control of that which you desire. The more you control, the more that falls under your sway, the more assured future prosperity becomes.

- Keisian Proverb

In a world defined by dynamics of power and control, it is only natural there are those who will take those concepts too far. Rather than relishing the trust and dedication such interactions require, they seek only to revel in their own power and accrue more of it. Such individuals find like-minded company in Keisar.

At its core, the trap these individuals fall into often begins with good intentions. They do not seek power but rather they seek to make a difference. Along that route, they find others following them, listening to them, and looking to them for

guidance. They feel intoxicatingly important and if not careful, they find themselves constantly pushing the limits of that high. Of course, there is no end to power and no end to the number of rivals also seeking power. So, this road ends only in violence. Still, such individuals are incapable of looking far enough ahead to see that, too enamored by their lust for power and control.

For his own purposes, Keisar recruits these people by promising them ever more authority. Legends speak of how he picks a select few important individuals in any period to grace with his boons. In reality, he plays the field with many pawns vying against one another and others in power. Keisar pits power-hungry people against each other because he searches for someone powerful enough to break him free.

Depiction

Keisar adopts the form of an ivory dragon with a wingspan that could bridge mountaintops. He wears an obsidian crown with high pointed spires, the lower half of which has hooks that pierce his skull so that the crown can never be removed.

Keisian Rituals

Keisian rituals take the form of grand balls or revelries centered around the event's host and honoring their great stature. Commonly, statues, portraits, or other monuments to that individual are erected, and guests demonstrate their fealty with lavish gifts. Additionally, these celebratory rites often include swathes of submissives who are required to provide entertainment for the party. When recruiting their entertainment, Keisian followers seek those most unwilling and often keep whole stables of captured individuals to hold sway over. The most coveted gift is to capture a prominent rival and put them on display in an excessively demeaning or torturous manner.

Kurrow, the Sopping Sovereign

Our path hid many divergent roads. As we walked along, we could have veered to the left and found ourselves kings, or to the right and fallen into the arms of true love. If only we had seized those opportunities, if only we had known.

- Kurric Proverb

It is impossible to live without regrets. It is therefore easy to look back with hindsight and see what one could have done to end up in a better place. Perhaps if they had not moved to another city, they would still be surrounded by their caring friends. Perhaps if they possessed the courage to court that flame long ago, they could be fulfilled now. Kurrow knows this pain too well and seeks to bring together those who wish things could be different.

Unlike the other Malitic deities, Kurrow does not seek to bring down mortals directly, nor to subjugate them. Instead, she focuses on reversing a single mistake of the past. She gathers those who have the intelligence and arcane means to alter time, to foster their research and uncover a spell or artifact that will shunt her back to the Age of Black Stars. She intends to either kill Lancanos before he can complete the Lightborn Cage or to forewarn her fellow Malitic deities to fend off the banishment they now suffer. She wields feigned compassion and false empathy as tools to bring those overburdened by regret under her sway and drive them to complete the research which she cannot.

Depiction

Kurrow is personified as a middle-aged human woman with ashen skin, lanky build, deeply sapphire eyes, and gray hair that flows nearly to the floor. Water flows from her hair as if from a weeping willow caught in a rainstorm. Kurrow keeps a crooked posture, often with her long arms hugging her torso, as though consoling herself. Her somber face rarely changes but always retains the potential to display profound understanding. On rare occasion, a small smile graces her countenance. In those moments, Kurrow comforts those who seek her — for if this sad woman can know a modicum of joy, why not them?

Kurric Rituals

Kurric acolytes rarely partake in harsh rituals, rarely torture or exploit victims. They are more focused on their research for Kurrow herself. However, some feel the need to show gratitude for her guidance and do engage in ritualistic acts of that mix sensory deprivation and bondage. When taken upon themselves, they see this as means to focus without the distractions of the world around and to find clarity in their devout pursuit. Forced upon others, such an act can be a misguided means to try and calm their victim or to make them confront their deepest regrets. Victims may be left in this state for incredibly long periods of time, with only small interruptions for sustenance and sanitary relief before they are returned to their isolated state. Never do Kurric acolytes seek to better themselves in the present nor to heal. These adherents focus on changing the past to bring about the better present they missed out on.

Ljudas, the Artisan of Spite

Are you not owed for your work? Have you not followed the righteous path and followed the guidance you were given in your youth? Why do others deserve greater prosperity than you?

-Ljudan Proverb

Among Svi'bice's painful emotions, chief was that which came from comparing themself to their fellow Creator Gods. When Syi'bice shattered and Bundheim's pantheon came to be, the fear of solitude and the jealousy of others' togetherness coalesced into the darkest recesses of the world, forming Ljudas. With these core motivations, Ljudas became adept at copying and creating that which he perceived in others. However, his own pain always corrupted his copies.

Those that endlessly suffer feelings of inadequacy, that let rotten self-esteem fester into jealousy and covetousness, often find themselves in cults dedicated to Ljudas. His followers seek to gain that which they feel they deserve — be that the property, the opportunity, or the love they were denied. The Ljudan worldview is founded upon feeling owed that which the adherent desires and that the world has wronged them by denying the object of their obsession.

Depiction

Ljudas is usually pictured as a pale, bald man with a long, unkempt black beard and mirrored eyes. Many who have met Ljudas' gaze have found painful awareness of their own suffering thanks to this effect. He is dressed in black finery and wields a blacksmith's hammer. Iconography of Ljudas often includes a broken anvil named Avund, with which he forged the Black Stars.

Ljudan Rituals

Practitioners of Ljudas endeavor to break the will of their victims. They force captives into demeaning situations and reiterate how worthless they are, how insignificant their achievements. This often involves illusions and mind-altering magic that instills true belief in the practitioner's words, such that if their victim survives the ordeal then they still leave broken and without the will to pursue their own goals anymore. Frequently, Ljudan adherents plunder the property of their victims, whether with legal loopholes or with force.

Qopili, Platinum Exemplar

Look at where your hard work has gotten you! The sweat of your brow, the ache of your back, the cleverness of your wit. These all coalesce into your greatest dream. Will you then suffer those who wish to take it from you? Why should even the smallest piece of your success be stolen?

- Qopilic Proverb

Pride in one's accomplishments is natural and righteous. However, people easily forget those who helped along the way to their victories. Qopili and their followers take this oblivious mentality to an extreme, willfully using people to get what they want. Then when they gain a loftier position, they ascribe their ascension only to their own attributes. It is thanks purely to their own brilliance, their own cunning, and their own resourcefulness that they succeeded. Should something threaten their position or status, they will ardently defend it, no matter how minute the potential loss they face. A competitor takes some customers away from a follower of Qopili? They may well run their competitor out of business with pseudo-legal allegations and loopholes, scheme to run them afoul on their taxes, or just burn their house down while they're asleep within it. Adherents of Qopili cannot stomach losing even an ounce of what they have worked for, even if the loss is deserved and all they need to rebound should be simple innovation.

Depiction

Qopili manifests the form of a large androsphinx lavish with shining, silver feathers. Their wings, however, are infused with effervescent tendrils of light that wind through their beautiful feathers. They are graced by a halo appearing as an ornate sigil that frames their head from behind in angelic perfection. They always seem to be speaking down to their subjects, but to those following them, this comes across as mentoring rather than as condescension.

Qopilic Rituals

Followers of Qopili enjoy keeping their victims in just enough bondage to ensure they cannot get free and forcing them to serve their captor. Victims will be forced into roles of house servants or handmaids. In one of the most extreme practices, victims are kept and treated as mere stable horses, brought out only to exercise and draw carriages for travels. The universal aim is to turn victims into useful tools, never seeking to consider their desires or whether the roles they are forced into fulfills them in any way.

Rasha, the Fair Magistrate

You are beautiful, kind, smart, dedicated, and yet, you suffer. Others do not deserve what you yourself cannot have, and it is only equitable that you work to break the lucky down to everyone else's level.

- Rashan Proverb

Existence lacks fairness. Others will have more than you. Some will seem happier and more successful. To this point, both Ljudas and Rasha share a commonality; on the face, they seek to amend that unfairness. The key difference between them is in their methodology. Ljudan followers seek to take what they feel they are owed, letting envy overwhelm them. However, Rashans work to destroy what they don't have. Without the intention of conquest, they can simply whittle down and reduce everyone to their level.

The Rashan strategy is directed by anger at unjust imbalances. Thus the Rashan method of rectification reflects that rage. As a result, resentment festers and overflows, yielding short tempers and reactionary behaviors.

Rashans proclaim how wonderful they are and espouse the awfulness of others, because they are not getting what they feel they are owed. In time, Rashans can become incredibly destabilizing to any civilization as they gather, amplify one another's hatred, and collaborate to bring down the underpinnings of society in the hope of bringing back simpler, supposedly happier times from the days of yore.

Depiction

Rasha is normally detailed as a towering, crimson-skinned, and incredibly muscular man with angular, devilish features and a wide, snarling grin. Huge, batlike wings sprout from Rasha's back. However, instead of leathery webbing, his wings form out of a bound, almost magmatic flame. Dark eyes and hair convey a sense of power and, much like Ljudas, he is draped in ostentatious finery. Another central feature of Rasha's iconography is his axe, Espundar, with which he is said to be able to cleave the world.

Rashan Rituals

Rites honoring Rasha provide a dark mirror to Leidastrian practices. Grappling maneuvers and contests are used by practitioners to vie for control, though rather than a true contest, the Rashan predator plays with their prey. After winning and exerting power over their target, Rashans keep their victim under their control while tearing them down physically, whenever the whim strikes. Harsh whippings and beatings are common, and they often end with leaving the prey strung up and bleeding, brought low and abandoned to wail without comfort.

Travma, the Scar Lord

Of course, you should not pursue a partner. How many times must you have your heart broken before you learn that you are not destined for love?

- Travic Proverb

Few individuals haven't endured lasting traumas, even minor ones. Travma deals in the fallout from such events, twisting the resulting attitudes of survivors for their own gain. To achieve this, Rasha and their worshippers operate to instill a

sense of righteous defensiveness. Ideally, the survivor-turned-victim develops a pathological need to isolate themselves or to proactively avoid the circumstances that hurt them before. Unfortunately, while the latter behavior sounds logical, fear blossoms as people hesitate to expose themselves to danger. That fear further keeps them from bettering themselves and from healing, eventually debilitating them into a state where past tragedy rules their lives. Travma feeds on this fear, and his adherents gain power from it like psychic vampires.

Depiction

Travma is pictured as a massive, inky black bat with wild, matted fur and barbed hooksand bone spurs like barbed hooks along his wings. He is frequently shown enveloping victims in his heavy wings and latching his hooks into them, so they slowly suffocate while wrapped up in his horrific embrace.

Travic Rituals

Travmic followers love forcing their victims into situations that make them relive their traumas. With wicked glee, they amplify bad situations and utterly break their victim's spirit. In day-to-day life, they are keen to whisper comfort and reinforcement into the ears of the long-suffering, but always with a manipulation prompting them to a place of self-isolation from where they can be privately paralyzed with fear.

Yggja, the Staring Eye

To follow your ambitions is natural. We all seek growth, accomplishment, and satisfaction. Sacrifices must be made if you wish to achieve your desires.

- Yggjan Proverb

Everyone has passions which they prefer to focus on and pursue in their personal time . However, passionate desire can mutate into a corrupt facsimile of itself: obsession. Once obsessed, the mind thinks of nothing else, yearns ceaselessly for the object of its impassioned attention, and ultimately, needs it so much that basic needs become distracting annoyances. From then on, the task of returning to normalcy only gets harder. Yggja relishes in this, supping on it as though a sweet ambrosia.

Depiction

Yggja is never depicted as a single entity but rather as a series of bloodshot eyes barely visible and poking out from the darkness. They are traditionally described as an oppressive and omnipresent force, always watching.

Yggjan Rituals

Rituals in honor of Yggja force their victims to indulge in their obsessions. At their extreme, they further reinforce the obsession such that the practitioner never comes out of it. Someone obsessed with sex might be spurred on by cycles of edging and denied satisfaction, building the need for release and moving the goal line for gratification until they think about and desire nothing else. On a more mundane level, followers of Yggja encourage passions and nurture them into obsessions. They act as most supportive friends, always encouraging, until at some point, they testify on how other things are minor and that great things await if you can singularly pursue whatever it is you desire.

Lesser Idols

While not themselves divine, these entities possess almost comparable powers. Notably, as these entities are not locked by the Lightborn Cage, they are in some ways more dangerous than the deities. Their moralities range from absolute good all the way to utterly, revoltingly evil.

Kesi, Antiquarian of the Ages

Formerly, Kesi lived as the Divine Ruler to the lost desert kingdom of Sesochris, until it succumbed to the sands. In life, she fixated on history and its preservation.

In undeath, she continues this work, cataloging and collecting in preparation for when the scholars of Sesochris return to the world. Kesi has taken an interest in acts of evil, both those that have happened and those to come. Throughout history, at moments of great peril, individuals have found themselves whisked away from their doom only to find themselves inside Kesi's museum-like sanctum beneath the sands.

Once interred, Kesi's victims are wrapped in rune-inked bandages that both immobilize and mummify them for her display as well as preserve them in an undying and awake state. Sadistically, Kesi's dioramas depict their victims in mid-action of the very moments they were "rescued" from. The magical bandages keep these victims alive without food or water and left to suffer whatever fate they once thought they were being rescued from, forever.

Mis & Dis, Vandals of Boredom

It is impossible to properly tell which identical twin is Mis and which is Dis. They will proclaim themselves to be either, sometimes switching their attestation mid-conversation. Fey pranksters of the highest order, Mis & Dis take glee in spreading false information.

Sometimes, their lies wreak terrible havoc, fostering drama and ruin. However, at other times their lies bring people together, perhaps even helping kindle a romance that otherwise would never have lit its spark. The motivation for these variously beneficial and malevolent feats remains impossible to tell, for Mis & Dis never reveal what they are truly up to in the moment nor if they even have a greater agenda to which they hold themselves.

To those that study the art of deception, the highest accolade goes to any who can successfully trick either Mis or Dis. Of course, should you achieve this lofty goal, you will always wonder whether they lied about their surprise.

Razagast

During the Age of Black Stars, the Talon King slew this storm giant of incredible power. When Keisar struck Razagast down, the Malitic deity channeled an insidious curse which turned the storm giant's corpse into an undying entity that seeks to help people fulfill their utmost desires. Yet, such things always come at a price.

Any can call out for Razagast's aid, and to some, he will answer by freezing the world in a flash of lighting. Razagaast strides towards the aid seeker, a massive undead frame carrying a colossal greataxe, while arcs of lightning frozen mid-flash branch down off his body. This lasts for only a moment, but when time resumes, the aid seeker finds Razagast has done something to change their situation, much as one would find in casting a lesser version of the *Wish* spell.

Why then does not everyone call on Razagast whenever they have need? Well, he does not always answer, and the requirements to garner his attention follow no known logic. However, the true reason is Razagast's cost. The first time one sees Razagast, he is 30 feet away. With each successively answered plea, he appears closer and closer. Those who Razagast reaches become imprisoned in his greataxe. In the sides of its blade are reliefs of frozen figures crying out for help. Scholarly conjecture suggests that when Razagast has gathered enough souls, he will be freed from his curse and allowed to move on to the afterlife.

Scorned Primordials

Svi'bice formed Bundheim from the bodies of four gargantuan elemental titans which rebuffed their pleas of friendship. However, the minds of those primordial titans were too powerful for even Svi'bice to destroy, so they cast them down into the darkest depths of the Abyss.

In the modern era, the Scorned Primordials are beings of evil and ruin which seek to not only gain their freedom but also to bring devastation to all Svi'bice's creations. Despite their intentions, some cultists are devoted to the Scorned Primordials. Some believe they will be favored by the Primordials upon their awakening, while others simply wish to end the world.

Thankfully, the Scorned Primordials are even more securely caged than the Malitic Deities, for both the Lightborn Cage and the Abyss itself jail them.

The Stellara Willow

The Stellara Willow is a towering willow tree. Oddly, its trunk grows in a hollow ring rather than a solid mass of wood. However, if one dropped inside from the sky, their path to the ground would be blocked by three branches which grow symmetrically inward. These branches curve around themselves before ever reaching the trunk's epicenter, as if the disconnected and inverted branches of a triskelion. In lieu of the mundane willow leaves, gossamer-thin leaves dangle downward and glow with innate, golden light.

The tree is thought to be the first plant Svi'bice created after they made the earth. It is said that they enchanted the Stellara Willow to be beautiful as the cosmos where Svi'bice was born. Over the ages as Svi'bice returned again and again to their first friend, the Stellara Willow gained consciousness and communicated with the creator god.

Tragically, when Svi'bice broke themselves apart to escape their loneliness, they left the Stellara Willow behind in its own isolation. This saddened the Willow, which longed for the return of their closest friend.

It is speculated that the Stellara Willow is hatching an eonic plot to merge the gods back into the form of Svi'bice and bring back their lost friend. Perhaps this mysterious plant has designs beyond the ken of mortal men.

In an astral confluence known as the Stellic Convergence, Bundheim's three moons align perfectly with the three innermost curls in the triskelion-like branches of the Stellara Willow. However, since this requires precise positioning of four astral bodies, it is inherently unpredictable, and only the most skilled diviners can estimate when it will occur. During the Convergence, arcana flows through the Stellara Willow stronger than any other time, allowing for the working of great magic that would otherwise be impossible.

Sundered Scale & Helene Pentarchy

Originally, the five ancient chromatic dragons of the Sundered Scale were one titanic drake with five heads. This dragon, known by the name Teradranth, broke into five pieces when it warred with its mate, Hel. From the torn heads, new bodies grew and each gained its independent sapience. Although there are other drakes in the world, almost none approach the power of the Sundered Scale. Only the five metallic dragons that were similarly formed from the fragments of Hel, sundered in the same fight with Teradranth, boast comparable strength. They comprise the Helene Pentarchy and as they hold major political sway in Bundheim, they are described in detail in the Factions & Societies section.

Although each dragon has a personal methodology, the members of the Sundered Scale all pursue treasure and domination. They are as follows:

- **Tir (red, male).** His sins of choice are pride, impulsiveness, and unfathomable ego. Tir is accompanied by a veil of living flames which he seems to telepathically control. He takes incredible joy in breaking and dominating the minds of new worshippers. However, he is hasty to kill those who fail to "see the light."

- **Atoc (black, female).** The cruelest of the Sundered Scale, Atoc revels in prolonging the suffering of others through the most sadistic means possible. She is almost always cloaked in magical darkness that drains the life force of those around her.

- **Mardex (blue, male).** Brimming with greed and vanity, Mardex is fond of capturing victims and forcing them to behold his magnificence until they perish from neglect, or until he prematurely butchers them for a real or perceived slight. His wings are made of lightning, an element which he can extend and break off to use as arcing javelins.

- **Aldranth (green, male).** The most devious of the brood, Aldranth is always cunning and never trustworthy. He takes extreme joy from tricking his victims into believing they can get free, before snatching freedom away at the last minute. He exudes a poisonous gas that renders those around him vulnerable to arcana, his second expertise after playing with his food.

- **Thraxal (white, nonbinary).** The Sundered Scale's final commander of the sky is known for a primal, brutal nature driven by ceaseless hunger. Primal, brutal, hungry. They savor forcing their victims into flight so they can hunt them, even extending their suffering with a maim and snack before finally catching them. Thraxal summons and telepathically wields weapons of ice, making escape that much more difficult.

Xamjuun, Chronicler of Heroes

Appearing as a muscular, bald humanoid who matches the species and gender of those that behold them, Xamjuun wanders the world. Their quest ceaselessly to chronicle and remember those who show incredible bravery in the face of adversity. To this end, they serve as a living archive of heroic tales, their flesh covered with the tattooed names of those they honor.

No two people see the same names on Xamjuun's skin. Some have reported seeing the names of close relatives, who never battled a dragon, nor saved innocent townsfolk, nor anything of the sort. However, not all heroes carry swords or wield magic. For some, living as who you truly are requires incredible courage. Xamjuun honors this courage, too, for public glory and daring bloodshed are not the only hallmarks of bravery.

Of course, Xamjuun is a common role model for those who ply the bardic trade. Many songsmiths seek them out to be inspired by their wondrous tales and skillful recitations of them.

Garden of Respite

In legends, would-be heroes and greenhorn adventurers meet Xamjuun in a lush garden which is often out of place in its surroundings, whether appearing in a desert oasis or a deep dungeon's cavern. Amidst breathtaking flora and transplants from all places, ornate magical weaponry has been partially stuck in the ground, as though their wielders merely placed them before going to bed by the campfire.

To those that find this place, Xamjuun offers a challenge. Should the visitor win, Xamjuun allows them to take a single weapon from the garden. Those that fail awake from unconsciousness to find themselves exactly where they had been sans fauna, weapons, and Xamjuun.

Cosmology

Like any other realm in the multiverse, Bundheim is replete with planes of existence. The planes can be thought of as wholly separate worlds, accessible only via potent magics or the will of technologically advanced entities. Some of them resemble the normal world of Bundheim, also known as the Material Plane, while others abide by rules determined by their eccentric natures. This section overviews the descriptions and optional rules for the other major planes, along with some of the entities that reside on them .

Geography of Other Worlds

Unlike other realms, the planes of Bundheim primarily exist within and beside one another. However, these planes cannot be found by digging deep into the earth. Instead, one must tunnel into other facets of reality. The planes both are born from Bundheim and define Bundheim itself, and as such actions within each plane can affect the others.

It is easiest to picture the metaphysical layout as a linear tunneling downward into the lower planes. Henceforth, each plane receives a section presented in an order as if traveling downward from the skies above Bundheim. In reality, the borders of these planes are rarely so cleanly cut.

Vast Unknown

Perceived as the sky above by a person grounded on the Material Plane, the Vast Unknown surrounds the world and stretches away beyond comprehension. The denizens of Bundheim call this the Vast Unknown.

Only the creator deity Svi'bice is known to have traversed this plane. As Svi'bice no longer exists in form, no one can address the mystery of what lies beyond this unending void. Since stars populate the night sky, something must be out there. However, scholars can only theorize. The best and the worst among them do so endlessly.

In the Vast Unknown, there is no air to breathe or material to traverse. Additionally, magic loses potency as it travels further from the Material Plane. This creates an intangible quagmire that leaves one unable to explore it.

Material Plane

The majority of Bundheim's mortals call this plane home. When one considers the world at large, with its nations, seas, plains, and forests, one speaks of the Material Plane. Few ever leave it, living out their entire lives without any awareness that this is but a fragment of the larger cosmology.

The Material Plane serves as a lynchpin for all the rest of existence. Emotions and actions on the Material Plane can have far-reaching, dramatic effects on some of the lower planes and this relationship is inversely true as well.

In some way, almost every deity is concerned with those who dwell here. However, few can interact with it directly, thanks to the Lightborn Cage. As such, most mortals are free to live out their lives concerned only with mortal affairs. Yet not all can do so because incursions from the other planes still occur.

In essence, this plane can be considered the baseline plane of existence and a home for most adventures in Bundheim.

Lightborn Cage

The vast divine work of Lancanos, known as the Lightborn Cage, occupies the border between the Material Plane and the lower planes. The Cage itself is laid upon another plane, formerly known as Duun. After the Age of Black Stars, the amalgamation of Duun and the Cage came to be referred to as the Lightborn Cage. The divine construct seemed more pertinent than the plane's former function. Lancanos' work solidified this plane and transformed it from a fog drifting past the edges of reality into a stalwart wall dividing the Material Plane from the planes below.

When known as Duun, the plane previously occupied a border space overlaying the Material Plane. Duun acted as a transition space for souls that pass from existence to oblivion or sometimes, the other way around. This plane resembled the world it contacted. Surveying the landscape, one found mountains and trees that corresponded to those of the Material Plane. However, the entire vista appeared desaturated and slightly fuzzy around the edges.

Aesthetically, it remains desaturated and fuzzy, but a web of chains made from pure light now crisscross its sky. This light casts harsh shadows and causes the souls passing through to seek shelter as they journey. While the presence of the cage is the true barrier to those who wish to move upward toward the Material Plane, the whole of the plane is now anathema to any who are not either the souls crossing it or those born of mortal essence.

While the Lightborn Cage serves primarily as a border, any who travel there can use it to great effect in divination work. Events on the Material Plane often play out as hazy images in their corresponding place upon the landscape of the Cage, allowing the covert witness of events. This can be further exploited using appropriate magics, and some spellcasters even use the energy of the Cage itself to amplify their divinatory work.

Optional Rule: Scouring Shine

The vibrant glow of the Lightborn Cage is quite effective in removing wayward energies and entities whom Lancanos' has determined should not be permitted to cross into the Material Plane.

Any creature that is an Aberration, Celestial, Elemental, Fey, Fiend, or Undead - or has any of those creature types as part of their ancestry - finds the Lightborn Cage to be inhospitable toward their continued existence. Effected creatures on this plane gain 1 point of exhaustion and do not remove any accrued exhaustion when they finish a long rest.

Benefic Bastions

Home to the Benefic Deities, each bastion is shaped in an idealized form adapted to their bailiwick. From the interior, these planes can appear in any form the appropriate deity deems. From the outside, each is represented by a skyscraper fortress interwoven with the Lightborn Cage.

The Lightborn Cage is responsible for much of the work that keeps the border between divinity and mortality sacrosanct, but the Bastions function as both the watch towers and power sources for the Benefic deities to hold the line. The immensity and splendor that these planar structures possess gives the impression they are palatial abodes. However, the Bastions are closer to jails in their function. The Benefic deities can never leave them, no matter what they wish, because they remain to keep the Malitic deities and the horrors of the lower planes at bay. This entrapment is wholly consensual, for each deity made their own decision to join in Lancanos' effort to end the Age of Black Stars.

Antipalota

Domain of Maina

Like Lumneitum, Antipalota is a singular room.Unlike Lumneitum, Maina's realm is sprawling and well-adorned. Imagine the idyllic cottage's central room — resplendent with cooking fire, soft and comfortable furniture, and portraits of loved ones upon the hearth's mantel — and you paint an apt picture of Antipalota. The realm overflows with pets, from birds asleep on perches in the corner to a hearthside cuddle-puddle of puppies. This is almost the space of a normal peasant rather than a god, just vastly oversized. Notably, a keen study reveals several pieces of furniture, and a few of the pets, are in fact bound people.

Optional Rule: Welcome Hearth

Maina provides a welcome shelter to all who desire it. Her realm functions as a waystation for mundane creatures in need of aid, and she rewards those who bring themselves closer to that ideal. When a creature finishes a long rest while they are on this plane, they gain the Favor of Maina. As a bonus action, a creature can expend the Favor of Maina to shapeshift into a beast with challenge rating as high as their level or Challenge Rating divided by 3.

Bhawstable

Domain of Nodsvto

A lush forest spreads out from a central, crisp blue pond in Bhawstable. Large trees are shaped so they function as homes to all manner of beasts, including humanoids. Many of them house a family of some form or another with little ones running free, unworried. The pond serves as the seat of Nodsvto, who takes leisurely floats while conversing with the other residents of their realm.

Optional Rule: Pregnant with Possibility

The forest of Bhawstable is not only home to many varied forms of life, but always ready for the creation of new life. Any effect that creates a creature with a finite duration, such as a summoning spell, has no duration while the created creature is on this plane.

Koladiam

Domain of Baskema & Parumen

Koladiam exists almost entirely as sea. The weather above is varied but never unpleasant Islands, containing all biomes imaginable, dot the endless sea. The surf and these islands are the domain of Parumen. Upon the islands, one finds they possess the ability to become any form they wish, beast or otherwise.

Under the waves is a vastly different experience. The deep sea quickly grows dark. Silence and stillness reign, interrupted only by massive leviathans that slowly drift by and are just barely visible thanks to their bioluminescent features. However, the darkness here instills a sense of calm and social reprieve rather than terror or loneliness.

Optional Rule: As Above, So Below

Regardless of which half of Koladiam one is visiting, they are welcomed by a sense of peace and belonging due to the two deities who reside here. While on this plane, creatures have a supernatural sense of themselves and a comfort in both their own existence and eventual demise. Creatures upon this plane are immune to being frightened or charmed. These effects last for 24 hours after such creatures leave this plane.

Lumneitum

Domain of Lancanos

Of all the Bastions, Lumneitum is the smallest. This is not outwardly apparent; like all its fellow Bastions, it stands tall a grandiose and palatial tower. Inside, however, Lumneitum is but a simple room with a singular, ordinary chair. The walls feature large windows, which reveal the Lightborn Cage extending off into the distance. Here Lancanos waits, watching and withstanding, in the prison he has fashioned to fulfill his duty.

Optional Rule: Vigilant Sentinel

Much like Lancanos in his eternal vigil, those who visit Lumneitum are blessed with his ability to watch for dangers around them. Creatures upon this plane have advantage on Wisdom (Perception) checks, cannot be surprised, and can sense Evil aligned creatures within 120 feet of them. These effects last for 24 hours after such creatures leave this plane.

Pin of Cold Iron

Domain of Takmarka'rung & Leidastri

Lumneitum may serve as the Lightborn Cage's chief watchtower, but the Pin of Cold Iron is its lynchpin. A harsh spike of gray metal, the Pin of Cold Iron uses Takmarka'rung's resolve to keep the Cage intact. Within, one finds an austere tower, militaristic and functional but devoid of purpose other than continued existence. However, a network of steam pipes flow throughout the Pin of Cold Iron and keep the air comfortably warm. This network is known as the Cinderheart,

and Leidastri makes it his business to maintain it. Leidastri uses the massive boiler at the Cinderheart's core to stoke the passions of mortals by sending forth its embers into the world.

Optional Rule: Earned Agency

The cold, unyielding environs of the Pin are better than most places at making people appreciate the freedom and comforts of daily life. A creature who willingly spends at least 24 hours bound within the halls of the Pin is immune to being charmed and makes Wisdom saving throws with advantage for 24 hours after being freed.

Optional Rule: Passion's Flame

A single ember from the Cinderheart can kindle great passion in one who holds it. Any creature who visits this plane may take with them an ember when they leave it. That creature picks a skill they are proficient in when they obtain the ember. While the ember is on their person, they double their proficiency bonus for any check involving the chosen skill. If the creature obtains another ember, the previous ember cools to ash and becomes unusable.

Predrogha

Domain of S'thitra

Veiled in perpetual twilight, Predrogha resembles a huge swath of unbroken sky with clouds drifting by in the distance. While no land can be seen, any who visit find themselves standing on one of the wide golden disks of a scale, its chains disappearing upward. One can approach the edge of the scale to have more presented to them, each showing them the outcome of a decision from their past or present. In this way, one can explore the various outcomes of their choices and reach a place of understanding.

Optional Rule: Chain of Choices

The ambient divinatory nature of Predrogha amplifies those who seek to use it in making a choice. Any spell which gives a glimpse of possible future outcomes, such the *Divination* spell, does not expend a spell slot when it is cast. However, all material components must still be satisfied and are expended as the spell requires.

Abyssal Lower Planes

After casting out the four consciousnesses from the elemental entities whose bodies now form the world, Svi'bice sent them to a void of darkness and isolation named the Abyss. The creator deity hoped to trap those who had scorned them in a lonely hellscape like what they had sought relief from while in the Vast Unknown.

Often depicted as an expanse of overwhelming darkness that claws at the edges of thought, the ebony expanse of the abyss hides a secret within: the four elemental planes of the Scorned Primordials. These planes circle the empty center of the Abyss, the void at the epicenter of the entire cosmology of Bundheim, and they form a revolving ring of intense, elemental energies.

Wafts of these energies drift up through the planar layers, eventually finding their way to the Material Plane and maintaining the balance of nature. This was of Svi'bice's design, in which the Abyss serves as a life-sustaining powerhouse that keeps at bay the terrors that would destroy the world.

Yet, this system was vastly expanded upon when Lancanos birthed the Lightborn Cage. Now, the upper levels of the abyss are the home to the Malitic Deities. They are trapped in a similar fashion to the Scorned Primordials yet still choose separation from them. The Malitic Deities view themselves as figuratively as well as literally above the Scorned Primordials. For their part, the Scorned Primordials are wholly consumed by their thirst for vengeance and have no interest in conversing nor any in allying with others. Furthermore, they view the Malitic Deities as fragments of the one who imprisoned them. This leaves the neighboring gods ever watchful for aggression from the primordials.

Cloven Crags

Domain of Rasha

An interminable maze of canyons, crags, and crevasses among rough stone, the landscape of the Cloven Crags is constantly shifting and collapsing. This motion is driven by Rasha's rage. As he rampages through the land incessantly, each strike of his cloven hooves yields earthquakes. Furthermore, the sky rains fire upon the land. Denizens face the choice of the burning wrath from above or the quivering canyons below.

Optional Rule: Pressured Outburst

Rasha's rampaging creates a potent aura that instills others to unleash their own rage at whatever injustices they feel they have suffered in life. When a creature enters this plane, they must make a DC 12 Wisdom saving throw. On a failure, they begin to rage. While raging the creature has advantage on Strength checks and saving throws, has resistance to bludgeoning, piercing, and slashing damage, and can neither cast nor concentrate on spells. This effect can be ended via the *Greater Restoration* spell.

Court of Contrasts

Domain of Keisar

Through the balistrariae of this imposing castle fortress, one can see the landscape of the Lightborn Cage. This is not a true view upon that plane, merely a manifestation of the disdain Keisar feels for it. Yet the harsh lights of the chains are the only source of illumination in the Court of Contrasts. Keisar's throneroom is centrally located. From his court, he metes out harsh punishments for those who do not bow to his splendor.

Optional Rule: Talon's Grip

Those who visit the court of the Talon King risk falling under his sway. When a creature enters this plane, they must make a DC 12 Charisma saving throw. On a failure, that creature is charmed by Keisar. When a creature that is charmed by Keisar leaves this plane, they must succeed on a DC 12 Charisma saving throw, or suffer the effects of the *Geas* spell cast at 8th level, with Keisar counting as the caster. While under the effects of this spell, Keisar can telepathically speak with the creature to issue commands.

Moistmarrow

Domain of Kurrow

Streams of fog roll ever onward among the marshes of Moistmarrow. At its center, an enormous willow tree shoots up until its canopy covers the sky above. Any who gazes into the waters of the marsh sees trapped souls beneath the surface, forever suffocating upon their sorrows.

Optional Rule: Undertow

The swampy terrain of Moistmarrow is all too eager to subsume any who tread upon it. When a creature finishes a rest on this plane, they must make a DC 12 Wisdom saving throw. On a failure, the creature becomes cursed by a regret from their past. While cursed, each time the creature finishes a rest they must succeed on a DC 12 Wisdom saving throw or gain 1 level of exhaustion. If a creature gains exhaustion this way when they complete a long rest, they do not remove any exhaustion from them for completing that rest. This effect can be ended via the *Greater Restoration* spell.

Painsted

Domain of Travma

Individual to each who beholds it, Painsted initially forms itself into the most comforting space possible for its occupants. To Travma's liking, many who enter are unaware they have reached his domain. As one interacts with the environment, events begin unfolding in horrific ways. All the while, Travma stalks the shadows and relishes as the miseries of mortal lives are renewed by Painsted.

Optional Rule: Stalked By Tragedy

While the realm of Travma is its own hell to those who behold it, the insidious nature of it follows those who attempt to leave, always seeking to bring ruin to their life. A creature that leaves Painsted must make a DC 12 Charisma saving throw. On a failure, they become hexed by a shadow of Painsted. While cursed in this way, they must reroll any dice which rolls higher than a 4 when determining how much a creature is healed by an effect they created, and any spells which bring creatures back from the dead must be cast at 1 spell slot level higher than they normally require. This effect can be ended via the either the *Remove Curse* or *Greater Restoration* spells.

The Space Between

Domain of Braega & Yggja

Much like the stars and worlds float through the Vast Unknown, the Abyssal subplanes drift through an abundance of unfilled space. Unlike the Vast Unknown, what resides here is neither unknown nor benign. Two of the Malitic Deities, Braega and Yggja, fill the space with darkness, whispering, eyes, and madness. Very few minds can last long here, for even the most level individual will find their grasp on reality fraying.

Optional Rule: Maddening Oblivion

To gaze upon the space between spaces in the lower planes is to court with madness. Here the senses are assaulted on dual fronts, with whispers from Braega and visions from Yggja.

Any who can hear at any time here must succeed on a DC 12 Wisdom saving throw when they leave this plane. On a failure, the whispers shift their pride to shame. That creature chooses a skill they are proficient in, they are no longer proficient in that skill.

Any who can see at any time here must succeed on a DC 12 Wisdom saving throw when they leave this plane. On a failure, that creature's mind becomes obsessed. That creature chooses a skill they are proficient in, doubling the bonus to rolls they make for skill checks involving that skill. However, that creature loses proficiency in all of their other skills while they are obsessed. Either effect can be ended via the *Greater Restoration* spell.

Stjarforge

Domain of Ljudas

Like its primary resident, the realm of Ljudas is a covetous space. Ljudas toils upon his anvil, Avund, in the forge at the realm's heart.. Beyond his workshop, cheap fabrications of major artisanal achievements dot the plane. Temples, statutes, storerooms filled with legendary weapons, whole towns — none of these are the genuine article, having been crafted by Ljudas in his unending envy.

Stjarforge is utterly silent, save for the sounds of Ljudas working with his tools.

Optional Rule: Covetous Spite

The latent attitude of Ljudas empowers all who enter his realm to attain what is rightfully theirs. When a creature enters this plane, it must make a DC 12 Charisma saving throw. On a failure, they choose a magic item that is attuned to one of their party members also on the plane. The creature becomes attuned to that item (unattuning to another item if needed), is unwilling to let it leave their possession, and cannot unattune to it. The item is magically transported to be in their possession when this effect takes hold. This effect can be ended via the *Greater Restoration* spell.

Uctivani

Domain of Qopili

A place of direct worship for Qopili's most devout, Uctivani is an immense marble ziggurat that reaches higher into the sky than any tower in the Material Plane. Its countless rooms are adorned with innumerable images and idols, all in honor of Qopili. At the ziggurat's top, the Platinum Exemplar resides, drinking in praise and doling out advice that only furthers his own schemes. Beyond the base of the ziggurat is utter nothingness, all the better to help attendants focus their attention upon Qopili while in his presence.

Optional Rule: Inexorable Sway

Qopili's realm exudes an ambient psychic pressure upon those within it, urging them to reconsider the target of their worship. For each 24 hour period spent in Uctivani, a creature must make a DC 10 Charisma saving throw. On a failure, they begin to worship Qopili, replacing their primary deity if they possess one. This effect can be ended via the *Greater Restoration* spell.

When a creature that worships Qopili in this way finishes a long rest, they must repeat the saving throw. If a creature fails 3 of these saving throws consecutively, their worship of Qopili becomes permanent, and may not be undone save via the use of the *Wish* spell.

Primordial Depths

At the center of the Abyss, at the very core of Bundheim's existence, drift the four elemental planes where the essences of the four Scorned Primordials remain imprisoned. Birthed from the enraged cores of the Scorned Primordials, the four elemental planes are terrible places filled with only destruction and desire for vengeance.

Calamity of Air

Wracked by turbulent winds and an ever-roiling maelstrom of lightning and thunder, the Calamity of Air is a hellscape devoid of ground to stand upon. While falling is inevitable and

even winged creatures struggle to fly in the plane's conditions, the real danger lies not with an impact that will never come but rather with the tempestuous lightning that flashes about. Seemingly sentient, or perhaps driven by the Primordial's latent consciousness, it seeks to entangle visitors in searing bonds of electricity. A fate of incessant, shocking pain awaits those unlucky enough to fall prey to it.

Calamity of Earth

Possessing neither a sky nor a sea, the Calamity of Earth is entirely composed of dirt, stone, and sediment. Any who arrive here are immediately entombed. Held fast by resolute stone, they are unable to move or free themselves. In a small mercy, the earth exudes enough air such that those trapped do not suffocate within their earthen tombs. Sadly, this simply prolongs the claustrophobic, slow wasting away that awaits any victims of the Primordial of Earth.

Calamity of Fire

In an endless wasteland of molten rock and burning landscape, even this plane's air scorches all flesh that it contacts. Water vaporizes instantly here, but roiling seas of boiling oil meet the shorelines of its landmasses. Rather than relieving rains, storm clouds filled with molten wax drip torrents of scorching paraffin below.

Calamity of Water

The Calamity of Water is a realm composed of little else than water. No matter how high one swims, never will they reach the relief of breathable air. In this Calamity, one can also find massive glaciers which drift in all directions both horizontal and vertical upon the currents in unending journeys about the plane. Many creatures have become imprisoned in these glaciers, some of which are ancient beyond recorded history. Only the horror of a death by the competing killers of hypothermia and suffocation awaits those who find themselves in this flooded place.

Author's Note: Munches

Many kink practitioners only indulge their desires within the privacy of their own homes, but many others seek out a community of like minded individuals. The prospect of community can be a major comfort to those seeking to explore the world of kink. However, this presents the daunting prospect of attending a dungeon party.

From the attire to the atmosphere, such parties can be overwhelming to people new to kink, but more they present little opportunity to socialize. When at these parties, there's always care to not interrupt the scenes and play of those partaking, which means socialization ends up being a secondary goal of the event. A solution to this is a different kind of event known as a munch.

Typically such munches are casual affairs, with all attendees coming in street attire to a public venue — most commonly a restaurant or bar. Thanks to the public setting, a sense of safety and community can be established, which makes these sorts of events ideal for new people in particular. Play does not occur at a munch, but rather all involved share a meal and socialize. Many friendships and caring communites have been forged at these munches.

Daily Life in Bundheim

Technology

The level of technology in Bundheim is roughly standard for a medieval fantasy setting. Notably, gunpowder is extremely uncommon though not unheard of. When found, it largely exists in siege weapons such as shipborne cannons.

Magic

Only a few centers devoted purely to arcane study exist on Bundheim, such as the Inked Inversion in Izbor and Point Konib under the purview of the Dauntless Mandate. Outside these, magic and enchantment are low-level affairs with wandering tinkersmiths that mend objects or sell simple, enchanted items like glowstone lamps. Low-level magic is accessible, but the higher-powered arcane users stick to their own isolated conclaves or reside within larger, centralized bastions of knowledge.

The art of weaving a spell is primarily derived from one of three power sources. The most readily available is the Divine, or power that is granted by a higher being. Clerics and paladins use their faith as a conduit to channel the Divine, while warlocks often make bargains with deific entities. While this type of relationship makes spellcasting easier to accomplish, it has the drawback of reliance on a potentially fickle power source. If that relationship sours, the magic might fade.

For this reason, mortals toil in dark chambers and pour over only-arguably legible handwriting to discern the secrets of the universe itself. To tap into the esoteric, elemental forces of the world has come to be known as practicing the Arcane. This power is hard won by intellect and perseverance unless you are an innately lucky sorcerer. The prowess required makes wielding an Arcane font of power rarer than a gift of power from the Divine. Much of the Arcane knowledge from the time before the Black Stars has been lost, left to the ruinous devastation.

The most elusive magical power source is called the Primal. Rather than learned like a skill or earned through devotion, those who possess the Primal source do so thanks to their relationship with the world itself. Most commonly, this means a close bond with nature. Practitioners thrive among and harness the dangers of the wild. Some even learn to tap into the most fundamental elemental energies and become living forces of nature.

Currency

Bundheim is a wide world with a wide variety of minted currencies. That said, precious metals such as gold or silver, along with gems like diamonds and rubies, will always carry value. So, for the most part, the material determines the value. Although if one has the preferred regional coinage for a merchant, they may be inclined to give discounts.

The most traded coins are made of silver, gold, copper, although platinum is in rare circulation. Beyond economic use, platinum is highly valued for its facility as a spellcasting material component, and this further limits the supply of it as a currency.

Moons of Bundheim

Three moons meander across Bundheim's sky. They are not always visible at one time nor are they reliable. In fact, their orbits are inconsistent, so their paths and timings are inherently unpredictable.

The first moon is known as Halu. Large and bright, it moves slowly overhead. Owing to its most visible status, Halu is associated with boldness and bravery, particularly when the traits are accompanied by stature and stoicism. The second moon is Kilut, the smallest of the trio. Kilut has been nicknamed as the Hidden Sister. Its dark violet color obscures it in the night sky. Finally, the middle child in both station and stature, Burdaan glows a faint blue hue. It is the quickest of the moons, zipping across the stars with almost reckless abandon. Oddly, Burdaan frequently disappears for vast periods of time, though where it goes remains a mystery.

Calendar

Like our world, Bundheim uses an organized system for keeping track of time and dates. The Bundheim calendar year is 350 days divided into 10 months.

The seven days of the week are Reipidag, Ledudag, Keadag, Svipadag, Skiptadag, Undirdag, and Rikjadag.

Bundheim Calendar

Month	Days	Major Holiday
Kertimen	34	Day of Becoming (1st)
Vanskelmes	31	Roditi (22nd)
Ydymeman	35	Nodica (7th)
Kneletid	35	Lockeeleigh (11th)
Slikkald	36	Hollow Storm's Noct (15th)
Fremdel	33	None
Stroppmen	37	Coalition Day (4th)
Burkasse	36	Festival of Beseeching (26th)
Halstid	37	None
Mansjekald	36	Bellehook Eve (36th)

Holidays

The denizens of Bundheim celebrate myriad holidays. While many are regional, those outlined below are widely practiced. They are ordered according to their proximity to the new calendar year

- **Day of Becoming (1st of Kertimen).** As dawn breaks upon the new year, the denizens of Bundheim set the tone for their pursuit of new goals. Each goal requires something of the person who seeks to achieve it, a test of growth and a bid to work toward a better future. As a preparation for the mutability such efforts require, the populace don apparel and embody personalities they would not otherwise. Commonly, those inclined to submit instead act dominant for the day, and vice versa. Individuals experiment with varied gender expressions, different hobbies, or even completely new identities. To pass judgment of another's experimentation is the highest faux pas, for on this day one can become anything, if only for a moment.

- **Rodti (22nd of Vanskelmes).** In advance of sowing the fields, the populace undertakes trials of physical endurance and willpower to curry favor with potential employers. The most common Rodti crucible is a row of increasingly thick, wooden pegs arranged vertically. Participants rush to sit upon each in turn, in order of growing girth, until they finally come to rest upon the largest peg.

- **Nodica (7th of Ydymeman).** Due to cosmological alignments and at the apex of spring, Nodica is considered the day best suited for bringing new life into the world. On this day, celebrants gather in town squares and central plazas to partake in a raucous water fight meant to purify each other for the fertilization process. Those particularly devoted to Nodsvto sling milk rather than water and make a point of dousing those with whom they are most excited to mate.

- **Lockeeleigh (11th of Kneletid).** In a holiday that originated as a community building exercise, celebrants divide themselves into two groups based on their predilection as either a submissive or a dominant. Switches favor a side for the event. Submissives receive collars adorned with locks, and dominants receive keys to those locks at random. Participants mingle during a banquet, attempting to find their paired key or lock. A secondary event later occurs, where submissives are bound in various states of duress. However, the submissives always retain the ability to move about the event space. They search again for the person holding their key, who has now hidden themselves, or for where that person hid the key that will free them. Typically, only established partners participate in the second event. However, if two people find a mutual attraction in the first event, they are welcome to take part in the second event as a pair.

- **Hollow Storm's Noct (15th of Slikkald).** This holiday commemorates the fight between Hel and her mate, Teradranth. Their conflict resulted in them each shattering into five pieces. Accompanying this event, a massive storm engulfed half of the world. Now on Hollow Storm's Noct, druids and mages summon massive lightning storms under which celebrants revel in honor of Hel's hard-won freedom.

- **Coalition Day (4th of Stroppmen).** On this day, the Izborian Coalition struck the final blow against Domitor and ended the War of Unification. Revelers traditionally challenge each other to games that test wits and endurance, then richly award the victors. Even for those not participating in the games themselves, the day is a joyous affair of competitive rivalry, spectating, eating, and imbibing.

- **Festival of Beseeching (26th of Burkasse).** For a full day and night, participants celebrate the lessons Maina. Select individuals are chained outside, usually to a stake driven in the ground and always to some place where they can be accessed by passersby. Those chained are naked, save for their bindings. They are provided no protection from the elements. They always retain the ability to speak because gags are strictly forbidden. For

the duration of the festival, the chained must beg the unchained for whatever it is they need — for each scrap of food, each sip of water, each moment of warmth, each provision of shade. Helpless pleading serves to remind participants how reliant they are on others, and how little power they ultimately possess without connections.

- **Bellehook Eve (31st of Mansjekald).** On this day, Bundheim celebrates that Lancanos ended the Age of Black Stars by forging the Lightborn Cage. With an emphasis on creativity, people set up displays of bondage outside their homes. Among the intricate ropework and devious predicaments, the only commonality is the inclusion of at least one small chain that dangles from the tied-up person. As night falls, the non-bound populace wanders from display to display, each carrying a singular bell. Celebrants vote for their favorite exhibition by hanging their bell on its chain. Whenever possible, both the dangling chains and the bells carry minor enchantments which cause them to glow dimly with a pure bright light, in honor of the Radiant Chain.

Factions and Societies

Conflict and strife punctuate the history of Bundheim. Through these trying times, the people of Bundheim banded together to build stable and prosperous places. From their collective efforts, various factions arose, each with their own goals and attitudes. Each faction tends to its people in its own way, while also keeping an eye on its neighbors to fend off a repeat of either of the previous calamities. The prominent societies collaborate to maintain the peace that was twice hard-won, first in the Age of Black Stars and second in the War of Unification.

The following section overviews these factions, along with their most significant members. More granular information can be found within the Gazetteer, where individual locations are detailed.

Freestate of Frjel

The freshly cosmopolitan Frjel occupies an island off the northeast coast of the Izborian continent. The intervening sea is known for its vicious storms and tumultuous currents, which threaten to capsize even expertly helmed vessels. However, recent advancements in Frjel ship building have led to its explorers accessing the majority of Bundheim.



Lockeeleigh

A New Perspective

Undiscovered and untouched by the mainland, Frjel's isolation kept it from developing the same power-dynamic-focused society common elsewhere in Bundheim. Thus, it more closely matches the traditional fantasy setting and acts as a "vanilla" location. By having a character come from Frjel, a player can create a character who is learning about kink at the same time they might be, which makes it ideal to those who are new to these concepts or who wish to reset their understandings of them and explore kink from square one again.

Izborian Collective

Previously an isolated mage convent hidden in the jungles of southwestern Ovra, the Izborian Collective became the de facto leader of the coalition that arose to oppose Hanesin during the War of Unification. Though the coalition dissolved before the current age, Izbor found itself returning to its isolated roots, but now with more lands flying their flag. Though the coalition dissolved before the current age, many of its member-states preferred to remain united under the Izborian Collective's leadership.

The Collective draws its power not only from the intellect of its scholar mages but also from the arcane resources they control. Their capital city of Izbor was founded around the most important of these assets, the mysterious upside-down bastion known as the Inked Inversion. While the nature and history of the Inked Inversion is still a matter of study, explorations into its labyrinthine depths regularly yield new arcane techniques and artifacts.

Authority

Of course, mages who are busy with their investigations and studies cannot be bothered with the day-to-day operations of the nation. For that purpose, they formed the Mute Council. The council consists of 8 members who divide the duties of governance, with the highest ranking member known as the Speaker Primus. However, total authority has not been granted to the Mute Council. Ultimately, they report to the Izborian Collective's head mage — who holds the title Master of the Depths.

Sometimes, the Master of the Depth uses the Mute Council as an excuse to neglect attending the Izborian Collective in favor of studying the Inked Inversion. Sometimes, members of the Mute Council exploit this for their own benefit. Nonetheless, the historical accomplishments of the coalition led by the Izborian Collective during the War of Unification prove the worth of the established government to its populace. It may be unwieldy and chaotic at times, the common citizen tells themselves, but you cannot argue with the results. That does not mean all are happy, but only minor pockets of people wish to see the bureaucracy replaced with something better. Furthermore, citizens of the Izborian Collective enjoy a high standard of living.

Passage of power differs between the Mute Council and the Master of the Depths. For the Council, all members save the Speaker Primus are elected by the populace of the capital city, Izbor. Ambitious politicians travel from all over the nation to make a name for themselves and secure a seat on the council. However, most of the members are indeed Izborian, a reality that is ill-received in some of the outer townships. Elections occur every two years, though a sizable portion of the populace may create a referendum to remove a council member if need be. Finally, the Speaker Primus is selected by the Master of the Depths using whatever criteria they see fit.

As for the Master of the Depths, only the members of the Inked Inversion convent have the authority to appoint a new Master. The position is held until death. It is unclear how exactly the mages select their Master of the Depths, for when they do so they sequester themselves and return after months or years with a selection and without explanation. Oddly, the winner does not always seem pleased with the result, which has led to speculation that it is not a sought after position.

Military

The Izborian Collective military is known as the Quiet Knights. They mobilize nationally as a defensive force as well as act locally as city guards in Izbor. Beyond this, each town or city is left to maintain its own guards, though the Quiet Knights bear the authority to deputize or conscript these forces.

While they only number about 15,000, many of the Quiet Knights are powerful mages. The Izborian Collective does not generally seek to expand, as its leadership prefers to remain at home and study the mysteries of the multiverse. So, it requires only enough martial power to maintain its lands.

Goals

The Izborian Collective indulges its endless curiosity and pridefully touts its history while attempting to garner new esteem. Izborian mages plumb the secrets of the cosmos. They regard the hidden treasures of the Inked Inversion as the ripest avenue for this, and accolades await those who unlock any of its mysteries. Beyond this, Izborian researchers travel the world, delving into the ruins which date back to the Age of Black Stars.

The Izborian Collective's second, more modern concern is holding firm to the stature they garnered as the final bastion of defense, and the launching point of victory, in the War of Unification. The mantle of hero weighs heavy with renown, but the Izborian people relish this renown.

Fashion

The city of Izbor sets trends throughout the Collective. Those hailing from there favor flowy garments and robes of fine cloth, soft and airy. Blues, greens, and teals are often the colors in vogue, alongside white for those of high standing.

Collars and cuffs are common and usually made of a precious metal, either gold or silver. In rare cases, platinum will be worn — especially by those who are linked to the arcane studies in some way. In addition, such adornments often have gems affixed to them, with rubies being the most sought after due to their rarity on the continent of Ovra.

Relationships

The average citizen considers the collective as a serviceable yet chaotic force within their lives. At one moment, dictates might be passed down that clearly improve the nation; the next day, a mandate on fish length may be enacted. They also tend to be overly zealous in defending their honor and are quick to cast out any who shame the collective whole. Overall, the glory of living in the most victorious nation on Bundheim, combined with an enviable standard of living, has left most citizens happy.

Outside the nation's borders, the Collective is viewed as somewhat of a foolish relic of the past. None will decry their accomplishments in history, but it is widely known that the

Collective of late is disorganized and aloof. Still, bringing an Izborian Collective agent into diplomatic proceedings provides an air of legitimacy, no matter the issue at hand.

For these reasons, outsiders typically view the Collective favorably but not very seriously. As such, it has not garnered any strong enemies.

Figures of Interest

Some individuals of note in the Collective focus their efforts towards unraveling arcane mysteries. Others work tirelessly to secure the Collective's interests, both at home and abroad.

Mondrouk Onyxbeard, Master of the Depths

Lawful neutral, dwarf, man

This elderly dwarf's jet-black beard is beginning to fleck with bits of gray. He is outwardly cordial and reassuring, but this is largely a facade as his nature is blunt and unforgiving . Mondrouk achieved his lofty position as the head of the Izborian Collective by magical prowess and sharp wit, but his straightforward and brash nature has fostered several political enemies. He seems less concerned with the day-to-day matters of governance, preferring the secrets held within the Inked Inversion. Some in his inner circle have noted a recent, obsessive edge to his delves into the Inked Inversion, but Mondrouk insists it is only a passing curiosity.

Loreseer Neshi Lelanah

Neutral good, elf, woman

One of two right hands to the Master of the Depths, the Loreseer of the Inked Inversion maintains the historical and research libraries for the mages. At first blush, Neshi seems a softhearted, whimsical elf. However, this shrewd operator is more than capable of pulling strings and scheming to get things done. As an elf, Neshi has observed more of the patterns of history than most. As such, she is acutely aware of how fragile peace in the world can be. Because of this, the Loreseer is willing to do whatever is necessary to keep things moving forward, and she has the access to enough information to set in motion her own plans toward a bright future.

Vestige Lord Erzu Bedledidle

Neutral, male gnome

The second of the two right hands to the Master of the Depths, the Vestige Lord maintains the repository of arcane artifacts discovered both within the Inked Inversion and abroad. Erzu, and almost every Vestige Lord for the last several hundred years, has been possessed by a spirit named Sashalin. The spirit otherwise inhabits a phonograph found within the Inked Inversion. A few Masters of the Depths have noticed, but as Sashalin seems to be intent on doing an adequate job, none have seen fit to do something about it.

Silent Arbiter Robin Ommig

Lawful good, human, agender

An extremely capable combatant with a resolute sense of right and wrong, Robin maintains order throughout the Izborian Collective as the head of the Quiet Knights. While Robin otherwise enforces all laws properly, they do turn a blind eye to members of the Abandoned Embers who take refuge on Collective lands. They even ensure a variety of supplies "fall off the wagon" near Abandoned Embers encampments.

Oratory of Ordinza

Situated in the northeast of Ovra, the Oratory of Ordinza is a society based on the dual worship of the Lady of Choices and the Maven of Control. However, strict devotion to the distinct philosophies of both deities is not the foundation upon which the Oratory is built. Rather, the ideals of both gods are blended in pursuit of a perfect society. By taking the teachings of self control and deterministic fate provided by both of those deities, those that command the Oratory seek to imprint society with a rigorous standard that brings contentment and purpose to its citizens.

Authority

The theocratic power structure of the Oratory is divided between two equally statured priests. The Dilemmarch adheres to the principles of S'thitra to adjudicate and mete out punishment based on the laws of the Oratory. Meanwhile, the Resolute Hand — who is devoted to the ideals of Takmarka'rung — endlessly crafts and refines the laws. The two positions work in tandem to power the engine of order churning within the Oratory.

The legal system established by the Oratory of Ordinza, especially the method used for crafting laws by the Resolute Hand, fascinates other nations. Foreign envoys travel to study at the Halls of Iustitian, where they seek to get firsthand knowledge of the Resolute Hand's efforts to establish law. If they wish to join the administrative arm of the government, locals undergo a rigorous trial known as the Compasci Challenge. This involves intense book study, exacting exams, and a grueling final called the Compasci Challenge. Once graduated, alumni of the Trials of Iustitian earn themselves the title Judge Regent and the freedom to wander Oratory lands arbitrating legal disputes as they deem in accordance with Resolute Hand's laws.

The average citizen within the Oratory of Ordinza's lands finds the system effective, if slightly oppressive. Since crime rates are the lowest in all of Bundheim's nations, the peace afforded by the dual system is difficult to deny. However, two points of contention flourish within the populace and cause some citizens to devote themselves to the pursuit of dismantling the current system.

The first of these is the inept dissemination of legal knowledge. Judge Regents each receive a tome enchanted to perfectly reflect the Resolute Hand's own tome of laws. Each township strives to consult local Judge Regents and post changes as they occur. However, inevitable delays lead to unintended infractions. Due to this, Judge Regents and Templars of the Chain must balance the morals of offenders and use their own judgment as to which laws to uphold.

The second point of contention is the strict nature of the system. Some find an ever-present law-enforcing arm to be overbearing. To these individuals, there needs to be more room for passion and an understanding of spontaneity. Ironically, many of these people worship Takmarka'rung's brother, Leidastri—the deity most in line with these ideals. Some swallow this discontent. Others are vehement enough in this belief to act against the Oratory, and they have banded together under the banner of the Abandoned Embers.

Military

To aid in their law enforcement mandate, and to protect Oratory lands from outside threats, the Dilemmarch commands

an order of paladins known as the Templars of the Chain. These Templars serve equally as priests and as fighters, but they are unmistakably elite soldiers deployed to the Oratory's most critical conflicts. Much more common are the average soldiers who fill out the Oratory's military ranks but hold no special martial or arcane prowess.

Goals

Much like their neighbors to the southwest, the Izborian Collective, the Oratory of Ordinza is largely content to pursue their own internal matters. The focus of this is in crafting both the perfect set of laws and the ideal enforcement system that upholds them. For the Resolute Hand, this means a lifetime of studying the behavior of people, learning to both predict and control their habits, and putting to paper rules that reflect this. To the Dilemmarch, this entails devising punishments that dissuade people from causing chaos. Additionally, the Dilemmarch vigilantly observes the Resolute Hand — a mortal fallible as any other.

There exists one exception to this inwardly focused attitude. The Oratory of Ordinza is keenly aware of how advanced their legal framework is and seeks to spread the "gospel" of this system to the other nations in Bundheim. This effort is met with mixed success, but the Oratory is not to be dissuaded simply because the task is difficult. Outside Ordinza, some nations fear the day that the Oratory leaders decide their system is finally perfected and focus solely on bringing their ideals to the world at large.

Fashion

Oratory citizens prefer a nearly monochromatic aesthetic. They accentuate with crimson highlight pieces, such as a sash or a pendant. While the average citizen enjoys lighter fabrics and garments, the colder climate forces them to wear thicker overcoats featuring fur trim. Those who work in the martial disciplines incorporate armor into even their everyday wear, though it is stately and functions largely as a style piece rather than as a defensive accoutrement.

This monochromatic motif extends to fetish wear as well. Ordinzans prefer their leather to be dyed white, their cuffs and chains to utilize a colorless metal such as silver or steel, and their ropes to be blanched. Harnesses are very popular, especially those reminiscent of battle wear; though sections are often left out to expose the wearer's features.

Relationships

Like their neighbors to the southwest, the Oratory of Ordinza does not have any major enemies. The Izborian Collective and the Oratory of Ordinza are both relatively aloof to external affairs, their leaderships preoccupied with research and craft. However, outside the continent of Ovra, the Oratory is tolerated but not admired. Foreigners often perceive devout Ordinzans as staunch and holier-than-thou, lacking in the zest for life. Still, that is not enough for most to see them as enemies, merely as bothersome.

The exception to this is the Abandoned Embers. This group views the Oratory's way of life as highly problematic and seeks to undo it where possible. For many Abandoned Embers this is a purely social campaign, but some camps engage in guerilla warfare to achieve these goals.

Figures of Interest

The Oratory of Ordinza revolves around the twin duties of the Resolute Hand, who creates the laws, and the Dilemmarch, who upholds them. Both direct each other, as well as keep each other in check. In addition, each serves as the high cleric within Ordinza to their respective gods.

Resolute Hand Lolea Dayaid

Lawful good, half-giant, woman

Lolea has a no-nonsense and coldly logical attitude. She is utterly devoted to creating the best series of laws and practices for the society under her care. Extremely devoted to the ideals of Takmarka'rung, she maintains a private temple within the Halls of Iustitian. Any challenge to her work is met with disdain and dismissal, as Lolea is the very model of sureness in her position. Still, though Lolea would never admit it, every rule has its exception, and Carden Spalding remains the only individual who successfully changes her mind with any regularity.

Dilemmarch Carden Spalding

Lawful good, human, man

Carden exudes delight and whimsy, which surprises many due to his position. This is not a facade, but Carden is capable of gravity and intimidation if the moment calls for it. Oddly enough, he finds joy in his work. In particular, he loves devising punishments that balance against the severity of the infractions that incurred them. While Carden understands his job is to uphold the laws that the Resolute Hand creates, he



Lolea Dayaid

conceives his real purpose to be acting a foil to Lolea Dayaid and ensuring she does not create overly harsh mandates. He is devoted utterly to the tenets of S'thitra and works to uphold her principles within the bounds of his duty.

Abandoned Embers

The Abandoned Embers exist not so much as a cohesive organization but more as a loose alliance of groups whose ideals roughly align. Born from the orderly and controlling society of the Oratory of Ordinza, the Abandoned Embers dedicate themselves to tearing down the way of life that the Oratory has tried so hard to construct.

Members of the Abandoned Embers do this not in pursuit of anarchy. Rather, they hope to remind the populace of Ordinza that passion and vivaciousness are valuable traits to cultivate within society. However, much as the Oratory exists as a dual power structure, the Abandoned Embers act with their own duality of ideals.

At one end of the spectrum, a group wants to foster spontaneity within the populace. These Embers work underground, distributing illegal and illicit substances that help impassion people. They are smugglers and black marketeers, working with satisfaction to give Ordinzans access to the joys they lack. A mainstay of this group is throwing secretive orgies where participants can privately succumb to carnal instincts and repressed, primal desires.

At the other end of the spectrum, zealous and jaded Embers act radically and aggressively. To them, the Oratory of Ordinza is not only restrictive but also actively dangerous and tyrannical. These Embers conduct covert sabotage on Oratory military infrastructure alongside kidnappings of Judge Regents and Templar commanders. Each act seeks to weaken the Oratory's grip on the populace.

Authority

The Abandoned Embers have no cities and hold no territory. Rather, they exist as a network of operatives that live among the populace. They do, however, maintain several camps in Izborian lands. To connect with an Abandoned Embers agent, one might initiate contact using thieves and smugglers to avoid suspicion.

Military

As a rag-tag group of rebels and rabble rousers, the Abandoned Embers lack a formal military. Instead, they rely solely on a hidden network of agents who work vaguely toward the same goals.

Goals

At first blush, it might seem easy to define the group's goals. They all pursue a fight against the Oratory of Ordinza. However, members hold a range of views on how dangerous the Oratory is, which leads to varying goals. On the less intense end, members hope to rekindle passion and spontaneity. The zealous are determined to raze the Halls of Iustitian and introduce a completely new form of governance to Ordinza. Most fall on the less zealous side of these views, but enough maintain burning anger toward the Oratory that they remain an ever-present threat of violence.

Fashion

The idea of fashion, to those involved with the Abandoned Embers, is a bit of a moot point due to their secretive nature. When they gather, they don extra reds and ambers. Most Embers are working folk, so they otherwise wear mundane, practical clothing.

However, their taste in leather diverges sharply from the common preference among the Oratory. While leather is a popular material in fetish wear in both factions, Embers prefer aged or dyed, deep brown leather. They favor fetish wear, such as leather of this hue, that shows it is both highly durable and has seen a lot of use.

Relationships

Obviously, the Abandoned Embers are enemies and criminals to the Oratory of Ordinza. However, the Izborian Collective largely turns a blind eye to any encampments on their lands, so long as they do not interfere with Izbor's own agenda. This is not a resolute stance. If the Oratory demands action from the Izborians, then they will generally comply with the request to maintain their relationship with the Oratory. Few have heard of the Abandoned Embers outside the continent of Ovra, though those that do tend to belong to the criminal underground. These underworld connections help the Abandoned Embers source the illicit goods they deal in.

Figures of Interest

There exists no singular ruler for the Abandoned Embers, but a few individuals play key parts in the overall network.

Bostisli Oakborn

Chaotic good, dwarf, woman

Bostisli is renowned throughout the Embers as the best smuggler in existence. While that claim may be hyperbole, Bostisli is an incredibly well-connected individual with an uncanny knack for procuring things and ensuring they end up where they are needed most. However, she holds a hard and fast rule against smuggling weapons, for she loathes violence of all kinds. To her, the battle for Ordinza is best fought in the heart and the mind.

Delsias Aganu

Neutral evil, elf, man

Formerly a Judge Regent for the Oratory, Delsias became disenfranchised when he witnessed a Templar of the Chain purposely botch a punishment to create a lethal result. When the Resolute Hand of the time failed to punish that Templar with even so much as a slap on the wrist, Delsias' new attitude hardened. With a fervor, he works tirelessly to injure the Oratory wherever he can. Over the years, he increasingly justifies any actions he might take as necessary, no matter the collateral damage.

Kniq, Liege of the Revel

Neutral, satyr, agender

Good or bad? Tyrannical or staunch? Kniq cares not for the fight against the Oratory nor holds any views on its moral standing. Rather, they are a creature of their own purpose. The singular goal that drives them is to throw the greatest instance of merrymaking the realms have ever seen. Recognizing the pent-up demand in Ordinza, and the opportunity to use

the resources of the Abandoned Embers, Knig has situated themself as the de facto expert at organizing underground celebrations throughout Oratory lands. In large part, they are a member of the Abandoned Embers for convenience alone.

Deadfoot Confederation

Occupying most of the continent of Macenje, the Deadfoot Confederation traces its roots to the Age of Black Stars. As the western portion of Macenje succumbed to the terrors of that time, a minotaur by the name of Thaokix Deadfoot banded together the surviving population to mount a defense. Though that effort was ultimately doomed to fail, Thaokix led the survivors north to Izbor and ensured the continuation of his people in the face of increasingly dire circumstances.

When the world was freed from the Black Stars, it was only natural that the people who returned to Macenje elevated Thaokix into the highest position of leadership. Thus, the Deadfoot Confederation coalesced in a joining of not only of those who fled north, but also the pockets of survivors they discovered upon their return.

In time, the people of the Deadfoot Confederation reconnected with the land they had lost, and a thriving population of druids established itself. These druids had their work cut out for them, for their land bore the scar of Rasha's torment during the time of the Black Stars. Rasha had almost rent asunder Macenje, cleaving a vast scar in the earth that roiled with magma. Although his direct influence had been pushed behind the Lightborn Cage, the earthen scar constantly threatened to erupt in volcanic fury. Even in the modern era, a cadre of druids work tirelessly to keep the elemental energies of Rasha's Cleave at bay.

Over time, the prevalence of druidic practitioners created a thriving community of those interested in primal and pet play, which persists to this day. Those interested in such activities, including many Furfolk, travel from throughout Bundheim to live and find like-minded individuals within the Deadfoot Confederation's borders. This has led to a higher-than-normal Furfolk population, but plenty of other species are present within the humanoid population.

Authority

Due to the nearly deific adoration his people directed toward him, Thaokix could have enjoyed absolute rule until he died of old age. Instead, the forward-thinking leader created a governing body to ensure the continuation of the Confederation. By his decree, the Thundering Assembly formed. Within its main hall, representatives from throughout the Confederation assemble and hash out their proposals without worry of standing or decorum. Taking inspiration from the unbridled passions of primal play, the Thundering Assembly seeks to allow open, unfiltered expression of ideas without fear of backlash. This often facilitates incredibly volatile interactions where one or more Assembly members yell and stomp their feet in fits of passion. The forum gets its name from this legislative cacophony.

Military

The Deadfoot Confederation maintains a potent military force of soldiers and druids who seek primarily to preserve order in their territory. While skilled in many forms of combat, Confederation troops are renowned for their brutal speed and reflexes. Their elite soldiers tap into their fight-or-flight response to achieve supernatural feats of martial power.

Goals

First and foremost, the Deadfoot Confederation seeks to maintain order and peace between its various tribes and factions. As the Confederation is replete with those of the druidic persuasion, a major secondary goal is the rejuvenation of lands tainted during the various calamities that have befallen Bundheim. Whether to dispel a nexus of ominously enchanted forestry or to restore a strip of beach corrupted during the Age of Black Stars, Confederation druids venture forth to return lands to homeostasis.

Relationships

The Deadfoot Confederation's most significant and hostile affiliation is with the League of Blackheart. Much like an elder sibling who tolerates the behavior of their kin, the Confederation often lets the League go about their business. Sometimes the League crosses a line that the Confederation cannot ignore, which necessitates swift action. Despite this, the common heritage of the two factions (as described in the following section) lends to a close working bond when the situation allows for it. Symbiotically, the Confederation is more than content to keep its efforts homeward and allow the League to deal with those in faraway lands.

Beyond the League, the Deadfoot Confederation maintains amicable relations with all other major factions on Bundheim. Of these, the Confederation is most wary of the Dauntless Mandate due to the Mandate's industrial and militaristic nature.

Fashion

Due to the emphasis the Deadfoot Confederation places on primal behavior, fashion trends take notes from the surrounding environ. In the desert, airy and light fabric garments are dyed with oranges and yellows. In the jungles, tight-fitting clothes ensure the wearer does not get snagged on a wayward branch. In dangerously natural habitats, fashion prioritizes practicality, mobility, and camouflage.

When not under the threat of survival, Deadfoot Confederation citizens revel in the pigments they are denied out in the wild lands. Colorful scarves of all hues, vibrant silken robes, and color-saturated gemstones adorn city dwellers as they go about their daily lives.

Leather is a highly desired material for fetish wear, usually with natural tones and dyes. Leather holds a particular reverence due to the sacrifice made by the animal from which it comes. As such, collars and cuffs tend to be designed around whatever species the leather was made from, be it mammalian or even reptilian. The most desired of materials is draconic leather, though tradition dictates it be given willingly by a dragon who passes naturally, making it exceedingly rare.

Figures of Interest

The many subfactions of the Deadfoot Confederation ensure that a huge number of movers and shakers work within the faction at any given time, far too many to note here. However, below are some of the most important players.

Apex Druid Telyi Enti

Chaotic good, elephantine furfolk, woman

One of the few individuals alive when the Deadfoot Confederation coalesced, Telyi offers a guiding voice to the chaotic din of the Thundering Assembly. While she holds no

official title or power within the Assembly, few are idiotic enough to challenge her higher status by disregarding her directions.

Warheart Kadme Goldentooth

Lawful good, lion furfolk, nonbinary

Many voices, with many more opinions, comprise the Thundering Assembly. All of them rely on the Warheart, who commands the military forces of the Confederation. Highly revered for their bravery and tenacity, Kadme is relatively young and new to the position. Many look to Kadme for security, and Kadme is all too aware of the pressure on their shoulders.

Xaniver Uraxis

Neutral evil, elf, genderfluid

Nominally, the members of the Thundering Assembly are in constant flux. However, a few key players have embedded themselves as linchpins of the system. Among these, Xaniver is perhaps the canniest. Hailing from a coastal region, they have close ties to both the Confederation and the League of Blackheart, and they use those relationships to further the underground smuggling syndicate that they helm.

League of Blackheart

When Thaokix Deadfoot led the flight to safety across the sea to Izbor during the Age of Black Stars, it was thanks to the ships maintained by the coastal townships that such a journey was possible at all. Once at sea, Thaokix's group found itself divided in the notion of where safety lay. Of course, many would find their salvation in Izbor. However, nearly a third of the vessels fled to open water where relatively few horrors seemed present.

Ultimately, that group survived relatively unscathed. When the Deadfoot Confederation was organized, those still at sea did not wish to fall under the sway of those who scampered with their tails between their legs to the safety of others. Led by the panther-like furfolk Lock Blackheart, this group founded their own League to look after their interests. Since they viewed the Confederation as a weak, pacifist government with no ability to fundamentally secure their continent's shores, the League of Blackheart built up a sizeable maritime operation with which to establish naval and economic dominance. Sea trade funded the League's growth into the present authority over most coastal lands in Macenje.

While League tempers from those early days have cooled, memories of the difference in opinion between the nautical survivors and Thaokix's expedition have left the population with a deeply entrenched sense of individualism. As such, the League is marbled with crime syndicates and mercenaries who are all too glad to seek whatever goal they feel is most important.

Authority

An absolute ruler known as the Tyrant of the Winds helms the League of Blackheart. This leader acts as an adjudicator for the League's various subgroups. To ensure their power, the Tyrant commands the fastest and most advanced ships. Ostensibly, the reason for this is to retain the most capable military vessels for defense of the Macenje heartland. In reality, these ships primarily enforce the will of the Tyrant inside the League.

Below the Tyrant of the Winds, a jumble of minor factions pursue their own goals. Each has its own power structure and ideals, but all adhere to the will of the Tyrant.

Military

The League of Blackheart maintains the most capable naval presence on Bundheim. Though normally disjointed, when rallied against a common foe, the League is capable of assuring near total dominance of the seas in any region of their choosing. Each League ship houses a cadre of mercenaries and fighters who are adept at maritime warfare, albeit with little experience fighting military campaigns on land.

Goals

On the surface, the League of Blackheart's primary agenda appears to be economic. However, despite their reputation as smugglers, privateers, and mercenaries, League members share a genuine love for their homeland. Should ever a threat to Macenje arise, sometimes even should one be imagined, League factions will drop what they are doing and remove that threat.

Relationships

The disreputable activities of the League run afoul of various authorities worldwide. As such, the League lacks a good standing with most nations and becomes a liability to foreign relations with their closest kin, the Deadfoot Confederation. Regarding the Confederation, the League views them as though an older sibling who is powerful and well-meaning but naive to the ways of the world. Still, the League attempts to retain good



League Captain

relations with the Confederation; at the end of the day, the two groups share a common interest: Macenje.

Fashion

As the League of Blackheart's common habitat is nautical, clothing tends to be practical and durable enough to withstand storms and turbulent seas. There is also a focus on a wide wardrobe, adaptable for any type of climate since one never knows where their travels will take them. Common colors range between bright reds and balmy blues — one to contrast the sea, the other to accentuate it.

Chains are extremely common accouterments, often woven into corsets or dangling from collars. Beyond the metallic aesthetic detail, these chains hold a special reverence due to their use in nautical activities. It is the chain that holds the ship to the anchor. Intricate rope pieces, usually body harnesses, are common for similar reasons. It is the ropes that allow sailors to angle, raise, or lower the sails, and therefore allow the sailors to harness the wind.

Figures of Interest

The League of Blackheart is a loosely organized coalition of forces. They are more focused on common goals than a power structure. As such, the people of note within this faction tend to be leaders of their own subgroups.

Tyrant of the Winds, Gundar Boldpelt

Neutral good, minotaur, man

A stern but fair man, Gundar has sailed to every corner of Bundheim and touched the wonders that exist there. While he remains utterly devoted to his homeland, he knows the importance of greater cooperation among the nations and subtly works to bring greater understanding to the League of Blackheart. Unfortunately, this does not appeal to most of the League's minor factions, so Gundar must be patient and understanding.

Mist in the Morning

Chaotic neutral, panther furfolk, woman

Claiming to be a direct descendant of Blackheart himself, Mist has formed the largest group of privateers within the League. Her boastful pride hides a shrewd mind more than capable of outwitting her competitors. To Mist, the greatest treasure is treasure itself. Unfortunately, such an attitude has left her watching over her shoulder constantly, lest an ambitious recruit stick a knife in it.

Protectorate of Vorrag

During the Age of Black Stars, the city-state of Vorrag found itself the unwelcome host to one of the horrifying black spheres that gave that era its name. Unlike most other places beset by these horrible divine constructs, Vorrag was geographically sheltered from the sky. From within the canyon walls of its surrounding landscape, the citizens of Vorrag defended against the airborne menace and the armies it unleashed. Eventually, the people of Vorrag accomplished what few others would: they dispelled the Black Star besieging them.

This victory was not clean, nor did it come fast enough to save most of the populace. Judas forged the Black Star of Vorrag with the Scar Lord in mind. A legion of abominable creatures, made primarily of leathery wings and bony claws, poured forth from it. Survivors witnessed loved ones torn apart, often torturously slowly, and thanks to the influence of Travma, they found the images remained fresh in their minds no matter how much time passed.

After the dispelling of the Black Stars by the Izborian mages, the very caverns and canyon walls that had sheltered Vorrag's populace became the refuge of the abominations that remained. The creatures fled for their lives, and the survivors collapsed tunnel entrances behind them. Unfortunately, the multitudinous tunnels that previously provided the people haven now ensured that once the abominations occupied them, none could root them all out. There were simply too many nooks and crannies to hunt. To this day, the abominations continue to breed, and the people of Vorrag remain ever vigilant against incursions from any direction.

Authority

The need for strong, decisive action became the basis for the governing structure of the reclaimed and reconstructed city-state of Vorrag. A twin set of lords lead Vorrag together, with neither holding dominion over the other.

The Underlord vigilantly watches the caverns, wary of the horrors that lie within. The Underlord focuses solely on defending the lands from these monsters, be it via crushing incursions or posting border defenses where needed. The Overlord organizes both the larger efforts of the Protectorate and day-to-day life.

These two individuals claim no responsibility nor power over one another. They work together to thwart the lingering horrors of the Age of Black Stars.

Military

Though occupying only one city, the Protectorate maintains a potent military force largely in pursuit of keeping its people safe. Beyond the rank and file troops devoted to this purpose, the Protectorate has the most robust spy network in all of Bundheim. These agents work tirelessly in search of information about threats from the Black Stars and funnel such information back to Vorrag itself.

Goals

The Protectorate exists first and foremost to defend against the threat of the Black Stars. Though history has been otherwise devoid of them since their titular Age, the War of Unification proved to the Protectorate that the threat is not truly over. It is only a matter of time before a Black Star is used to besiege a place once more. Additionally, due to Travma's curse on the people of Vorrag, the memories of the Age of Black Stars remain fresh, passed along the genealogy of whoever beheld the actual event that caused them.

To accomplish this goal, the Protectorate curates the largest repository of knowledge from the Age of Black Stars on the face of Bundheim. Within the Protectorate's myriad scrolls and tomes, researchers can find nearly every piece of literature written about the Black Stars along with more practical artifacts that aid in their study.

However, the Protectorate is dissatisfied to simply act domestically, hold its borders, and search for a permanent solution to the threat. The Overlord commands a veritable army of spies who embed themselves abroad to keep watch for any looming threats. The breadth of this network is also its weakness. With so much to watch over, the Protectorate's

forces are spread thin in all places save within its own lands. As such, the Overlord must be careful with how they spend their resources to combat these threats, often limiting the network to acting only on the ones affiliated with the Black Stars.

Relationships

As the self-sufficient Protectorate sets itself upon what it perceives to be the highest purpose, it does not bother jockeying for status and trade deals with other nations.

The Protectorate also does not enjoy the favor of other nations, in no small part due its spy network. Several times throughout history, other governments have discovered a Vorrag spy with a prized artifact or within an important location they absolutely should not have been in. Some nations, such as the Izborian Collective and the Helene Pentarchy, are more understanding of this work and simply deport the spies back to their homeland. Some, such as the Dauntless Mandate, choose to send a message back to Vorrag by executing such spies. On the part of Vorrag, these latter cases are seen as unfortunate costs to continue their vigil.

Fashion

Despite the largely desert environs the Vorrag Protectorate occupies, its people dress in black more than any other color. This serves a dual purpose: a reminder of the ever-present threat of the Black Stars; and as a nod to the clandestine work their countrymen conduct abroad. Of course, they don lighter fabrics whenever possible and prefer armor made from woven Steelsilk that maintains speed and agility by keeping weight down.

Fetish wear becomes the exception to the lightweight trend, for chain and metal is incredibly popular. Additionally, these items warm with the day itself. This creates the effect that all who wear them find it impossible to forget about them, further cementing their gratification.

Figures of Interest

The following individuals are important to governing and achieving the Protectorate's goals.

Overlord Bernadina Reziz

Neutral good, dragonborn, woman

As befitting a spymaster, Bernadina is a tough person to read. On the surface, she holds her position with dignity and poise, giving off an air of dignified relations rather than covert operations. Beneath this facade lies a tenacious spirit willing to do anything to get the information she needs. The genuine Reziz includes a sadistic streak a mile wide which she must subdue, lest she turn to torture or other taboo means to gain information. Instead, she prefers to keep those tendencies to her private chambers, where they can be expressed consensually.

Underlord Weng Grinalbo

Neutral good, half-orc, man

Much like the Overlord he works with, Weng is a no-nonsense man on the surface and is utterly devoted to his work, securing the citizens of Vorrag. However, Weng has seen more than enough horrific things to fill several lifetimes and is anything but sadistic. When he is not working in an official capacity, he seeks out experiences which will help him ease his mind, help him slip from present thought and lose himself in a semi-conscious experiential state. Oddly, he does not use intoxicants in this pursuit, preferring pain and pleasure to achieve this submissive headspace.

Helene Pentarchy

Before the Age of Black Stars, two dragons of immense size danced through the air with little regard for the mortals on the ground below. One was named Teradranth, a behemoth whose scales were a myriad of chromas. He is said to be among the most beautiful of Svi'bice's creations. His mate, called Hel, was festooned in pearlescent scales which shone with all the precious metals of the world.

Over time, Teradranth grew more and more possessive of Hel. Soon, his domineering attitude cast a vicious shadow over their relationship.

In due course, Hel began to desire her independence, to be free of Teradranth and to wander the world of her own accord. Teradranth, his desire for control now filling his very being, would not let her go. So, the two made war. Their powers were immense, and though the gods could have interceded, they did not wish to get involved in what they viewed as a simple lover's quarrel. And so, a vast storm engulfed half of Bundheim, leaving the mortals to cower and hope for its end.

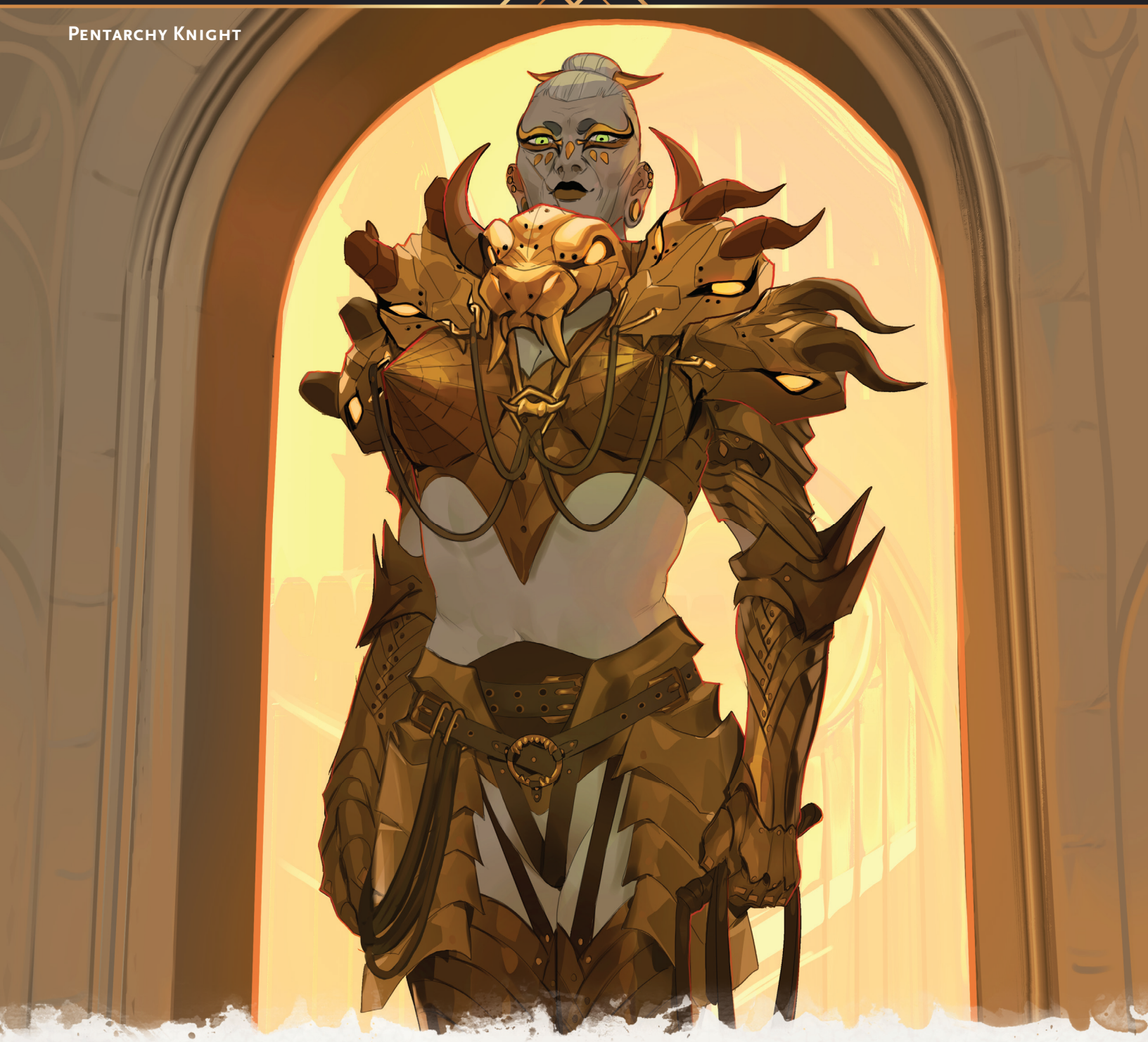
Thankfully, the war did end. However, it extracted a horrible price from both titanic dragons. Each had torn asunder the other, and in the end, both shattered into five individual beings. Thus, the entities known as the Sundered Scale were born from the pieces of Teradranth; the five new chromatic wyrms spread throughout the world to fulfill their individual desires. As Teradranth had devolved into an avatar of greed and cruelty, these five drakes embody those characteristics and remain a threat to any who encounter them.

Though Hel also broke into five individual entities, her kind and just nature ensured that these five drakes harmonized with each other. Together, they absconded to a region in the north of Skickain and founded the Helene Pentarchy. They resolved to form an eternal council which would shepherd mortals toward peace and prosperity. The Pentarchy became a bastion of righteousness, a place where those in need of shelter could find a home. However, it also became a hotbed of righteous indignation, for those who reside within the Pentarchy's lands hold no patience for those who wish to do to others what Teradranth once did to Hel.

Authority

In terms of governance, the Helene Pentarchy is ruled entirely by the five drakes who once were Hel. These five immortals form a ruling body of the same name as their nation. When the Pentarchy convenes, they can enter a meditative state where their minds become linked, and the full consciousness of Hel is restored. This process is known as the Helenic Evocation. However, this is only done when matters of great import are brought to the Pentarchy, for each member cherishes their individuality. In mundane matters, the Pentarchy meets to debate resolutions as any other ruling body would.

Underneath the Pentarchy resides a network of matriarchs who address day-to-day governing duties, be it as the mayor of a township or the judge presiding in a court. Throughout the nation, women hold most positions of power, though men and nonbinary individuals are not forbidden from holding those same positions. This attitude extends into relationships, too,



as the women of the Helene Pentarchy enjoy a higher-than-average proclivity for domination.

Military

Thanks to the presence of five ancient dragons who are quite intent in safeguarding their people, the Helene Pentarchy keeps a relatively minor military in comparison to its size. However, as the Dauntless Mandate and the remnants of the Sundered Scale remain an ever present threat, this does not afford them the luxury of retaining only a token force.

Goals

It would be easy to assume that a nation run by dragons would prioritize expansion and acquisition of wealth above all else, but that is due to a prejudice born of the Sundered Scale's actions. The Helene Pentarchy maintains a sizable army and a thriving economy, but the nation is mostly content to cultivate the lands it currently has and accrue wealth through internal developments.

Instead, the Pentarchy is a nation of idealists determined to improve the world. They work to weed out injustice, to end the reigns of oppressors, and to bring a better life to those around them. Of course, they are not all-powerful. So, they must work within the realms of politics, despite having the mightiest air combat assets outside those of the Sundered Scale.

However, because of their defensive attitude, the Pentarchy has been forced onto the back foot by the Dauntless Mandate. They cannot shift about too many military assets lest they invite action from the Mandate by breaking the tenuous stalemate.

Still, when given free reign, the Pentarchy's primary military goal is the eradication of Sundered Scale devotees. They view these cultists as the greatest threat to Bundheim. The Pentarchy remembers life under Teradranth's tyranny, even if that first-hand knowledge remains only within the dragons of the Pentarchy itself.

Relationships

First and foremost, the Helene Pentarchy holds great animosity for the Sundered Scale — both its principle draconic patriarchs and its followers. However, since the Sundered Scale is not a nation but rather is more akin to a cult, very little military might needs be devoted to fighting them. The Pentarchy offers rewards for those who help to end the remnants of Teradranth, but it is not a focus of the state directly.

Of course, their geographical position leaves the relationship with the Dauntless Mandate itself a tense and frayed affair. It is true the Pentarchy is headed by five ancient dragons of incredible power, but they are both reluctant to mete out unnecessary violence and only five entities when compared to the vast armies of the Mandate. Still, the Mandate are fully aware of the retribution that awaits should they move against the Pentarchy and thus far, they are unwilling to pay that price. So, the two nations are left in a state of cold war, each working towards its own goals while dancing around potential conflict with the other.

Internally, strife and political schemes punctuate relationships among the devotees to each of the Pentarchy's head drakes. Each dragon represents a unique set of ideals , and such differences are prone to breeding conflict. So far, these tensions have remained solely within the realm of politics, but there is potential for a larger schism to occur if the right set of circumstances came to the fore — a fact some of the Pentarchy's enemies seek to exploit.

Fashion

As the Pentarchy is ruled over by five metallic drakes, their five metallic hues feature prominently throughout Pentarchy fashion. This could manifest as a gold or copper trim to a dress, embroidered silver filigree work upon a vest, or jewelry example. Citizens favor the metals of the dragons they feel most attuned or devoted to.

The common person prefers light and airy vestments, with sections of cloth that catch the wind and billow in tribute to their airborne leaders. When this is not possible due to harsher climate, outerwear is worn that heavily features embroidery work. Such pieces incorporate designs of draconic lettering, testaments to the virtues the person holds to be most important.

Fetish wear focuses heavily on metals, much like other clothing does. Rather than seeking strong, hard collars and thick, dull manacles, elegantly crafted bands of the individual's chosen metal showcase incredible craftsmanship. Should such a piece end up more intricate, and thus delicate, enchantments are woven into its design such that the final piece ends up as strong as the toughest steel, even though it may be made of chains no thicker than a few hairs.

Figures of Interest

Without a doubt, the most important individuals to the Helene Pentarchy are the five dragons from which the nation gets its name.

Pentarch Helyse, the Keystone

Neutral good, platinum dragon, woman

Helyse holds the namesake of Hel, for she is most in tune with the full consciousness of Hel and is the one to both begin and maintain the Helenic Evocation. She prefers to leave the acts of general governance to her four counterparts, and instead she spends her time parlaying with the various major religions of Bundheim. Some posit she is searching for a way to fully embody Hel's consciousness without the need of the other Pentarchy members, but this is often put forth by those who would see the Pentarchy further divided. Of all the Pentarchy's members, she is the drake most compared to a deity — and sometimes worshiped as such.

Pentarch Enduss, Domitrix of the Lands

Chaotic good, brass dragon, woman

Enduss makes her domain in the lands of the Pentarchy and the earth that comprises it. She is often seen working acts of great geomancy, whether creating wondrous works of art or practical constructs such as a bridge over a turbulent river. She is sure of herself, full of conviction and passion, and headstrong; the other pentarchy members accuse her of being obstinate.

Pentarch Yzzei, Domitrix of the Seas

Neutral good, copper dragon, nonbinary

Yzzei can be seen slipping in and out of the waves on the coastal byways of the Pentarchy. They are capable of prodigious Aquamancy, and they ply these powers in support of the Pentarchy's mercantile efforts abroad. It is rare that a Pentarchy ship is brought down by a storm if Yzzei is nearby. Their bailiwick extends into the financial realm of the Pentarchy, and they are fond of overseeing important economic affairs. They are shrewd and present a mercurial nature, making it difficult to read them. Behind this constructed veil is a calculating mind that is fond of common folk, who they know are the gears that keep society turning.

Pentarch Adith, Domitrix of the Skies

Lawful good, bronze dragon, woman

As her fellow Pentarchs seem more predisposed to other dominions, it has fallen to Adith to command the nation's military. To this end, she is stern yet fair. She is by no means a genius general of any sort, but she does have two key strengths working for her in her pursuit of national defense. The first is that she is fiercely loyal and thus, she inspires loyalty in return. Secondly, she commands the greatest airborne force in all Bundheim. Adith does not seek power or to expand her nation's lands, and her military efforts reflect this. For the most part, the forces of the Pentarchy work to right injustice or secure the homeland.

Pentarch Mokiphe, Domitrix of the Cosmos

Neutral good, silver dragon, nonbinary

The most elusive of the Pentarchy, Mokiphe concerns themselves not with physical matters. Instead, they sequester themselves away much of the time in their great spire, working to understand the secrets of arcane magics. They are said to be a prodigious diviner, though this is tempered by their bringing forth prophecies of great calamities that seemingly rarely manifest. In response, they are quick to explain that the future is ever shifting and that we all should be thankful that prophecy did not come to pass.

The Dauntless Mandate

The moment the War of Unification ended, the vast empire Hanesin had built was left to fend for itself. Outside Skickain, those who had formerly held power in their lands swiftly stepped back into their former positions. However, Skickain had been Hanesin's home, and the societal ideals that catalyzed him did not evaporate along with him.

Those left behind waited for a voice to call out to them, to gather them under a common banner once more. Formerly one of Hanesin's most trusted advisors, Lucius Krauss was just the man to bring order to the chaos. Though it took many years to rebuild a force even slightly comparable to the mighty army Hanesin wielded, Krauss carved out lands for those who followed him and dubbed his new nation the Dauntless Mandate.

Over the years, Lucius' fervor never waned. Though severe, he was accepted as a fair ruler who simply expected much of those around him. Still, various agents aligned themselves in the shadows of his power, awaiting the day he would slip this mortal coil and one of them could inherit the Mandate. That day did not come. In a failed coup, one of these would-be usurpers revealed to the nation that Krauss was in fact a vampire, long of tooth and longer of years. Rather than torches and pitchforks, Krauss was met with only deeper adoration. In him, the people welcomed a strong and timeless ruler.

Authority

Lucius Kruass became the first, and so far the only, Imperatori. A vast network of Earls, Dukes, Viscounts, and Emissaries support him, each enjoying their own slice of power carved from the Mandate's pie. Despite such a power-hungry governing body, Imperatori Krauss has remained at the top since his ascendency.

Life in the Dauntless Mandate is driven by one defining ideal: power is earned. The strong lead the weak, but not at the cost of consent. This drives home a key difference between Hanesin and Krauss, for Hanesin sought to subjugate regardless of consent. The Dauntless Mandate welcomes all, for all deserve the opportunity to prosper, but not all deserve to lead.

Of course, the Mandate's neighbors live in a state of nervousness that Krauss will kick off the second War of Unification . They worry that Krauss has simply been biding his time and building his strength so as to do better than his predecessor.

Military

As the Dauntless Mandate is the most technologically advanced nation on Bundheim, their militaristic capabilities are not to be underestimated. By melding magic with technology, the Dauntless Mandate's armies are a potent force capable of incredible destruction should they ever be turned to that purpose.

Goals

Outwardly, the Mandate denies any desire to bring all Bundheim under its banner, but when have tyrants ever been forthcoming about such matters? The stated driving principle of the Mandate is to foster a strong, well-defended state where people can pursue their goals and enjoy the fruit of their labor.

Driven by these tenets, the Dauntless Mandate functions as the largest industrial powerhouse on Bundheim, relying on both arcane and scientific principles to drive their massive military industrial complex forward. What is known of their arsenal gives pause to even the great dragons of the Helene Pentarchy. However, thus far expansion of the Mandate's lands has come solely from the actions of its diplomats. The nation entices other territories with the offer of unyielding defense.

As for the nation's true goals, only Imperator Lucius Krauss could really say. Some speculate his vampiric nature makes him innately evil and bloodthirsty. If this is true, he is a man of incredible patience. Still, rumors run throughout the world that he searches for a way to revive his former master or, perhaps worse, claim the power Hanesin once wielded for himself.

Relationships

The Dauntless Mandate maintains no close alliances with any other nation. The Helene Pentarchy shares the continent with the Mandate, and a state of perpetual cold war keeps a tenuous peace on Skickain. Common belief among both factions is that, given the chance, neither would pass up the opportunity to remove the other from the board.

Outside of Skickain, the Mandate maintains a robust cadre of ambassadors and envoys. Between these political agents and the Mandate's impressive industrial capabilities, many other nations maintain trade agreements with the Mandate. This grants the Mandate no small amount of diplomatic power to wield in lands abroad. Throughout Bundheim, the Dauntless Mandate is known as a major player in all political affairs.

Fashion

Citizens of the Dauntless Mandate prefer crisp, severe clothing, with even the common folk presenting a strong competent face. Dark, suit-like clothing is preferable. When splashes of color are present, they will take the form of a vest or an inner jacket lining. Upper aristocrats, somewhat unexpectedly, will adorn themselves with intricate and delicate jewelry. It may seem such things are impractical, and thus to be shunned, but instead these accessories create a constant, unspoken statement that the aristocrats need not partake in physical altercation for they are utterly in control of the world around them.

Echoing the shades of their clothing, Mandate citizens prefer dark leathers and metals in their fetish wear. Commonly these items will be accompanied by metal studs or spikes, or even metal bands on top of the leather. The highest priority is that such pieces be strong, for the submissive should feel the weight of control around them at every turn.

Higher society also uses the intricate detailing from their clothing in their fetish wear, but the greatest kink accoutrement is not itself a piece of clothing. Submissives are sometimes branded as thin, heated chains are laid atop their skin in a show of lifelong devotion. The links are adorned with design work emblematic of the dominant who controls them. Submissives emblazoned in such a fashion will wear clothing open in places to show off the designs.

Figures of Interest

The following individuals are central to the Mandate's initiatives and operations.

Imperatori Lucius Krauss

Lawful evil, vampire, man

The gaze of Lucius Krauss is like that of the Dauntless Mandate itself: stern, unyielding, and judgmental. For the whole of the Mandate's existence, and many of the years prior to it, Krauss has been a stalwart pillar of direction that many turn to when they feel adrift.

Prior to occupying the Mandate's highest position, Krauss served as a key advisor to Hanesin during the War of Unification. At first, his longevity was speculated to be a result of the War itself. Eventually, a political rival revealed the truth to be Krauss' status as a vampire.

While this would have sunk many others, Krauss navigated this revelation with his trademark aplomb. Soon, the populace appreciated his condition as a boon rather than a threat. Many would espouse the virtues of an ageless leader who could see the nation through the challenges of many ages. Of course, some of the loudest voices supporting Krauss were his own political agents. It also helped that Krauss had never been proven to kill someone during feedings.

Lucius Krauss, and by extension the Dauntless Mandate which he controls, should never be underestimated, either physically or politically. The combination of ruthlessness, supernatural abilities, and centuries of experience have yielded a true powerhouse of a ruler.

The Draw of the Red

While it is certainly true Lucius Krauss is adept at wielding soft power, both within his own nation and abroad, he keeps a terrible secret very few are aware of. Rather than the traditional method of creating thralls, he possesses a little-known ability of vampires in Bundheim. Krauss excels at implanting the seed of thralldom via a combination of touch and speech. The process is not readily apparent to either an outside party or the victim themself. Creatures that succumb to this subtle mental subjugation become utterly pliant when exposed to a specific shade of red light. On his belt, Krauss keeps a small, enchanted lantern which emits this light. Additionally, he has seeded everburning torches in key locations to activate thralls as he pleases, shifting their light from natural to red with a command word.

Davni Bronzecraft

Lawful evil, gnome, man

Once the most prodigious student the academy at Point Konib has ever known, Davni applied his schooling to ever more elaborate inventions devoted to helping people find the greatest heights of sensation, be that in pain or pleasure. In time, his focus blossomed into obsession, and he came to be known as the Tinker King whose constructs terrorized the countryside. Ostensibly slain by a band of adventurers, Davni survived the ordeal thanks to the efforts of Imperatori Krauss. Now, Davni wiles away his hours as head artificer of the Dauntless Mandate, with nearly limitless resources devoted to his designs. Of course, he works in utmost secrecy. Nevertheless, Davni has proven exactly the kind of devious genius Krauss needs for his ongoing efforts, provided he can be properly guided in a productive direction.



Lucius Krauss



Bundheim Gazetteer

Geographically, Bundheim is composed of four large continents. In the northeast, violent storms isolated the lost continent of Frjel from the rest of Bundheim until recently, allowing it to develop a "vanilla" culture all its own. To the south, Macenje is a tangle of wilderness with civilization butting up against the most primal attributes nature has to offer. In the west, the tainted land of Skickain once housed the greatest evil in recent ages, but within it shines the brightest light borne by the efforts of the Helene Pentarchy. In northern Ovra, order and mystery dance about each other in an eternal struggle to solve the nature of the universe.

Throughout this chapter you will find descriptions for major locations in Bundheim, broken down by continent. Many locations have been seeded with adventure hooks, which have been further organized into ranges of adventuring party levels: low level (1-6), mid level (7-11), high level (12-16), and epic level (17-20). Some have been labeled as "any level," which indicates viability at all stages of a campaign. You might find it useful to adjust such locations to your adventures, making them harder or easier to fit with a party's current progress.

Ovra

Mountain ranges divide Ovra into two distinct biomes, one warmed by the Gusiti Depths off the southwestern coast and one distinctly colder. To the west lies the jungle that those of Izbor call home. This is a wild land, with both magic and beasts running free in its robust natural overgrowth. The mages of Izbor tend to keep to themselves. They invest their time in personal pursuits, but a few enterprising individuals delve into the jungle's depths in search of undiscovered secrets.

To the east is the colder, harsher lands of Ordinza. Here the populace likes things neat and orderly, with rule of law paramount above all else. The religious Ordinzans weave logic and practicality into their faith, and they narrowly skirt zealotry. While not as attracted to the arcane arts as their Izborian neighbors, those of Ordinza are an enterprising crowd. For that reason, much of the industrial base of the continent resides here.

Of course, there are communities in between these spaces. Camps devoted to Leidastri, ever seeking to break the iron grip of cold order fettering Ordinza, hide themselves in the mountain ranges. Closer to Izbor, the Sopping Starspire

invariably injects chaos into a system that seems to work despite its messiness.

Major cities on the Izborian side of the mountains include Tunsig, Onyxbend, and Izbor itself. The Ordinzan side is home to Marshwind, Ferrocape, and of course, the Oratory capital of Ordinza. Besides these cities, one can find robust footholds of civilization in Treeway, Corsaveil, Onyxbend, Mannaport, Ishtahill, and Crystalfell. A network of well-developed cobblestone roadways connect each settlement and cut through the mountains, allowing easy access throughout the continent.

In summation, Ovra is a continent divided. Two major factions toil away on their own endeavors. A group of freedom fighters, the Abandoned Embers, skirt the power of the Izborian Collective to undermine the Oratory of Ordinza. This creates an atmosphere of uncertainty as peace could be shattered at any moment. Perhaps it would take only one spark, correctly placed, to set armored regiments of Ordinzan soldiers on the warpath west.

Izbor

Capital of Izbor. Population 86,434 (53% human, 14% gnomish, 12% elvish, 7% halfling, 14% other races)

This settlement was founded as a base camp for arcanists who wished to study the Inked Inversion (see Inked Inversion below). Eventually, the concentration of people tipped past an alluring breaking point. The area started attracting merchants and other common folk who sought to siphon coins off the mages who appeared aloof and distracted from matters such as weaving fabrics and growing crops.

Over time, an academy sprung up for mages in need a quiet place of learning. Though the study of the Inversion remains the focus of the city, artifacts recovered during delves into this mysterious monument and the inspired inventions of its arcanists act as a robust secondary source of coin. In truth, there are years where these items churn a higher profit for the city than the academy's fresh crop of students. Economic gain is lost on most of the city's denizens, for the majority remain devoted to plumbing the multiverse's secrets.

Inked Inversion

At the nexus of several canyons located deep within the Natalan Jungle, this mysterious structure of unknown origin entices the arcanists of Izbor. The structure is shaped as though a massive funnel; its thick, circular wall cradles a wide pit which plunges deep into the earth, and it slopes inward as it descends. The building is constructed of pseudo-granite, though geomancers have decisively concluded it is not common stone. On the inside of the pit, hundreds of doors are interspersed along a maze of stairways. Each door leads to a room or a tunnel, some isolated from the others and some connecting to neighboring spaces.

As labyrinthine as the network of stairways, doors, rooms, and tunnels is, the task of charting the Inked Inversion is even more immense. The contents of these chambers challenge explorers. Some are mundane, containing armchairs and hearths with chimneys that lead nowhere yet still consume the smoke of fires built under them. Others are home to aberrant horrors which melt the minds of any who beholds them. Concerningly, previously charted maps often prove inaccurate during delves, which has led more than one keen mind to wonder if the Inked Inversion rearranges itself over time.

Additionally, one final challenge awaits any who seeks the bottom of the Inversion. The wall of the main pit is etched with scrawling black letters, seemingly made of fresh ink which cannot be cleansed from its surface by mundane or magical means. This ink evaporates in an unending plume of black mist, which grows opaquer the lower one delves. At a certain point, the air becomes so thick with this inky fog that vision is utterly impossible. At this depth, even those with truesight are unable to discern ledge from step.

The Inked Inversion Academy has grown around and "owns" the mysterious landmark it is named after. While some support buildings do exist, the academy utilizes the upper floors of the Inked Inversion for many of its day-to-day operations.

Government

The same individual presides over both the Inked Inversion Academy and the Izborian Collective: The Master of the Depths (currently Mordouk Onyxbeard). However, the Master of the Depths is often preoccupied with their own arcane pursuits. As such, they rely on three powerful underlings: the Lorekeeper, who maintains the annuls and archives of the city of Izbor; the Vestige Lord, who oversees all material riches and discoveries from artifacts to arcane devices; and the Silent Arbiter, who maintains order and commands the Quiet Knights.

Adding a layer of complexity to this, the Mute Council oversees the collection of taxes, arbitration of legal disputes and criminal accusations, and other day-to-day governance of the Izborian Collective. This council is headed by the Speaker Primus, who reports directly to the Master of the Depths. This system creates confusion, but the people prosper due to the magical prowess and discoveries of the Inked Inversion scholars. High quality of life facilitates a level of indifference among the populace to the fumbles of their leaders. the government functions due in large part to the power granted by such magical prowess among its members. In essence, without a certain level of indifference, the political turmoil of such a system would never allow it to continue.

Crime

Thanks to the Quiet Knights, the city of Izbor is a peaceful place — if one is willing to look past the chaos wrought from arcane experiments. However, the presence of the Abandoned Embers complicates this peace as its members seek funding and weaponry to pursue their larger goals. Replete with arcane inventions and treasures, Izbor proves fertile ground for unscrupulous moneymakers. More than a few powerful items have left the archives and made their way aboard a smuggler's ship.

Geography

The city sprawls throughout the canyon network where the first settlers discovered the Inked Inversion. These canyons are lush with towering trees and verdant flora, and many structures have been built into their cliffsides. The treetop canopy and rock walls obstruct natural light. Known as the Deeps, the darkest, bottommost levels of the city tend to house society's upper class. Researchers, master artisans, and aristocrats prefer to live in proximity to the Inked Inversion and the Academy. The lower classes reside in the SkyCrag District, which occupies the topmost edges of the cliffs. Additional residential and farming districts can be found in the surrounding jungle at the highest level. Here the trees have

been co-opted into twisting groves which bear fruit for the city's denizens. A complex web of bridges and cliffside roads allow access throughout the city.

Izborian Adventures

Pain in the Ash (Levels 7-11). The party is contacted by a member of the Abandoned Embers looking to hire them to transport a crate to Camp Onet in the east of Ovra. As the contact arrives, a young man jumps out of hiding and knocks the Abandoned Embers representative out with a decisive blow. This man, Kieran Raphtu, explains the crate in question holds his lover. IKieran's paramour is a phoenix named Ynji who has taken humanoid form. Ynji suffered an outburst that almost killed Kieran, and so Kieran bound him in a sarcophagus to keep him safe until he could learn to help Ynji control his power. The Abandoned Embers have heard about this powerful creature. They wish to enslave it and wield it as a weapon against Ordinza. Kieran needs the party's help to raid the Abandoned Embers safehouse and retrieve Ynji. When the characters free Ynji, they find that Kieran bound him to the sarcophagus against his will, and he no longer trusts Kieran. However, it is true that Ynji accidentally almost killed Kieran, and Ynji beseeches the players to help him find a way to remain both in his humanoid form and in control of his powers.

Natalan Jungle

A lush expanse of trees and vines, the Natalan Jungle dominates the Izborian portion of Ovra. Only a few thoroughfares allow easy access through the dense foliage. This serves Izbor's interests, as it creates a natural impediment to any would-be invaders. Historian strategists posit this was Izbor's saving grace during the War of Unification and what allowed the Coalition the requisite breathing room to form a bastion against Hanesin's forces. The jungle is home to all manner of colorful flora and fauna; many of them possess mind altering chemicals which are highly sought after by alchemists and poison makers. Natalan explorers should be particularly wary of the Kpoggi. These semi-intelligent plants are renowned for first capturing and then killing their prey using exceptionally sadistic methods.

Natalan Jungle Adventures

Little Blue Flower (Levels 7-11). Ogsius Evers, an up-and-coming half-giant alchemist from Izbor, needs a rare flower known as "Wonder'sWeep." At first coy about why he needs it, Ogsius reveals he's making an "intimacy enhancer" when pressed for details. Unfortunately, the glade where the flower grows is overgrown with Kpoggi, particularly of the Impaler variety.



Corsaveil

Town: Population 2,339 (67% human, 12% halfling, 12% elvish, 9% other races)

As the Natalan Jungle surrounding Izbor serves as the Coalition's primary food source, it might seem superfluous for Corsaveil to focus on farming as it does. However, jungles primarily excel at baring fruits and meat, which leaves an absence of grain. Therefore, mages transformed the western peninsula of Ovra into amber fields so that bread, mead, and other such goods could also be made readily available.

Like much of Bundheim, it is common to see field animals working alongside humanoids who have been bound and adorned for such work. The local populace takes pleasure and pride in contests of strength where these submissives compete in feats that challenge their ability to be useful field animals.

Tunsig

City: Population 57,289 (64% human, 14% elvish, 10% orcish, 12% other races)

Much of the Izborian Coalition's lands are given over to thick jungle. Thanks to this, the necessity of a robust shipping hub quickly became apparent. On the one hand, the people wanted access to goods difficult to domestically produce due to the area's biome. On the other hand, mages and arcanists wanted easy access to sell their castoff inventions to earn coin for further pursuits. Thankfully, the peninsula on Ovra's west side was well suited to housing a major port.

Today, Tunsig is a place beyond the ideals of Izbor. Rather than focusing on scholarship and discovery, the traders of Tunsig have grown comfortable from the exchange of goods among their streets and their port commerce. More than happy to let the arcanists toil away in their studies, the merchants exploit their obsessive nature to line their own pockets. This in turn means Tunsig has a culture all its own, one which better resembles the worldly port city.

Crime

As common of port cities, Tunsig experiences rampant smuggling and trade of illegal goods. Indeed, Tonsig's merchant leadership ensure this is the case. Thanks to their relationships with various Mute Council members, the Quiet Knights ignore all but the worst organized crime in Tonsig. It is said everything is for sale in Tunsig.

Additionally, the Abandoned Embers ply these shores. Sometimes their methods overlap with the more unscrupulous traders, but they always work to accrue materials for their larger mission. As such, the Abandoned Embers mostly stick to weapons trading but keep the most potent of these goods for themselves.

Tunsig Adventures

Party of Patsies (Levels 1-6). The Abandoned Embers are seeking help with disrupting an Ordinzan envoy that is passing through on their way to Skickain. The plan is to unleash smoke bombs of an aphrodisiac gas, so the envoy and their entourage will make a fool of themselves as they lustily pursue any random bystanders. Little does the party know, the Embers think of the party as disposable and plan to pin the crime on them.

Night Shift (Levels 12-16). An archaeologist of some renown, Elliot Wigram, recruits adventurers to safeguard an exhibit at night. Hooligans have been breaking in and wrecking the exhibit, which contains an impenetrable sarcophagus that is thought to house the remains of a priestess from before the Age of Black Stars. In actuality, the damage is caused by the cursed priestess within who is not dead but rather is immortal and bound in wraps. She is paralyzed during the day, but the curse weakens at night. She can move and force open the sarcophagus, but her bindings include a leash tethered inside the device and prevent her from moving freely. Both the curse and the devices attached to her under the bindings make her awake periods incredibly uncomfortable. The damage comes from her thrashing about seeking release before the sarcophagus can pull her back within it once the sun rises. The player characters could pursue a skill challenge to help relieve her pent-up desire so she stops thrashing about and potentially hurting them, then a quest to find a way to remove her curse. Alternatively, they could do battle against her bindings and perhaps additional, telekinetic ones which target any would-be rescuers. To kick off a larger quest, the priestess may ask them for help enacting vengeance on someone else who she knows lives because their immortal states are linked.

Opianne's Rise

A tall spire made of the same stone that shapes the Inked Inversion in Izbor, this structure serves as home to the Aberrant Arcanist Opianne. Originally hailing from the Inked Inversion Academy and having once held the title of Master of the Depths, Opianne left Izbor without explanation after she returned from a trip into the heart of the Inked Inversion. When she left, a slice of Inked Inversion wall emerged from the depths and followed her. Shortly after, she constructed this tower. Now, she is seldom seen outside of it.

Occasionally, an enterprising individual courts Opianne for either her knowledge or her power. Always, they are turned away by the screaming which emanates from the tower. A few individuals, who are keen to keep Opianne's secret, know this to be a ruse. While she is particularly sadistic in her private life, she uses the sounds from her play to mask her real work: a direct, arcane conduit to the Sopping Starspire.

What Opianne uses this for is a matter speculation, even for those close to her. Hypotheses range from an attempt to tap into the Starspire and thus, gain more power for herself, to an effort to undo the Starspire and perhaps free Kurrow of their regrets.

Opianne's Rise Adventurers

But A Moment (Levels 17-20). Opianne has created a unique connection between her tower and the Sopping Starspire. She is of the opinion that the Malitic Deity Kurrow is misunderstood and simply requires aid to become a force for good in the world. Utilizing a leyline, she wishes to travel to Kurrow's home in Moistmarrow, with the party safeguarding her. Once before the Sopping Sovereign, it is revealed that Kurrow seeks to undo the Malitic Deities' binding by Lancanos, and Opianne has become ensnared in the devious god's obsessive pursuits. She truly believes Kurrow's claims, which include that the Lightborn Cage condemns the nature of the Malitic Deities, who would better themselves and kindly serve mortals if only given back their autonomy. She sets off to study and reverse its magic. The party thwarts Opianne as she travels through time, eventually

culminating in a final battle at the moment the Lightborn Cage was created. Whether Opianne can be saved or must be slain is up to the party's actions.

Treeway

Town: Population 16,712 (47% elvish, 44% human, 4% halfling, 3% gnomish, 2% other races)

A bustling town lucky enough to find itself situated at the crossroads outside the capital of Izbor, Treeway functions as a nexus of trade for all western Ovra. In part, this is due to the road network the town was built upon. Additionally, Izbor's intentionally remote location complicates travel into that city, even for those deeply motivated to get there. Successful in its own right, Treeway has fostered a thriving community of woodworkers who use the ample timber provided by the surrounding Natalan Jungle to fashion all manner of furniture and implements. Their most prized exports are striking switches, rods, and canes, all of which have been whittled from the jungle's branches.

Treeway Adventures

Swarm of Switches (Levels 1-6). In partnership with one of Treeway's whittlers, an apprentice Izborian mage passing through Treeway has undertaken a misguided experiment. Attempting to perfect an animated striking switch, the mage accidentally brought to life a flock of such switches. Now, the town is under attack! If the party saves the town, the mage will let them have the completed experiment, should they find a way to make it work.

The Yawning Bay

Ovra sits as a continent divided not only politically but also geographically. A trio of mountain ranges leave only two possible crossings from Izborian lands into Ordinza. Between the nations, most economic exchanges are conducted via seaborne trade. Those seeking to skirt the northern coast must contend with the dangers posed by the Sopping Starspire, and as such, the southern route is generally preferred. For the sailors who make this trek, the Yawning Bay is a respite from the frigid, dangerous waters to the north as well as the turbulent maelstrom to the east. Typically, balmy and calm, the Yawning Bay makes for easy sailing. However, some dangers lurk beneath the waves. Though a rare species, the bay is home to an ancient nest of dragon turtles. They have laid low enough ships throughout the years to keep veteran sailors alert while passing through this otherwise peaceful expanse of water.

Yawning Bay Adventures

Sins of the Past (Levels 7-11). A captain recruits the party to hunt an infamous dragon turtle. Unbeknownst to the party, the dragon turtle has done nothing wrong. The captain obsesses over his target and the reputation its slaughter would earn him. Multiple previous attempts to kill the dragon turtle have ended in the death of the captain's crew, but some of their belongings may yet be found upon the ship. The former crews are now bound in spectral chains to the dragon turtle's shell, their spirits infected by the captain's obsession. Now, the hunters must contend with not only the beast but also the angry spirits who seek vengeance upon the person most responsible for their death.

Wendelite's Rhapsodic Waystation

For an age, the genie Wendelite handed out wishes to those in possession of the signet he was imprisoned within. A century ago, a sweet adventurer wished for Wendelite's freedom. After 90 years of wandering the world's waters, a decade ago, he finally settled down and built a haven for weary travelers along the northern coast of Izbor.

During his wanderings, Wendelite realized two fundamental truths existed at his core: he quite liked the water, and he did in fact enjoy granting wishes. The problem wasn't his profession, but rather the lack of agency he previously possessed while doing his work.

So here, at the unseasonably lush Wendelite's Rhapsodic Waystation, the genie plies his trade for any who pass through the doors.

A visitor spending time in the idyllic beachfront compound of cabanas finds themselves surrounded by a conspiratorial series of events that inexorably leads them to that which they need most. Perhaps this takes the form of a lost lover coincidentally visiting at the same time or nurturing a new love while walking the sandy beach, but travelers always leave enriched by their time spent at the Waystation. Of course, behind the scenes Wendelite and his staff work tirelessly to ensure these events unfold.



Treeway Woodworker

Yet the insightful Wendelite is no mere purveyor of earthly delights. He always keeps a keen focus on what the visitor truly needs, working to fulfil a desire that even they themselves are not fully aware of. Only those of an irredeemable nature leave this place unfulfilled, and for the worst of those, there is a trend of disappearances during their stay.

However, a visit to the Rhapsodic Waystation is not free. The copious magic Wendelite once possessed became limited when he gained his freedom and one day, the well will run dry. To offset this, the monetary fee for a visit is steep, and Wendelite employs a staff to help him realize wishes in mundane manners.

Wendelite's Waystation Adventures

Irredeemable Nature (Levels 7-11). A series of coincidental events have brought the party to Wendelite's Rhapsodic Waystation, where they have been given free admittance. Eventually, one of the party goes missing. With the help of Wendelite himself, the missing party member is found being held hostage by a staff member who thinks they are capable of great evil. In a race against the clock, the party tries to find their friend while the captive tries to survive long enough to be rescued.

Onyxbend

Town: Population 4,708 (76% human, 9% elvish, 7% halfling, 5% dwarven, 3% other races)

Founded as both a defensive line and an ad hoc watch station for the Sopping Starspire to the north, Onyxbend serves double duty as it also fulfills a sort of border checkpoint for those wishing to enter Izborian lands. Izbor's regional claim begins well to the east, but true to their nature, the Mute Council is more interested in keeping a presence close to the Starspire than securing their official border from Ordinza.

Notably, the Abandoned Embers have seeded numerous contacts and assets throughout the town. These agents facilitate faction goals while utilizing the presence of the Quiet Knights as a soft military cover from Ordinza. Some among the Quiet Knights are perfectly accepting of this, including the Magister Kharis Ilican who actively aids the Embers in their goals. Kharis' extracurricular activities are not known to the Mute Council itself.

Onyxbend Adventures

Falling Down (Levels 12-16). Magister Kharis has become tainted by the influence of Kurrow via the nearby Sopping Starspire. With a spellbook they think will coerce the Quiet Knights to march against Stuuthan Keep, they inadvertently unleash a Mass Provoke Drop spell that threatens to suffocate the morale of all within Onyxbend under a never-ending malaise. Now the party must help the troops rediscover their pleasure, discover the source of the curse, and gain enough allies to destroy the spellbook.

The Sopping Starspire

Rising from a tepid marsh, of the obsidian sculpture of the Sopping Starspire rises high into the air in a crude approximation of a malformed hand that reaches for the heavens. Yet the outstretched, finger-like spires at the top grasp nothing, for the Black Star that once graced it vanished at the Age of Black Stars' end.

Originally a place of great power that housed Kurrow's Black Star, what remains is but a scar upon the land and the psyche of those who occupy it. The tower retains a memory of the Sopping Sovereign's suffering. An ever-present rainstorm hangs over the surrounding lands, veiling the structure until one nearly stumbles into it. A psychic weight permeates the air, filling anyone nearby with intrusive memories and obsessive thoughts of their regrets. Those who succumb to this pressure plot absurd schemes to rectify those mistakes, even if such endeavors bring a high chance of ruin.

There is no known entrance to the Starspire, but it is known there is an internal structure. Records state that warriors invaded it during the Age of Black Stars. Though they cannot enter, some find themselves compelled to travel there in search of a solution to the errors of their past.

Camp Onet

Village: Population 998 (78% human, 7% elvish, 6% dwarven, 5% halfling, 3% tiefling, 1% other races)

What began as a tent city grew to crude, log cabins and dug out hovels. Pledging allegiance to neither the Collective nor the Oratory, Camp Onet functions as the closest thing to a capital that the Abandoned Embers possess. In practice, the village is filled with hardworking people who look out for their own first and foremost, but they always keep the Embers' agenda in mind.

The camp is protected from the Oratory due to its presence on Izborian lands. The Collective finds it amusing and convenient to allow Camp Onet's continued existence. Even so, its protections are largely of a political nature rather than physical. At least, as it is built into the rugged hills of the Everlasting Tops, the populace has an excellent escape route into the mountains should the Oratory come calling in force.

The culture of the camp is raucous, with plenty of partying and passionate affairs occurring daily. Law takes a more moral bent in comparison to other places, in comparison to legalities being handed down from on high, and mob justice is common. Many defer directly to the camp's leader – Safrik Oakborn – when such needs arise. If one is seeking to fall off the map or find something that fell off a wagon, there is no better place on Ovra than Camp Onet.

Camp Onet Adventures

Mob Justice (Levels 7-11). While passing through, some of the party is accused of a heinous crime and imprisoned within the camp. They are set to be executed by slow hanging, where they must balance precariously on tiptoe while the camp shames them. While they struggle to survive the ordeal, the remainder of the party rushes to use the distraction to search for proof of their innocence.

Berkstall Bulwark

The northernmost of three mountain ranges which nearly divide Ovra in half, the Berkstall Bulwark is the most inhospitable of the trio. Jagged peaks frosted by the Primeval Floes to the north prevent travel and inhabitation for all but the hardiest survivalists. Worse yet, primeval yetis that made the journey across the floes to the north have taken up residence in the range's crags.

Gianthaven Range

While much more hospitable than the neighboring Berkstall Bulwark, the Gianthaven Range is home to numerous tribes of giants. These creatures are primarily of the stone giant variety and are usually amicable to strangers. However, a variant of these giants exists who have succumbed to an innate sense of rage. When angered, such giants grow tremendously in size, which makes them more than capable of devouring intruders whole. Some outsiders have learned this technique, but any who seek them out do so at great personal risk.

Everlasting Tops

The last of the major mountain ranges found on Ovra, the Everlasting Tops, is by far the largest of the three. As its name implies, any who seek to cross them find they are met with a seemingly endless series of peaks and cliffs which impede travel. However, the climate here is the most hospitable among the three ranges and as such, traders search for hidden passes that would facilitate easier trade between Izbor and Ordinza. Partly because of this, and partly because of its many rocky nooks, the Everlasting Tops have long been a favored place to conceal lairs or hideouts, a notion the Abandoned Embers have long since embraced.

Ordinza

Capital of Ordinza: Population 128,775 (37% half-giant, 33% human, 9% dwarven, 7% elvish, 6% halfling, 8% other races)

One-part sprawling urban capital, one-part fortress, and one-part religious temple, Ordinza sits against the eastern edge of Ovra as a monument to order and discipline. Buildings are commonly formed from massive, slate gray granite blocks, with flying buttresses and high spires creating a severe atmosphere. However, the interiors of these structures are often warmly adorned with homey, wooden tones, and roaring hearths provide welcoming reprieve from the harsher weather outside.

This environment perfectly portrays the culture of Ordinza. A cold, hard exterior belies the warmth of the people that inhabit it. Yet, there is little tolerance for any who stray from the heavily codified order the Oratory upholds. Mixed within it all is a religious zeal which spurs the people to continue honing these laws, ever-searching for the foundations of a perfect societal structure.

Halls of Iustitian

The epicenter of these efforts toward a more perfect order is the Halls of Iustitian. They are one-half school of law and one-half temple to both S'thitra and Takmarka'rung. Students and legislators spend their days debating moralistic ideals within these hallowed halls. In addition, the Halls of Iustitian hold the governing office of the Resolute Hand, who oversees the creation and refinement of laws for the Oratory.

Unlike the majority of Ordinza, the Halls of Iustitian are formed almost entirely from wood. In turn, this makes it stand out as a beacon of warmth and comfort amongst the cold granite. This was an intentional design choice, making that should the populace ever physically turn against the Halls of Iustitian and its residents, there will be little reprieve against an open revolt. As such, the legislative body within must strive to maintain a favorable relationship with those they serve.

Compasci Challenge

All who seek to graduate from the Halls of Iustitian must undertake the Compasci Challenge. This ordeal serves as an extreme test of the candidate's resolve and an enduring lesson to carry with them as they adjudicate. The candidate is bound and blindfolded at the crux of a massive, brass set of scales, their arms raised out left and right in a "T" pose. Each arm is tied to one of the arms of the scale, such that they can move their arms to shift one side of the scale up or down, enacting the opposite motion upon the other plate. On the plates lay two individuals, bound spreadeagled, with the scales balanced out so the weight of the individuals themselves won't cause one plate or the other to lower. Only the actions of the judiciary candidate will move the plates up and down, in accordance with their arm motions. The two plate-bound people have their genitals pierced, and ropes attached to those piercings are embedded in the ceiling of the chamber. The predicament is simple: when one plate goes down, the tension from the ropes pulls on the piercings of the person on that plate. Alternately, the other individual has their own pain alleviated. The lesson is also simple: the candidate must balance the scales to best manage the pain of both parties. Like all judicial decisions they will make, there is a consequence no matter what they choose to do, and it is incredibly unlikely everyone walks away without being hurt.

Government

At the top of the Oratory's power structure sits two individuals: the Resolute Hand, who writes laws, and the Dilemmarch, who enforces these laws. However, these two positions focus on the whole of the Oratory's lands rather than the city itself. To that end, a Templars of the Chain paladin is appointed the Governor Regent and given the task of overseeing Ordinza.

Crime

The surface streets of Ordinza are an orderly affair, with Templars and city guards seemingly at every corner. Below this well-coiffed veneer, a robust criminal empire has taken root. Partly freedom fighters, partly rabble rousers, the Abandoned Embers exist to bring down the establishment that is the Oratory of Ordinza.

However, the Embers exist not as a unified front but rather a loose coalition of many groups, each with their own specific desires and methodologies. From the smuggling of illicit goods to enticing the populace into wild debauchery, the Embers seek ways to ignite the passions of the people of the city.

Geography

Ordinza stands as both a city and a fortress. High, thick walls of solid stone encapsulate the borders of the city, except for where the port on its eastern side meets the sea. Internally, the city is divided into districts. The Iustitian Quarter is fittingly devoted to the temple-college known as the Halls of Iustitian. Veracity Square exists as a vast plaza, a single building devoted to the work of the Dilemmarch and their Judge Regents, and a vast prison complex hidden beneath. The Ercad Alleyways hold most of the city's markets, with stalls built into the sides of the shops allowing nearly every nook and cranny to house a vendor of some kind. Housing the city's industrial base, the Martel District constantly spits black smoke into the air as blacksmiths

ply their trade. Two housing districts, the Circle de Cordial and the Durafi District, are filled with the homes of aristocrats and working folk, respectively. Finally, a thriving port known as Rowman's Quay allows access to the Endless Tempest and the seas beyond.

Ordinza Adventures

Cold Comfort (Levels 7-11). Seeking to control the cold environs that surround Ordinza, the archmage Bertra Vergara imprisoned an ice djinn within a mobile golem-like prison known as a Glacier Sudjinn. Unfortunately, this has had the opposite effect of what was desired, and now the city is beset by an unending blizzard. The party must find the source and destroy the Sudjinn without incurring the wrath of the djinn trapped inside.

Soul's Burning Passion (Levels 12-16). The oppressive control and discipline of the Oratory has combined with the efforts of the Abandoned Embers to awaken one of the greatest threats of Bundheim: a curse which threatens to consume the soul in a combustive eruptions they transform into a nightmare beast born of flame and fury. Known appropriately as Soulfire, there is no known cure, but it can be alleviated via the application of enchanted bindings that keep the curse in check. As the populace one by one succumbs to it and begins to rampage throughout the city, the party helps bind those afflicted while searching for a way to keep the curse from continuing to spread.

Mannapost

Town: Population 3,212 (48% human, 25% half-giant, 12% elvish, 4% dwarven, 3% halfling, , 8% other races)

Outside the walls of Ordinza sprawls a vast network of farmhouses connected by disparate village squares. While truly a mishmash of smaller villages, the entire amalgam has come to be known as Mannapost, and its primary purpose is to grow food for Ordinza. These simple farmers have come to be highly respected members of the Oratory, due in no small part to the advent of the Saggitarian Oath paladins.

Originating from farmers working their fields in lieu of horses, as a famine had devastated the equine population, these individuals bound themselves into facsimiles of horses and chose to devote themselves to fulfilling the needs of those around them by acting as the beasts of burden they had lost. To this day, Mannapost contributes talented laborers and fighters to take the Sagittarian Oath and add their equine-like strength to the Templars' ranks.

Mannapost Adventures

Thorough Bred (Levels 7-11). One of the town's humanoid ponies seeks to gain higher status by joining a prominent order of Sagittarian paladins who will recruit but one member this season. He approaches the party to help him train, while secretly longing to become a part of the town's honored breeding stock. All the while, a rival rancher attempts to sabotage the effort so their own mare can win the coveted position among the Sagittarians.

Sambic Timbers

Stretching along the northeastern coast of Ovra, the Sambic Timberlands remain an untamed stretch of wintery woodland. While the Oratory would like to gain control of the Sambic Timbers, for such a large supply of lumber would be a boon to the nation, ghosts of the past make the task difficult. Specters and other undead lay seeded throughout the trees. Many of these ghouls are remnants of Oratory troops who fled Ordinza in a desperate retreat when Hanesin took the eastern half of Ovra, and they ultimately fell to the Unified. These undead remain haunted by their failure, bolstered by the energies of the Sopping Starspire to the west.

Lake Morinsevain

The largest body of freshwater on Ovra outside of the Sopping Starspire, Lake Morinsevain is a sprawling marshland which simply happens to have a deeper expansive portion that earned the title of lake. Much of its coastline consists of thickets of trees and moss. The climate makes fog common here, and as such, Lake Morinsevain has gained a reputation as a haven for wild hags and witches. On their part, this suits the witches just fine as they are left in peace by the cowed forces of the Oratory. Even still, it is not uncommon for those in need to wander into the lake in search of a miracle from the odd and terrifying entities that call it home.

Lake Morinsevain is home to a wide array of plants and animals, including wild mutations that can be found nowhere else. Many of these deviations have been introduced by hags and witches releasing experiments into the marsh lands. In addition, a species of carnivorous plants known as Kpoggi occupy some of the marsh around the lake, further endangering travelers not proficient in navigating such a wild environment.

Marshwind

Town: Population 6,266 (88% human, 6% half-giant, 4% halfling, 2% other races)

Situated on the shores of Lake Morinsevain and at the most central crossroads for trade in Ordinzan lands, Marshwind stands as an odd pockmark on the severe facade of the Oratory. Rather than well-ordered and maintained buildings of stone construction, wood and moss are dominant in the town's architecture. Buildings are simply made, though able to withstand the soggy weather that near-constantly besieges Marshwind.

Trade and travel through the town is common. Locally, there is a thriving business for potions, tonics, and brews of all kinds. The proximity to the odd flora and fauna of Lake Morinsevain has attracted a large community of alchemists and herbalists. A flourishing subtrade of this has also sprung up, one that is less concerned with poisons and remedies and more concerned with smells. These Scentmongers bottle essences with unique aromas for others to enjoy. The most profitable among these are bottled essences of substances produced by the body. These range from the more mundane, such as sweat, to various odors from sexual body parts.

Marshwind Adventures

The Smell of Success (Levels 7-11). A Scentmonger has had an incredible breakthrough. One of their samples elicits

an unprecedented arousal response to any who sniff it, which promises to revolutionize aromatic aphrodisiacs as an art form. However, there was a terrible accident where their journal was thrown into Lake Morinsevain by a rival, so they lost the notes as to where the sample originated from. The Scentmonger tasks the party with finding the source by using the near-superhuman senses common to adventurers.

Author's Note: Olfactophilia

Some individuals find scent to be a particularly arousing sensation. This can range from flatulence and sweat to the aroma of sexual portions of the body. Indeed, some even find being forced to smell such things to be incredibly humiliating which in turn can create a very submissive experience.

Stuuthan Keep

The northern road that facilitates travel from Izborian to Ordinzan lands is an unforgiving route of dirt and ice. Horrors from the Sopping Starspire besiege all who travel it. Therefore, the Oratory deemed a fortress necessary to both safeguard their portion of the border and organize guards for caravans. In the intervening years since its construction, the Templars have given over more of the task of protecting travelers to the bands of non-citizen mercenaries who continue to call Stuuthan Keep home, but the presence of Ordinzan officials facilitates a general sense of order in the whole affair.

Presiding over the Templars stationed at the keep, is a half-giant man named Ganihl Egena. A Judge Regent of some renown, Ganihl is known to be a severe man but truly fair in his actions. Only his innermost circle of confidants knows of his devotion to Bas'kema, and the ideals that God represents. To this end, the hidden passages of the keep hold numerous untold trials where Ganihl seeks to enlighten those he decides are most in need of a religious awakening.

City of Doors

The northern passage across Ovra may be frosty and treacherous, but those that utilize the more temperate southern route will invariably find themselves passing the lavish chateau known as the City of Doors. Part inn, part resort, the City of Doors is a shockingly regal manor that should by no means have been built on an otherwise mundane mountain pass.

The owner, a nonbinary former fey noble by the name of Wolf Nevercult, holds complete dominion over the establishment. Any who cross them do so at great peril to their wellbeing. The manor's halls feature hundreds of doors, each leading to a luxurious suite themed to match various locales throughout the planar cosmos. Further, Wolf and their staff have devised experiences to match the rooms' themes. Perhaps one seeks a bath of molten wax in the Calamity of Fire, or a dip to wash away their worries in the cool marshes of Moistmarrow. Regardless of the need, the City of Doors has a suite that serves.

However, Wolf has worked tirelessly to enchant some of these doors to actually open upon a structure built within the realm they thematically match. Only Wolf knows which doors do this, but any who can call them an ally may find a means to interplanar travel. Their exact arrival point will be defined by Wolf's desire to establish a place of rest and relaxation.

City of Doors Adventures

Sampler of Unearthly Delights (Levels 7-11). Upon arrival, the party finds Wolf to be beside themself. A prominent Ordinzan noble came through the other day and left in a huff, calling Wolf's establishment "a house of simple pleasure run by a simpleton." Wolf wants the party to sample several rooms individually that night, such that the party must split. Once alone, each party member finds a creature appropriate to the room's theme approaches them seductively, but things go awry. Behaviors are awkward, and the creatures are easily confused as well as quite clingy. All the creatures are projections of a single nightmare entity that has infested the City of Doors and by splitting its focus, the entity has lost fine control over its projections. When a party member tries to leave a suite, the illusion turns nightmarish and manipulates the environment against them. Now the party must escape the creature's nightmare experiences and return to the City of Doors proper to slay its physical form. For a larger campaign, consider whether the prominent critic left this nightmarish entity behind to hurt Wolf's reputation for some reason, and/or whether Wolf suffers a curse which turns their insecurities into nightmare entities like these and must be lifted.

Ishtahill

Village: Population 635 (74% half-giant, 16% human, 4% elven, 3% stone giant, 3% other races)

This sleepy town seems unremarkable save for its presence along the main thoroughfare that crosses the southern portion of Ovra, Ishtahill is largely forgotten, except by those who pass through it regularly. However, the town holds a hidden treasure in the form of the Smoothbore Sculptors. These stoneworkers are pupils of the stone giants that call Ishtahill home.

Alongside various sculptures and furniture, the Smoothbores have gained regional fame for crafting some of the best ben wa balls in all Bundheim. The combination of quality craftsmanship, weight, and smoothness of these stone spheres have made them highly prized by those in the know.

Author's Note: Ben Wa Balls

A set of hollow spheres containing a weight that rolls around the inside freely, they are generally inserted vaginally to create sexual stimulation. Some individuals seek heavier weights in an effort to strengthen and train their vaginal muscles.

Ferrocape

City: Population 41,734 (76% human, 9% half-giant, 5% dwarven, 3% elven, 7% other races)

Nuzzled into the cliff sides of the Everlasting Tops, Ferrocape could easily be mistaken as a mirror to Ordinza itself. Stone wrought structures and buttresses give a stark look to the city, however the entire expanse is lit by lights of many hues.



Ferrocape Lamplighter

This prismatic effect is attributed to the unique nature of the city's lighting. Rather than streetlamps or torches, the city has installed hollow glass bulbs in its lighting fixtures. Each holds a bound, luminescent underfey pixie. A veritable army of lamplighters roam the streets during the day, relieving the underfae to recuperate while swapping in fresh bulbs.

This arrangement was first brokered with the Queen of the Underfae when a portal to her realm was discovered in the nearby Crystalfell mine. The aesthetic effect and cultural exchange these bondage bulbs provide has made the practice resilient to time.

Ferrocape Adventures

String Lights (Levels 1-6). The first thing the party notices when arriving is the bound fae lighting up the roads from within streetlamps. Asking about it, they get information from a zealous troublemaker who erroneously gives them the idea that the fae are there against their wishes and require liberation. The hooligan asks them for help in breaking as many lamp posts free that night as they can while avoiding the city guard.

Crystalfell

Town: Population 2,671 (34% dwarven, 27% gnomish, 18% human, 10% half-giant, 11% other races)

Much of the trade from Ferrocape, and the raw metallic and mineral resources of the Oratory, stems from the mine of Crystalfell. Topside, little more exists here than a mining camp with few permanent structures for foremen and machinery. A sprawling tent city supports workers who rotate in and out on tours of duty in the mines.

Deep within the earth, miners work throughout the day and night. They pick away at rich veins of iron, silver, gold, and copper. However, the true source of prosperity for the mine comes from the tunnel to the Underfae.

Discovered when a large crystal crashed downward from a cavern ceiling, a deep pit allows access to a seemingly endless labyrinth of tunnels and caves within the Underfae. These tunnels are lush with exotic fauna and flora, and are ultimately ruled over by Spinella, Queen of the Underfae. The caverns are also lauded for their beauty, and much of their wildlife and fae are bioluminescent.

Thankfully for the miners, the Oratory and Spinella brokered a concord long ago. As such, her people get to display their beauty via the myriad hued bulbs of light in Ferrocape, while the miners extract valuable exotic minerals that cause enchanters to salivate at untold possibilities.

Crystalfell Adventures

Spider's Web (Levels 7-11). The party is tasked with finding a miner who went missing beyond the entrance to the lands of the Underfae. Their investigation leads them to discover the miner has been taken by Spinella and travel to negotiate for their release. Appraising the party as beautiful and powerful, Spinella sets forth agents to capture them and display them

in her palace. The party must first break free, then locate the miner who was also deemed alluring by the Queen of the Underfae, and finally escape back to the surface, while trying not to incur the eternal wrath of Spinella.

Gustborn Byway

A long road that facilitates travel between Ferrocape and Marshwind, as the Byway is the longest tract of unsettled land within the Oratory's borders. Travel here can be quite harrowing. Much of the terrain is flat, barren scrubland frequently ravaged by windstorms which can easily lift carriages.

For this reason and for the cumbersome loads that are shipped along the byway, heavy beasts of burden are preferred for making the journey. Most sought after of these are giants who have enjoy submissive service as pseudo-livestock.

Macenje

To those outside the continent, Macenje bears a reputation for being savage and primal. This rings true in that Macenje's people maintain a deep connection to nature and their primal instincts. However, this is solely by choice. Despite their hardships, the people of this land have constructed robust societies and flourishing settlements.

The western portion of the continent is by and large controlled by the Deadfoot Confederation. Composed of hundreds of individual townships that united during the Age of Black Stars, the Confederation retains a strong sense of individuality among its member entities even while each work to advance the whole. Much of their territory is filled with lush woods and fertile grasslands, but it is not all idyllic. They contend with the scar Rasha left upon the land during the Age of Black Stars.

In contrast, the League of Blackheart controls much of the northern shores, from the Retreat of Retutti to where the Embracing Aegis touches the ocean. Uninterested in strict inland territorial control, the League is content with an iron grip on trade and the waters which facilitate it. Almost all their townships reside along the coast. This creates a symbiotic relationship between the Confederation and the League but leaves room for disagreement and strife .

The eastern portion of the continent is by far the most inhospitable. The Fellsion Starspire and the badlands that surround it present a perpetual threat to those in the west. Thankfully, the Protectorate of Vorrag holds the line at their bastion-capital of Tshi Vorrag. The eastern coast is almost fully given over to ruins and scrubland, for the terrors here are unending and implacable.

The southeastern portion of the continent remains a frozen expanse much of the year, thanks to strong arctic winds blowing through the Bight of Rehvas. However, Delgo's Hearth serves as a warm jumping off point for any who seeks to dive for forgotten treasures in the Twice-Lost Peninsula.

Mohlain

Capital of the Deadfoot Confederation: Population 68,690 (70% furfolk, 12% orcish, 7% tieflings, 6% dragonborn, 4% orcs, 3% humans, 2% other races)

The Deadfoot Confederation capital city set against the open cliffs of Rasha's Cleave on the east and wrapped in the timbers of the Hunter's Thick on the west. Even from a distance, it is plain to see that the city was founded upon a crossroads. Major thoroughfares cut through the city and arc across the horizon.

Buildings are commonly made of adobe and cob, with colorful wood bucks, the door and window frames, providing accents throughout. This is not to say the city is simple aesthetically, for the earthen walls are often painted with decorative murals or carved with ornate reliefs. Indeed, the city is awash with color from these decorations as well as the many banners and draperies that crisscross the city's streets.

Beneath the prismatic canopies lies a network of alleys and streets, mostly lined with stalls and shops from which merchants ply their trade. This array of commercial endeavors is known as the Chromatic Marquee, and it is well rumored that anyone with a savvy tongue and a bit of coin can find whatever their heart desires amongst its many goods.

Chromatic Marquee

Colorful banners fly over Mohlain's streets, fluttering in the breeze. Below them, merchants ply their trade. Owing to the diverse backgrounds of the Deadfoot Confederation's tribes, the merchants who make their way to the capital do so with the widest array of goods found in any market on Bundheim. However, unique treasures often have steep prices attached to them. Only those with the most sterling hue to their tongue are advised to barter, for many find prices rising because of their audacity to question a merchant's evaluation of their own goods.

Government

The seat of power for both Mohlain and the Deadfoot Confederation is one and the same: the Thundering Assembly. Set high into the mountainside of Rasha's Cleave, an ancient stonework structure houses the Assembly's many debates.

Delegations arrive from far and wide to add their voices to the Assembly and weigh in on important matters of the state. Status is won or lost solely by the ability of each delegate to sway their counterparts, and it is not uncommon for power to change hands monthly or weekly. Exceptionally, Apex Shaman Telyi Enti remains a stationary fixture of the Assembly. While undoubtedly chaotic, the system works largely due to the honest desire of most participants to make life better among the Confederation's populace.

The yells, stomping, and brawling of the Assembly's participants boom out of the structure and echo down into the city below. By the time these noises reach the city streets, the din sounds vaguely as thunder in the distance. Thus, the Assembly earned its Thundering moniker.

Crime

With as robust trade as the Chromatic Marquee provides, crime logically follows. While smuggling and thievery certainly occur, most severe crime is kept at bay by the merchants themselves. Each vendor keeps a wary eye out for dangers to their neighbors, and all who are available intervene in any altercations. Of the organizations that do deal in criminal activity, the League of Blackheart is perhaps the most organized, but it keeps largely to smuggling operations.



Geography

The city of Mohlain is oddly situated. Most of the city presses against the highest outcropping of sharp cliffside created when Rasha cleaved the earth during the Age of Black Stars. The city itself is protected against eruptions from the Cleave thanks to the tireless, concentrated effort of druids to extinguish flare-ups that happen nearby. This lower-level spreads west into thick timberlands, which are highly curated by the druids of the logging and woodworking industries to ensure sustainability.

Those of higher social standing prefer abodes set into the cliffs themselves. Winding roadways cut into the rocks and allow traversal of the treacherous heights. At the apex of the cliff sits the Thundering Assembly, easily the oldest structure in Mohlain.

Mohlain Adventures

Caught Under Foot (Levels 1-6). A Heelbreaker monk wishes to take their training to the next level. Devoted to the use of feet in manifesting power, the monk has taken note of the association of feet and governmental power found within the Thundering Assembly. To achieve this, they want the party to bind them under the floorboards of the Assembly such that the stomping that takes place during debate both honors their ideals and enhances their ability to endure punishment. The party must sneak the monk in under cover of darkness, skirting the guards to achieve their goal.

A Loyal Life (Levels 7-11). Apex Shama Telyi Enti has noticed a disturbing trend. Some individuals have undertaken various alterations to become breedable, but once within their fertile state they have begun manifesting odd, red tattoos. While procedures like these are not unheard of, the red tattoos are atypical of them, and those with the tattoos report unusual side effects. Unbeknownst to all, a Dauntless Mandate sleeper agent has been embedded in the population under the guise of a midwife. These tattoos come from a draught the midwife administers; they ensure any children born of those that practice this breeding fetish will be loyal to the Mandate.

Rasha's Cleave

During the Age of Black Stars, the gods roamed the lands. Unfortunately, half of these gods were malicious in their intent, and the consequences of their past actions wreak havoc to this day. When he knew the Malitic Deities' defeat was at hand, Rasha reacted viciously. He let loose a yell which circled the globe several times. He then channeled his full godly might into an axe strike upon the Starspire that bore his Black Star aloft. He tore not only a hole in rock and dirt but bore a scar that left open tunnels to the Calamity of Fire.

Beyond the habitat devastation wrought in that moment, the elemental horrors that wander forth from the Cleave pose a

danger to timber and town alike. Several druid encampments have taken up residence along the length of Rasha's Cleave with the sole purpose of vigilance against these threats. However, as with all nets, sometimes the prey slips through. Despite millennia of efforts, none have found a way to heal the land. However, the common threat has forged a bond among the settlements that surround it, and the Deadfoot Confederation is stronger for it.

Rasha's Cleave Adventures

Burn Bright (Levels 7-11). Many of the druids situated within Rasha's Cleave seek to hold back the Calamity of Fire. However, a small number have fallen prey to the influence of Rasha and are kidnapping people from surrounding villages. The corrupted druids torture their victims into a mindless rage and then sacrifice them. These rituals in turn open new portals to the Calamity of Fire, and so the party must track down the druids and put a halt to their sadistic sacrifices.

Hunter's Thick

The eastern portion of Macenje is pocked with thick groves of trees and brush, which are collectively known as the Hunter's Thick. Once upon a time, the Thick was an unbroken expanse of trees, filled with terrors and predators that threatened all who trespassed.

Over the years, the denizens of Macenje carved mile after mile through the brush. Thanks to their blood and sweat, a substantial and safe road system allows passage through the Thick.

This does not mean the Thick has been tamed. Wayward travelers regularly disappear, ensnared by some insidious vegetation or hunted by a feral predator that uses the trees for cover. Therefore, an order has taken root among travelers. The strongest escort their more vulnerable counterparts and in turn, these escorts are paid tribute and coin or flesh for their services.

Hunter's Thick Adventures

Moonshine (Levels 1-6). The party is tasked with searching the Thick for a lost artifact. They contract the services of an escort named Brotuk. During the expedition, it comes to light that Brotuk is using these escort jobs as an excuse to search for his lost partner, Rufrea, who went mad last full moon. Rufrea has been afflicted by lycanthropy and fears returning to civilization. The players must track her down, then help her to regain her self-confidence and return to society safely. Of course, both Brotuk and Rufrea will not accept any solution which involves caging Rufrea during full moons. Instead, the players must help Rufrea find a way to transform while remaining aware of her surroundings. This is an opportunity to explore the primal play nuance of acting on instinctual urges while remaining aware of the impacts of one's actions and respecting the physical limits of others.

Anudetu

Town: Population 11,852 (61% furfolk, 31% tieflings, 1% djinn-like mythkin, 1% humans, 6% other races)

Though the Deadfoot Confederation and the League of Blackheart are not openly hostile toward each other, there are few places where tensions between the groups are truly relaxed. Anudetu is one such place. The League officially claims territorial ownership of the town, but in practice, Anudetu connects both cultures.

The hunters of Anudetu are renowned for their ability to capture exotic fauna from the Hunter's Thick. These prizes fetch a high price in Macenje and beyond. Additionally, they create a lucrative business for the array of groomers who clean up the catches. In fact, the skill of Anudetu groomers has become so storied that people travel from afar to bring their more "humanoid" pets to such grooming salons. The submissives subjected to this treatment enjoy a range of experiences, from calming and pampering care to severe and humiliating discipline. The most famous, or infamous depending on one's orientation, salon is run by a water djinn-like mythkin who goes by the name Suudriz.

Anudetu also serves as the nexus for a unique practice known as Alpha/Beta/Omega, or A/B/O for short. Taking inspiration from the primal entity known as Retutti, who inhabits a timberland to the north, those well of means have devised a social hierarchy of three sects. Alphas occupy the seemingly highest position, revered for their skill in dominance and provided everything they need so they can focus on servicing their submissives. Below them are the Betas, who largely work as servants, intermediaries, and functionaries for the Alphas. While they revel in their submission and often defer to the Alphas, Betas are still allowed a degree of independence in order to go about their tasks. Omegas occupy the theoretically lowest social position, but in truth, they function as prizes for Alphas to possess and service through domination. Many Omegas will alter themselves to act as ideal submissives for their Alphas. Betas and Omegas will also sometimes wear color schemes and jewelry associated with their Alphas.

This system is entirely optional among the populace. While the practice has spread to other areas of Bundheim as well, it is always a niche social structure. Correspondingly so, though the system purports a sort of natural hierarchy born of predisposition and stature, it is in truth an undertaking chosen and enjoyed by all involved that retains all the normal trappings of consensually found within other realms of kink.

Anudetu Adventures

Spit Shine (Levels 1-6). The famous groomer Suudriz enlists the party's aid to fix a particularly persnickety grooming case. A Mohlain noble's prize Omega got caught up in a cave of Laticifex oozes while on vacation and now the master groomer is struggling to get the Laticifex coating off. Suudriz thinks spit from a basilisk might harden the ooze, freeing the pet.

Author's Note: A/B/O

Also known as Alpha/Beta/Omega, this topic relates to one possessing physical characteristics that fit a hierarchical system. Thought depictions vary, a common topic is the question of who can impregnate who, with Alphas holding the power to impregnate, Omegas capable of being impregnated, and Betas existing in the space between (subservient to Alphas but capable of impregnating Omegas). Biological fluidity is a prevalent theme of this genre, with characters sometimes able to shift biology based upon their role. Typically, a dynamic of dominance is present for this hierarchy as well.

Retreat of Retutti

A continent as given over to nature as the likes of Macenje has many areas considered "wilderness." The Hunter's Thick is dangerous to be sure, but it is also a known quantity. The same cannot be said of the lands claimed by Retutti.

Older than any living memory, older than civilization, Retutti is a blend of beast and elemental, and they are a literal force of nature. It is impossible to describe their physical appearance, for it combines many forms from many creatures and seems to shift based on who beholds it. However, all beholders commonly report a sense of intimidation, a sense of a creature of such pure power and predation that you must always be thankful they do not hunt you.

It is commonly thought that Retutti is the first Alpha, or perhaps the epitome of what an Alpha can be. Whatever the case, it is obvious that there is no higher place in the pecking order than the creature known as Retutti.

Those allowed to call the Retreat home, those under the auspices of this magnificent and domineering specimen, do so in peace. None dare challenge the Hunter for which the Thick was named.

Retreat of Retutti Adventures

Sleeper's Rage (Levels 7-11). Word has spread that Retutti has entered a rare period of hibernation. Now begins a race against the clock to stop those who would hunt the Hunter. To further complicate matters, Retutti's dreams have suffused the Retreat with an overwhelming need for primal actions, be they lusty or enraged. Can the party save Retutti while maintaining their sense of self, or will they succumb and seek to take Retutti's place at the top of the food chain? If the party saves Retutti, perhaps they will wake up with grander plans in store for their new favored hunters.

Squall Market

City: Population 19,013 (42% furfolk, 29% tieflings, 10% orcish, 7% humans, 4% dragonborn, 3% elven, 5% other races)

The balance that keeps the relationship between the Deadfoot Confederation and the League of Blackheart at peace is based on the Confederation controlling the land while the League holds sway over the seas. Squall Market stands as the singular major shift in this balance, for it exists as the Confederation's largest port. From the League's perspective, this special exception is amenable largely because it fulfills the needs of the Confederation without threatening the overall dynamic of commerce.

Indeed, Squall Market exists as an oddly purpose-driven place in contrast with the chaos present in the rest of the Confederation. In large part, this is due to the tyrannical efforts of a furfolk merchant house known as the House of Radiant Rain. Few goods pass through the port without bearing their seal.

The city is prone to rainstorms much of the year, which challenges those who wish to use the port. And yet, among the populace, these storms have come to be seen as somewhat of a boon. Many of the citizens are devoted to either Bas'kema or S'thitra and as such, water from the skies often plays a part in their rituals. This might mean taking advantage of a rising water line to threaten drowning for a follower of Bas'kema, or it could be a bucket slowly filling with water to exacerbate a predicament for a devotee of S'thitra.

Squall Market Adventures

Tides of Time (Levels 7-11). During the year's Festival of Beseeching (described in the Holidays section), a surprise storm rages up from the southern pole into Squall Market. While many townsfolk rush to safety, the bound celebrants find themselves at risk of drowning from the quickly rising tide. The party must make haste to save all they can before innocents slip below the waves.

The Breastplates

A mountain range full of severe cliffs stretches westward from Squall Market. These rocky obstacles, combined with The Gorget to the east, have left Squall Market as the only point of access to sea along the southwestern coast of Macenje.

Notably, a group of earth djinn-like mythkin have long resided among the rocks. Their purpose is a topic of curiosity to outsiders, for they are so reclusive as to eschew any societal membership. Speculation runs rampant. The predominant theory revolves around a sentient boulder that drives them to seek a higher purpose.

The Gorget

A sister range of mountains to the Breastplates, the Gorget not only cuts off access to the sea but also protects Squall Market and much of southwestern Macenje from the harsh cold winds that come up from the pole to the south.

Unlike the Breastplates, frigid conditions make the Gorget largely uninhabitable. However, fiery elementals clad themselves in ice to keep from overheating and prowl the peaks. Legends also speak of a druid who stalks the Gorget's canyons, keeping these elementals in check by manipulating ice as a form of binding.

Thudstone Lands

Scattered Villages: Population 26,967 (79% furfolk, 13% halflings, 6% humans, 2% other races)

The vast, southern-central tract of Macenje is given over to grasslands and thick copses of trees known as the Thudstone Lands. Interspersed throughout this expanse are a series of villages, each with its own unique culture and form of governance. If all the Thudstone Lands' people were gathered in one place, only Mohlain would outnumber them by population. Tensions among these settlements are subdued, thanks to the efforts of the Deadfoot Confederation's Thundering Assembly, for each isolated community given a voice in that governing body.

The populace is primarily an array of furfolk people. They are elephantine, reptilian, and all stripes in between. Thanks to these differences, the Thudstone Lands shine as a jewel of diversity and collaboration that remains a prime example of what can be accomplished through collective effort.

Thudstone Lands Adventures

Ghosts of Hierarchies Past (Levels 12-16). A tribe of subterranean furfolk, isolated below the earth since before the Age of Black Stars, has emerged to find the current state of affairs in Macenje. These furfolk perceive the peaceful

cooperation of the Deadfoot Confederation as blasphemous and unleash their forces to wrest control of the continent from the powers that be. However, it quickly becomes clear that the corruption of the Black Stars has seeped into their lineage, driving them to take such zealous action. The party must choose to either gather allies and aid in the war effort, lest an ancient enemy obliterate all in their path, or rally druids of the content to find a way to cleanse the furfolk's corruption before they ravage all before them.

Rujnet

Small Town: Population 3,721 (40% human, 24% elven, 8% dwarven, 8% gnomish, 7% furfolk, 4% dragonborn, 2% halflings, 7% other races)

A town bristling with gatherers and crafters, Rujnet has built a reputation for supplying trappers throughout Macenje with the finest equipment in all of Bundheim. From bolas to bear traps, if it can be used to capture prey it can be found here. Particularly valuable is the jute rope sold here which has been treated by the Purple Spryg plant which grows nearby. This treatment not only gives the rope an iconic purple hue but also allows it to become either soft or scratchy based on the intent of the person wielding it as they use it to restrain someone. Clearly latent druidic magic is at play in this process, but the specifics of how it is accomplished is a closely guarded secret to keep such ropes a valuable export of Rujnet.

Point Azul

City: Population 32,516 (75% furfolk, 9% dragonborn, 5% humans, 3% tieflings, 2% dwarven, 6% other races)

Outwardly, Point Azul is a gleaming gem of a seaside city. Idyllic, blue waters backdrop light sandstone structures that shine in the sun. Under this glamorous surface, a rough and tumble nature stirs freely as pond sediment reacting to an intrusive stone. Locals commonly earn coins through gambling, piracy, smuggling, and murder, although some also enjoy these professions more than others. .

While technically within League of Blackheart territory, Point Azul is allied to itself more than any outside power. Still, that relationship proves useful for obscuring criminal activities behind a diplomatic veil. While few outsiders would relish the appellation of "pirate," a typical citizen of Point Azul receives it pridefully as acknowledgement of their accomplishments.

Gambling, smuggling, ransacking and murdering are all common vocations for the city's folk. Yet while these activities come in various shades of morality, there is an undercurrent of ethics in that few of these activities are undertaken for free.

Nodinas

Town: Population 8,762 (76% furfolk, 14% humans, 4% orcish, 3% elven, 3% other races)

A sleepy town nestled into the rolling plains of central Macenje, Nodinas serves as the nexus for the continent's breadbasket. Grain is ground and processed out in the hamlets that service the fields of Nod's Bounty. Then, much of the refined product finds its way to Nodinas to be shipped on to its final destinations.

The peaceful people of Nodinas enjoy a simple, pastoral life filled with companionship and tradition. Many townsfolk supplement the area's exports via their own cattle-like activities. This industry thrives in barns filled with milking stalls and shrines to Nodsvto, where each bottle gets blessed and stamped with the symbol of the Giving Hand.

Nod's Bounty

Scattered Hamlets: Population 6,438 (81% furfolk, 9% humans, 4% orcish, 1% elven, 5% other races)

A sea of grain backdrops the hamlets and windmills that make up Nod's Bounty. The tradition of devotion present in Nodinas persists here, to both agriculture and the ideals of Nodsvto. Many bovine furfolk gravitate to Nod's Bounty, a place grateful for their strength and stamina.

Nod's Bounty Adventures

Herd Mentality (Levels 1-6). A herd of submissive, field worker furfolk have broken free of their handlers and are bearing down on a helpless hamlet. The party must use their wits to divert or subdue the stampede, then discover what caused it in the first place.

Sab'letref

Capital for League of Blackheart: Population 56,986 (54% furfolk, 23% tieflings, 15% dragonborn, 4% orcish, 2% humans, 2% other races)

Many outsiders view the whole of the League of Blackheart, and by extension Sab'letref, as a pit of villainy where pirates reign supreme. While this may be true of Point Azul to the west, daily life in Sab'letref does not differ so dramatically from that in non-League, port cities. Of course, seedy individuals do wait in the shadows and wade in the shallows.

Since the city, like the rest of the League, relies on maritime commerce, an abundance of sea-savvy folk stroll Sab'letref's streets. Whether you seek a stalwart captain with a mighty crew to deliver you safely through your travels, or a cunning trader with coin and connections across the oceans, Sab'letref can supply your nautical need.

Government

Little cohesion exists between the various captains and merchant elite who comprise the local aristocracy. Instead, authority results from the iron will of the Tyrant of the Winds. As the Tyrant leads the entire League, there is little separation between city and state.

That said, the Tyrant dances on a perpetual knife's edge, quite literally at times. The secondary leaders under the Tyrant are deviously ambitious. Every so often, a quiet blade or a well-placed poison liberates the position for whoever can next occupy it.

Despite this tension, the government acts efficiently and decisively in times of choppy waters. Important decisions need only the approval of the dictator Tyrant. Instead of locally enforcing a national code of law, the populace and minor factions are left to settle their own affairs. However, from time to time a domestic dispute with expansive impact arises. In

such cases, the Tyrant holds court at their personal dockyard, where a Trial by Storm may be convened.

Trial by Storm

Most courts throughout Bundheim receive arguments and hold debates before a magistrate, who then delivers a judgment. However, the League rewards those who can claim power and defend it through their mettle. Their focus on militarism and ambition has influenced a unique take on trial by combat.

Rather than fighting a combatant to prove their innocence, those subjected to Trial by Storm are lashed to one of the wooden pylons driven into the center of the Tyrant's dockyard. Of course, the Trial begins while a storm rages through Sab'letref. Should the accused survive the ordeal, they may go free. However, if they call for release or perish, they are found guilty on all counts.

Prior to the Trial, the Tyrant gets a chance to influence the outcome by administering to the accused personally. Usually, this takes the form of some kind of torture that saps the strength of the accused, increasing their chances of failing the Trial. However, if the Tyrant favors mercy, they may nurture the accused with food and rest.

Caskyard

Not all crimes are adjudicated via Trial by Storm. In fact, many are decided simply by the convicted taking up an offer from the Tyrant to be interred within the Caskyard. This is a tempting offer as the short intensity of the experience offsets an otherwise lengthy prison sentence.

Those imprisoned are bound tightly with chain and rope, then sealed within an enchanted, wooden barrel. Any entombed within these casks require neither food nor drink and can breathe water for the duration of their stay. From there, the barrels are affixed to weights via rope - usually iron anchors - and thrown into the Caskyard's depths. Through the deep water, little sound reaches these solitary prisons.

Depending on the verdict handed down, various tortures can be included during confinement. These often employ cruel clamps, strict bondage in stressful positions, and vibrating stones that provide orgasm after orgasm. For extremely severe transgressions, there have been occasions when the barrel's protective enchantments were forgotten entirely.

Of course, except in rare circumstances where the death penalty is administered, prisoners are given the opportunity to declare what they are physically and mentally fit to withstand during their sentencing. Selected tortures must comply with this list, which is witnessed and recorded by the Tyrant's lieutenants — who are expected to immediately oust the Tyrant should they break this rule. Additionally, some individuals are unable to endure this solitary confinement even for a short time, and so their cases are settled in other ways. On the other hand, some bratty troublemakers find themselves repeatedly trussed up for the Tyrant.



Nod's Bounty

Crime

The idea of criminal activity is an odd one within Sab'letref. The focus on economic power creates a wider range of morals, such that little is directly criminal. Smuggling, kidnapping, and even murder-for-hire can be accepted as legitimate business activities.

Such activities become illegal when they defy the wishes of the Tyrant. Beyond this, mob justice is an ever-present possibility and one which the Tyrant expects communities to use to self-regulate.

Above all, a sense of common purpose pervades both Sab'letref and the entire League of Blackheart. They all defend their homes, on coast and sea, from those with malicious intent. So, despite the lack of a common criminal code, traditionally illegal activities are rarely carried out against a fellow citizen — save, of course, for when the opportunity is too grand to ignore.

Geography

Sab'letref is built into a long, winding bay which runs the length of the city, known as the Key. Dockyards line the length of the Key, which ships traverse at all hours as they move about their business. Residences, markets, and other buildings cluster close to the dockyards, so that the city sprawls over a long but narrow strip of shore. The position of dockyards also denotes status, for the less powerful individuals hold docks deep within the Key and must traverse its length to leave the city. Naturally, the Tyrant owns the docks right at the entrance. This provides the Tyrant's ships and watchtowers with an advantageous position when deciding that a vessel, whether it approaches or flees the Key, should meet with cannon fire.

Of all construction materials in Sab'letref, wood is the most common. Many buildings are adorned with restored pieces of famous, retired ships. Stone buildings pockmark the streets, usually denoting a smithy or other heat-related piece of industry. However, the most prominent stone structure is the Manor of the Tyrant, which also serves as a formidable fort tower capable of defending Sab'letref from any threat.

Sab'letref Adventures

Rising Tides (Levels 1-6). Thanks to the efforts of a nefarious smuggler, one or more members of the party have been framed for theft and are summarily set to face Trial by Storm. While the accused must survive the ordeal, the remainder of the party rushes to deal with the smuggler's goons — who seek to ensure a guilty verdict by any means necessary. For a small group, this could be a backstory Bond or a relative of a party member instead. For a diplomatic group, this could include a meeting with the Tyrant, who might be unable or unwilling to forestall the Trial but persuaded to condition the accused mercifully while the party gathers evidence.

Cult of the Slithering Sublime (Levels 7-11). A group of cultists have devoted themselves to an entity named the "Slithering Sublime." Their attacks upon League citizens employ manifested eldritch tentacles that pummel, squeeze, and overstimulate their victims. While investigating the cult, the party must also contend with the allure of the exultant pleasure the tentacles promise.

Wynding Gulf

Not all the furfolk that pledge allegiance to the League of Blackheart have literal fur attached to their bodies. Instead, many are aquatic in nature, with the innate ability to breathe either air or water.

The Wynding Gulf serves as a point of connection for these individuals, with villages and tribes scattered beneath the waves in their semi-isolated communes. Yet unlike the Deadfoot Confederation, the problem of consensus between these minor factions is solved by the implacable will possessed by the Tyrant of Winds.

Prahiit

Town: Population 2,533 (41% furfolk, 35% dragonborn, 9% humans, 8% orcish, 2% tieflings, 5% other races)

A sleepy backwater village, according to the standards of the League, Prahiit lacks strategic or economic importance. Largely, the folks here work in the fields on the northeastern side of Nod's Bounty and ply their nets in search of fish off the coast.

Though remote, the people of Prahiit place a strong importance on religion and social tradition. The town square is occupied by no less than eight structures devoted to various deities. Celebrations and holidays engage a nearly unanimous turnout from the citizenry.

Lead by our Ancestors

Ancestor veneration is chief among the important traditions in Prahiit. To this end, leather is a key component to fetish wear. Since the material originates from another creature, this emphasizes and honors the creature's importance for the item to have been made of them.

The most precious of such items are leashes whose entire lengths are made from leather. This leather is taken from ancestors and maintained such that they last the ages. Being led by such a leash is an act of great devotion to the ancestor and the choices they made that resulted in the present community and its environment.

Dhashira

A compound of wooden structures stands on stilts over the swampy southern coast to the east of the Unmark Bay. A series of ramps and platforms connect the raised buildings. The community's titular swamp witch, Dhashira, controls the autonomous region, independent of any of the other powers on Macenje.

While outsiders commonly call her seductress or witch, those in the know call Dhashira a miracle worker. Using the unique properties of the Unmark Bay's waters, she can alter the memories of those that visit her.

Travelers come from afar to ask Dhashira's aid in easing their minds, but she does not readily ply her trade. The compound serves as home for those who are either trying to curry favor with Dhashira or who have become devoted to her and wish to never leave her side. Of course, if one should annoy her overmuch, they might find their childhood missing. Due to the dangerous potential of her wondrous powers,, the powers that be keep a keen eye on Dhashira.

Dhashira Adventures

Trauma's Mark (Levels 1-6). An ally asks the party to escort them to Dhashira. They seek relief from a past trauma that haunts them greatly. While trying to gain enough favor with Dhashira for such a request, it comes to light that the ally is being influenced by the Melitic deity Travma to re-live that trauma each night as they attempt to sleep. In order to remedy this, Dhashira requests ever more demeaning displays of submission to her. What level of subservience is the party willing to show to gain Dhashira's favor and save their friend?

Unmark Bay

Also called the Cove of Rebirth and the Cleansing Mists, the Unmark Bay has existed from the first moments when Svi'bice gave birth to Bundheim. The water's spray, and any fog or weather born of it, has the unique property of being able to cleanse the minds of those it touches.

This effect is not guaranteed, and some seem more prone to experiencing it than others. Additionally, the scope of the effect varies unpredictably. One might forget the last day or lose themselves entirely, left only as a drooling mass of flesh that must relearn all but the most basic biological functions.

Some scholars have put forward the theory that Svi'bice created the bay's enchantment in an effort to remove their lonely past. Others hypothesize that the Stellara Willow had a hand in its creation and to this day retains a link to the Bay. While without explanation, the effect is undeniable.

For these reasons, all but the most reckless of sailors avoid the Unmark Bay.

Fellesion Starspire / Badlands

The Age of Black Stars is over, and the Malitic Deities have been sealed behind the Lightborn Cage. However, the land still tells the tale, with each Starspire a festering wound upon the world that refuses to heal.

The Fellesion Starspire was born from the twisted will of Travma, the Scar Lord. It acted as a rallying point for Travma's forces as they poured forth from the Black Star. When the Protectorate of Vorrag extinguished their Star, the monstrosities of Travma took refuge within the Starspire's remaining structure.

This walls of this jagged spire of rock are pockmarked by holes, each leading to an internal labyrinth of caves. Many of the terrors within take the shape of their lord, a bat-like titan. They possess far too many bony hooks and far too vast wingspans to be natural creatures.

Unfortunately for the denizens of Macenje, these Fellesion Cloakers were capable of breeding. Their descendants inhabit the Starspire to this day.However, the danger posed by both the Fellesion Cloakers and the Starspire is not merely physical.

The Scar Lord delights in exerting a psychic weight upon his victims. Whispers congest the air throughout the barrens that surround the Starspire. They remind trespassers of their past tragedies and spur them to isolate themselves to better defend against being hurt anew. The screams of the bat-like cloakers amplify this effect and are capable of overwhelming all but the most stalwart of minds.

To travel the Fellesion Badlands is not only to contend with the natural dangers posed by such a dry and barren environment – where water is all but absent – but also to remain undetected by the monstrosities of the Starspire. The monsters are highly attuned to those suffering from tragedies and traumas. One slip of foot or mind can lead to a smothering death within the wings of the cloakers.

Fellesion Adventures

Sesochris Unforgotten (Levels 12-16). Before the Age of Black Stars, when the gods still walked the world, the Fellesion Badlands were an idyllic valley of bountiful plenty. Within this breadbasket arose the kingdom of Sesochris. Over time, Sesochris sank beneath the land as sands blew in and buried the civilization whole. Yet not all perished with the kingdom, for the Divine Ruler Kesi remains deep underground, toiling away the centuries as she works on her collection of despicable acts. She has acquired a bevy of people who have suffered terrible fates in hopes of preserving their suffering for all time (for more detail, see the Kesi entry in the Lesser Idols section).

Finally, an entrance to Sesochris has been discovered. The party must delve into the entombed city in search of treasure while risking mummification and internment within Kesi's treasured displays.

Tshi Vorrag

Capital for the Protectorate of Vorrag: Population 46,962 (61% furfolk, 28% human, 3% orcish, 2% dragonborn, 2% tiefling, 4% other races)

The bastion-city of Tshi Vorrag exists as a monument to the mortals' will to survive during the Age of Black Stars. Founded to defend Macenje from the horrors of the Fellesion Starspire, Tshi Vorrag remains a vigilant bastion in the ages since.

Defensive Barrows

Unlike most capitals, the population density of Tshi Vorrag is quite low. Most of the populace dwells in individual barrows throughout the caves. Their homes are carved into the walls of the Embracing Aegis.

Once, connected tunnels extended miles into the mountains. As the defenders of Tshi Vorrag fell back from the relentless onslaught of their monstrous enemies, they collapsed these tunnels behind them. To this day, the deep tunnels are occupied by the bat-like terrors left behind by Travma's Black Star. Each barrow occupied by the populace serves not only as a home but also as a small, defensive structure. Occupants are devoted to ensuring the monsters do not gain ground toward the main city.

Martial Families

For the soldiers that occupy them, the barrows situated throughout the tunnel network serve as both homes and garrison positions. Throughout the years, this arrangement has brought about a prevalence for polyamory among the troops. This is not a vapid happenstance. The government seeks to take established family units and provide for them fortified homes to raise their families. Ideally, these family units include several individuals whose strengths and weaknesses complement each other. If household members grow to love and sometimes live with their neighbors, all the better. This has proven effective, for each defender is fighting directly for home and loved ones when duty calls.

Author's Note: Polyamory

Rather than engaging in coupling between only two individuals, those that partake in polyamory seek to have any number of romantic relationships with the consent of all people involved. There are various ways that this dynamic can be arranged, but in general each "polycule" of people come to their own decision of how the relationships operate and the level of involvement between each individual within them.

Government

As Tshi Vorrag is the capital for the Protectorate of Vorrag – and the only city the faction directly controls – the government of the city and the Protectorate are functionally one and the same.

Practical, day-to-day matters for the city itself are handled by the Underlord, who also manages the defense of the populace. Each barrow and street falls under their purview, and within this realm, they hold nearly complete dominion.

The Overlord focuses upon the world beyond Tshi Vorrag. They direct a network of spies and diplomats, and they wield soft power to achieve the greater goals of the Protectorate.

Underneath each of these individuals are a series of advisors and operatives that enact the will of their respective lord. Similarly, the populace of Tshi Vorrag ultimately sort themselves into these two dominions. The full populace endeavors toward the Protectorate's goals in ways both large and small.

Crime

As the culture of Tshi Vorrag emphasizes collective effort toward defending against the monsters of the Fellesion Starspire, punishment for criminal infractions is severe.

In general, such transgressions are met with severe public humiliation or corporal punishment, with capital punishment reserved for only the most heinous of crimes. This is primarily due to the necessity for capable defenders, but also thanks to a greater sense of potential redemption held by the populace. Thanks to Travma's influence in the region, tragedies witnessed do not easily fade in time. This in turn breeds an atmosphere that fosters healing and improving oneself rather than writing people off for their misdeeds.

Geography

The city of Tshi Vorrag exists in a bifurcated state. Much of the populace lives and works in a series of tunnels connected to the underground homes they inhabit. These tunnels extend from the canyon walls at the city's flanks into the Embracing Aegis that surrounds the Fellesion Badlands.

Aside from this, a much more traditional area within the canyon itself is given over to city streets. Tshi Vorrag maintains this modest space for visitors and economic purposes. The area follows the same logic as one would expect a normal city, with shops and smiths scattered throughout a modest residential district to support the city's commerce. Perceptive travelers may note the higher amount of weapon and armor smiths in the city, who keep busy making arms for the tunnel defenders.

Tshi Vorrag also acts as a gate of sorts, barring open access to and from the Fellsion badlands. This both protects the wider populace of Macenje from wandering into the dangerous badlands and keeps the local horrors from spreading into the lands to the west.

Tshi Vorrag Adventures

Shinies (Levels 7-11). Disaster has befallen an enterprising Laticifex Ooze rancher, for their entire herd has broken loose of their enclosure! The rancher recruits the party to entrap the oozes, without harming the flock. While the pay is high, the chances of being imprisoned within the shiny slimes is higher, so the party must proceed with caution.

Shadow of the Unified (Levels 12-16). Those of Tshi Vorrag remember well the War of Unification, and the horrors that accompanied it. Due to this, many of their arcanists hold a soft place for the Unified that remain — not all of the victims were liberated when the curse ended. One such arcanist recruits the party to unravel the mystery and perchance find relief for those who are suffering under the curse.

Embracing Aegis

The two ranges of mountains that surround the Fellesion Badlands are known collectively as the Embracing Aegis. Though their original name has been lost to time, the Aegis served as the primary redoubt from which Tshi Vorrag defended against the abominations flowing from the Fellesion Starspire during the Age of Black Stars.

The defensive measures took two forms: a labyrinth of tunnels that housed the defenders, and an array of towers built to channel arcane energy.

The former was largely lost to the very monsters it once fought against, as the defenders collapsed the tunnels during their retreat to Tshi Vorrag. Not all are gone, however, and a sizable portion of Vorrag soldiers live in dwellings interspersed throughout the tunnel network, though these dwellings cluster closer to the city of Tshi Vorrag than before.

The second defensive measure was constructed as part of the effort by Vorrag mages to bring down the Black Star floating above the Fellesion Starspire. The array of towers proved effective as they produced a magical aura which made the air too thick for the bat-like monster to fly through and thus, they gave an opening for the attack on the Black Star to be carried out. Unfortunately, many of the finer details about operating the Aegis array have been lost to time. Now, the towers hibernate in a low power state where they do nothing but keep the bat-monsters from flying out of the Fellesion Badlands directly.

Kavitorum

Thanks to the dangers posed by the Fellesion Starspire and the Rime-laden Citadel, the eastern lands of Macenje are a wholly isolated area where little but beasts and monsters reign. Within this remote realm, Magos Okalis Dhenator built the tower of Kavitorum.

Once devoted to the study of Dilemmaturgy, a specialty of magic which focuses on utilizing choice to create favorable outcomes, Okalis found over time that their need for discovery and improvement knew no bounds. Day by day, they could think of little other than devising new delimmaturgical plights to delve into the secrets behind what choices a person might make. Eventually, this pursuit cost them everything. Their career, their relationships, their home — one by one, each

dissolved away as Okalis was left with nothing but their obsession.

So, Okalis wandered, until one night an eye looked back at them from the darkness. Yggja had taken notice of Okalis, and the deity had but one command: travel to the east of Macenje so that a monument to Dilemmaturgy might be built.

Kavitorum is the result of this effort, and though Okalis is long gone the structure remains a semi-sentient monument that desires nothing but the suffering of any it can gather. The latent psychic energy of Kavitorum has been known to reach out and induce obsessive nightmares in people across the continent. These individuals are left with only one possible solution to their night terrors: travel to Kavitorum in search of a relief. Those that make to the tower must overcome a series of ordeals as they ascend Kavitorum that sap their sanity and strength, until they finally succumb to the suffering. None have yet made it to the top.

Kavitorum Adventures

Ascent, Descent (Levels 12-16). A member of the party has begun having nightmares, with only one promise of relief: travel to Kavitorum. Once inside, the party faces not only the nefarious predicaments of the tower but also a growing sense of obsession focused on their own desires.

Twice-Lost Peninsula

The eastern half of Macenje has been a foreboding place ever since the Age of Black Stars. The Fellesion Badlands prevent easy land travel, though those that settle there found a timber-filled landscape ripe for industry. The southern sea carries the dangers of the nearly arctic waters, with storms and ice floes threatening to wreck all but the most skillful of naval pilots. The northern oceanic passage requires movement through the Endless Tempest, always a tricky voyage. And yet, people endeavor to tame the eastern peninsula in search of a fresh life and the promise of a better future.

Eventually, the Thumari Citadel was founded to protect such pioneers. When disaster befell the citadel, it doomed the settlers to a slow death via frost and undeath.

And so the peninsula, lost both in the Age of Black Stars and in the Thumari Citadel disaster, gained the title of Twice-Lost.

Rime-laden Citadel

Once the crown jewel of the Thumari Enclave, the strength of the Thumari Citadel provided stability and refuge for those who sought to settle within the eastern peninsula of Macenje. The budding nation was cut short when the witch Alune came calling.

Once a priestess of Takmarka'rung, Alune yielded to the temptations of the power one could gain by exerting control over others. Cast out from her home, she eventually landed in the Thumari Citadel, where none knew of her transgressions.

Once Alune's past atrocities were discovered, she was condemned to death in a manner befitting the god whose ideals she had forsaken. Strung up in irons to meet the hangman's noose, she was left at the height of summer on a block of ice with a rope taught about her neck. Thus, condemned to inevitable suffocation, there was nothing to do but wait as the melting ice sealed her fate.

At the moment of Alune's death, on what should have been the hottest day of the year, ice spread from the Thumari Citadel like a blight upon the land. As it spread, it captured any it found, ensnaring them in clear, frigid tombs. Just as quickly as it erupted outward, it stopped. The spread ceased, leaving thousands trapped by its cold embrace and a cracked citadel held together by shards of unmelting ice.

The people trapped within the ice do not remain dead. Driven onward by an unseen hand, they erupt forth to attack any who trespass upon the lands which the freeze touches. Thus, the Thumari Citadel has become the Rime-laden Citadel.

For her part, Alune remains an undead threat upon these lands. Still bound and hanging from her noose, unable to move freely due to a curse from Bas'kema, she holds court to this day.

Rime-laden Citadel Adventures

The Hanged Priestess (Levels 12-16). Facing both the dangers of the Fellesion Starspire and the Twice-Lost Peninsula, Tshi Vorrag has resolved to end the lesser of the two threats once and for all. To accomplish this, they have recruited two of the most accomplished adventuring groups: the party, and a band of particularly brutal furfolk known as the Gang of Eternal Feasting.

The Gang quickly succumbs to the ice. So, the party must contend not only with the unnatural ice but also with the undead threat posed by the Gang, before ultimately stopping Alune herself.

Bight of Rehvas

The Bight of Rehvas is a vast expanse of sea that fills the void between Dhashira's conclave and the Rime-laden Citadel. Much of the time, the waters are relatively calm, but arctic storms manifest with enough regularity that crossing the Bight can be treacherous for inexperienced sailors. However, the truly veteran captains know how to keep their routes along the coast.

The passage straight across the gulf from point to point is assuredly the fastest route, and seemingly the easiest, but a hidden danger lies below the waves. During the Age of Black Stars, Travma seeded the coasts of Macenje with terrors that still fill the deeps. Many of these monstrosities were slain shortly after those terrible days, but a kraken of immense power nested at the bottom of the Bight. The seasoned sailor knows the beast is immense and thus keeps to the shallows of the shores.

Still, the threat is intermittent. It exists mostly as a rumor reinforced by the fact that ships making this passage vanish every so often. As such, a particularly naive or ambitious captain might decide to venture across the expanse directly and pray they don't suffer the consequences.

Delgo's Hearth

The frigid winds blowing north out of the Hoarfrost Gap have only one refuge worth writing home about, and it goes by the name of Delgo's Hearth. A massive, cottage-like inn with an interior fire larger than most hovels, the Hearth has been serving stew and warming adventurers for nearly 400 years.

Ownership of the inn is often purported to have been handed down by the Delgo family during this time. In reality, the owner has always been but one person, who currently bears the name Lionna Delgo. A genderfluid individual who devotes themselves to Parumen, Lionna presents their gender and name according to whatever they are feeling in that moment. In general, they tend to maintain the same alignment for years, but they have been known to shift day to day. Any who has a problem with this arrangement can take it up with the arcane sword Lionna keeps above the bar.

The Hearth is a serene reprieve from the elements, a place where song and drink flow freely. Brawling is rare and only occurs with the consent of all participants as well as Lionna.

Delgo's Hearth Adventures

The Soul's Light (Any Level). While visiting Delgo's Hearth, Lionna takes particular interest in the party. Sensing their need to explore themselves and/or better understand each other, Lionna uses their arcane sword to delve into the dreams of the adventurers as they sleep. Thanks to this magic, they find themselves in a shared dream space that they believe to be reality, but one in which their bodies and character sheets have been swapped. Without facing real danger, the party traverses a whimsical adventure to regain their proper figures before awakening with a renewed sense of self.

Author's Note: Feminization / Sissification

Some men find the allure of being forced to be feminine alluring, thanks to a sense of humiliation or submissiveness that comes from it. This practice can range from cross dressing to being renamed or being made to receive anal sex. Despite the often "forced" attitude of this type of play, both parties still consent to it beforehand, and some men can find it freeing to express their feminine desires as a result of someone forcing them to do so.

Yahakey

At the most remote corner of Macenje, there exists a frozen island of forest and coastline known as Yahakey. The forest fills much of the island's interior, but the true treasure of this place lies among the timbers.

Within the forest, there was once a thriving outpost born from the budding Thumari Enclave. When the glacial blight spread, it cracked the outpost's stone structure and shattered it into little more than chest-high rubble. Any who comes searching for the ruins must contend with not only the undead frozen revenants bound within the ice but also with the trees themselves.

The forest of Yahakey is not only composed of mundane timbers. A flourishing treant population met the settlers of Thumari. Unfortunately, even the indomitable bark of the treants was no match for the unnatural freeze, and they, too, succumbed to the blight's grasp. Like the former Thumari settlers, the treants are capable of reanimating from their arctic prisons, leaving behind a true haunted forest for any who wish to find treasure among the ruins.

Skickain

No continent on Bundheim boasts nearly so much history as Skickain. This is the land where Hel fought Teradranth for her freedom and Hanesin launched the War of Unification. Heroes and villains lurk around every corner, and legends are born every day. Nuanced conflicts play out on this backdrop.

To the north, the Helene Pentarchy reigns over a populace enamored with the five ancient dragons that lead it. Yet that dominion is beginning to show cracks, as some begin to ask hard questions about the lack of action the Pentarchs took during the War of Unification.

The Dauntless Mandate finds itself amidst a rebirth of sorts. Born from the ashes of Hanesin's failed conquest, the Mandate is a powerhouse of industry that many fear to be the beginning of a new global conflict. Are the people still guilty for the sins of their ancestors, possibly looking to repeat them, or are they simply trying to regain a fraction of their place in the world?

From the outside, many assume the stereotyped-as-masculine resolve and bravado of the Mandate clashes against the stereotyped-as-feminine poise and vindictiveness of the Pentarchy. These stereotypes exist in a space far from the truth. The people of these nations are as varied in their attitudes and desires as anywhere else, there is simply a predilection toward some of these qualities in the powers that dominate the continent.

Helliark

Capital for the Helene Pentarchy: 74,190 Population (57% dragonborn, 14% human, 11% elven, 6% halfling, 6% gnomish, 2% dwarven, 4% other races)

The name Helliark is often used as a synonym for "utopia." Indeed, the city seems to have all the ideal trappings one could desire. The streets are clean, the people are prosperous, and rarely does anyone go wanting for life's necessities. The populace even holds itself to a unified vision. Helliark stands as the crown jewel of the Helene Pentarchy, and all who reside within it act accordingly.

The truth of the matter is close to this, but key differences threaten the order maintained by the Pentarchy's leadership. Questions have begun to surface surrounding the actions taken by the Pentarchs during the War of Unification. When the Unified came knocking on Helliark's gates, the five grand dragons of the Pentarchy fled just as the city fell. Those in favor of the Pentarchy explain this as a tactical retreat to aid with the wider war effort, but for the remainder of the conflict, the Pentarchy remained missing. So, some citizens have begun to wonder whether their ancestors were abandoned and whether they would be similarly abandoned in a time of need.

Feminine Rule

The citizens of both Helliark and the Pentarchy prefer feminine leaders within their power structure. This is not a hard and fast rule, for androgynous and masculine figures still hold some positions of responsibility, but by and large the populace sorts itself such that feminine figures hold the most authority. Similarly, feminine individuals tend to hold dominant positions in relationships.


Skickain
Aldranthia
Adith's Redoubt
The Ruined Vertex
Helliark
Enduss Range
Hecato
Brasstalon's Embrace
Spire of Mokiphe
Keystone Temple
Gulf of Verdron
Hel's Grotto
Gusiti Depths
Neraski
Mar'yzzei
Port Luka
Ctonyk
Ruyem
Chastlinet Timberland
Obsidian Fields
Eredin
Soundless Narrows
Haneshale
Point Konib
Fort Pau
Macenje
Stalixka
Aleko
Chist
The Unbreakable Buttress
Zarosli
Hardback Respite

Author's Note: Preferred Gender/Sex Domination

Many of the themes of Skickain deal with the idea of a preference between having a specific gender or sex in the sexually dominant position. Some do indeed have a preference when it comes to this, and handy shorthand to refer to these some of desires as maledom or femdom.

There is also a dynamic in our own world, where the innate expectation is that men are dominant, and women are submissive. This lets the femdom subgenre gain an air of subversion as it flips the power dynamic among the sexes. In truth, this notion is a stereotype that can set harmful expectations. Each individual should decide for themselves what their desires are but allow space for others to have their own preferences. There is no harm in preferring a dominant man for example, but the expectation for it at large leaves little room for men to be submissive, should they desire it. As ever, sexual preference does not denote the value of a person.

Government

While the Helene Pentarchy writ large is governed by the draconic Pentarchs themselves, each of the five appoints a retinue of underlings and advisers to maintain order within Helliark. This menagerie of bureaucrats strives not to bother the Pentarchs with mundane details, but issues do arise that require their direct involvement.

In such cases, Pentarch Helyse summons her sisters to convene the Helenic Evocation. This happens rarely and is often accompanied by celebrations within Helliark as the people bask in the presence of their highest leadership.

Crime

The people of Helliark are well provided for, and thus crime within its walls is relatively uncommon. What crime does occur tends to arise from fits of pique or personal conflicts leading to violence.

There is one major exception to this, which stems from the growing uncertainty about the Pentarchy's right to rule. While not widespread, a few individuals have begun to rebel against the Pentarchy. Lately, there have been cases of sabotage of government functions ascribed to them. There are rumors that discontent is imported from the Abandoned Embers in Ovra, but no direct evidence has presented itself to prove their involvement.

Geography

Helliark rests against the base of Pentarch's Peak, a mountain of great majesty and height which can only be easily ascended by the Pentarchs who reign from it. The city is built on a severe slope, with switchback roads allowing travel throughout.

The city utilizes this in its defensive measures, for with each step an attacker must win against defenders who naturally have the high ground. One of the reasons Hanesin marshaled his forces against Helliark first was to ensure he had enough bodies to grind against the city's defenses.

Many of the local buildings are made of stone or carved directly into the mountainside. More recent structures have been built out on wooden platforms that overhang the streets below, effectively constructing a second, upper layer to the city.

Helliark Adventures

Great Escape (Levels 1-6). Paig, a changeling obsessed with forniphilia, wants nothing more than to transform themself into an actual piece of furniture. While that goal eludes them, they have cultivated a collection of non-violent mimics so that they may better study the mimics' ability to turn into furniture. Unfortunately, an accident at Paig's lab has let loose the mimics, and now Paig enlists the adventurers to capture the escapees. Doubly unfortunate is that the mimics' non-violent nature makes the task more difficult, as they can remain in hiding without attacking innocents. Paig suggests tricking the mimics into revealing themselves with treats or tickling, but unfortunately, literally any piece of furniture could viably be one of the mimics.

Opportunity Attack (Levels 7-11). In a moment when the Pentarchy is convened at the Peak, each Pentarch's retinue is undertaking administrative duties within Helliark. Sensing an opportunity, cultists of the Sundered Scale kidnap the key envoys of each Pentarch, seeking to sacrifice them in a ritual that will permanently weaken the Pentarchy and thus shift the balance between the two ancient factions. With the city in disarray, the party must find the envoys and save them from whatever creeping doom the cultists have planned for them.

Pentarch's Peak

The tallest mountain in the whole of Bundheim, Pentarch's Peak, is named after the five ancient dragons who convene within while ruling their Helene Pentarchy. Ascent to the top of Pentarch's Peak is impossible to all but the most expert of climbers, or things with wings.

Carved into the peak is a cavern that acts as a haven for the Pentarchs when they wish to meet. None but the Pentarchs has seen the interior of this cavern Of those who endure the daunting ascent, none have survived even a single Pentarch defending the summit.

Pentarch's Peak carries a special place in history, as it was once the home to the great dragon Hel before she broke into the five constituent dragons of the Pentarchy.

Brasstalon's Embrace

In the time after Hel splintered into five separate entities, the great brass dragon Enduss reshaped the northern section of Skickain to better suit the nation she and her siblings envisioned. To that end, she wove a great work of geomancy to birth two ranges of mountains into walls for a vast valley south of Pentarch's Peak. The whole of this, both mountains and valley, is known as Brasstalon's Embrace.

Today the Embrace serves as breadbasket and homestead to much of the Helene Pentarchy's rural population. Thanks to its strong natural borders, and the adept martial forces of the Pentarchy, the people within the Embrace live in relative peace.

Keystone Temple

Though the five Pentarchs meet at the summit of Pentarch's Peak, they do not permanently reside there. Each of them has

carved out a smaller location within Pentarchy lands and made themselves a second home.

The Keystone Temple serves as residence for Pentarch Helyse. Within its vaulted marble halls, worshippers come from afar to pay homage to the Keystone Pentarch. On her part, Helyse enjoys this devotion, but she is often preoccupied with her search for a way to embody the consciousness of Hel more fully.

Below Helyse, various priestesses attend to daily matters such as the worship of any who visit the temple. To serve such travelers, and allow them to show devotion, there is a hall situated between the entrance and Helyse's bedchambers where human-sized thrones are maintained such that parishioners can be bound within their bases. Once affixed, a priestess takes a seat upon the throne, allowing the visitor to orally worship the priestess in a show of commitment to Helyse and the Pentarchy at large.

Keystone Temple Adventures

Queen's Crest (Levels 7-11). While visiting the Keystone Temple, a member of the party is lured to a queening throne in a long-forgotten room near the Pentarch's own bedchamber. Unbeknownst to the temple, the throne is devoted to a fiend of Qopili and has been slipped in with the purpose of ensnaring and consuming the souls of any who utilize it. Now the party member finds themself trapped with Helyse herself having fallen under the throne's thrall. Both party member and ancient dragon become trapped in a never-ending cycle of oral gratification. If the party does not act quickly to break the enchantment, both will be drained of their essences, with Qopili's power magnifying in turn.

Author's Note: Queening

Also known as face-sitting, queening is a sexual position where a woman squats down to sit or straddle their partner's face to facilitate oral gratification.

Hecato

Town: 7,780 Population (76% human, 9% elven, 5% dragonborn, 3% gnomish, 2% halfling, 5% other races)

Nestled into a mountain valley northeast of Pentarch's Peak, Hecato is the last point of civilization for those who wish to hunt in the Enduss Range. Many of the town's buildings are made from the wood of the Range, which allows citizens and travelers to hide indoors when the Range's beasts wander southward.

Hecato's governance is overseen by Enduss herself, when necessary, but is primarily managed on by a coalition of hunting guilds. In keeping with Enduss' wishes, these guilds ensure the Range is not over hunted.

Enduss Range

The Enduss Range is named after and home to Pentarch Enduss, Domitrix of the Lands. Rather than residing within a lavish structure, Enduss prefers to keep a wild expanse of woody terrain where she fosters a reserve of wild beasts. Her protection and nurturance are so effective that many of the beasts grow to massive sizes and thus, her wards threaten Hecato and the lands beyond when they inevitably wander afield of the Range.

Enduss does allow hunting within these lands, partially to aid with population control but also for sustenance. In fact, many of the meals the Pentarchy leaders consume come from beasts hunted by Enduss within the Range.

A little-known fact of the Range is that it contains a population of individuals stricken with lycanthropy, who live in a community called the Moonstone Sanctuary. Enduss has a soft spot for those with this curse and has ensured they have a safe place to exist where they can neither hurt others nor have harm brought upon them by others.

Moonstone Sanctuary

Appointed by Enduss to care for the Moonstone Sanctuary, Luca Agnacius carries with him compassion for those who suffer from lycanthropy, even though he does not suffer from it himself. The sanctuary is built surrounding a vast timber lodge, which is said to house 21 individual fireplaces. Guests from all over come to ride out the full moon or seek a better life by learning to live with their curse.

The key to success for this endeavor, as both Enduss and Luca found, was in two key components. The first is keeping an air of peace and tranquility, of comfort and home. This they accomplish with the lodge and ensuring that each guest can soak in the nature that surrounds it. The lodge attendants put on various activities to promote this calm, from nature hikes to incense infused meditation sessions. Most of all, a prevailing sense of comfort regarding the malady of the guests acts to help them find acceptance within themselves.

The second key to success turns in the activities guests partake in on the full moon. Recognizing that the transformed guests retain no conscious control of themselves, Luca stages a "hunt" of sorts within the sanctuary's grounds. Rather than seeking out animals, or worse people, the lycans rampage the area, seeking out the non-lycan guests who also travel to the sanctuary for this very event. This group of voluntary prey are affixed to iron frames scattered about the reservation.

The prey are bound upon these frames, their bodies spread wide, naked, and vulnerable. When a lycan finds them, aromatic herbs also affixed to the devices divert their violent urges away from ripping and eating and into a more sexual direction. As such, with just as much fervor as they would have if they were rending flesh, the lycans mount their quarry. At that moment, the device springs closed like a giant bear trap. This wraps the iron bands it is composed of around the lycan's torso, and because it is not secured to the ground, ensures that wherever the lycan travels the iron frame will accompany them. Of course, the quarry remains attached to the lycan, unable to pry themselves loose, for that would counter the purpose of the devices. For the remainder of that evening, the lycan is stirred into a sexual frenzy by the herbs, and the iron device ensures they have an outlet for that energy via the caught prey attached to them.

Thus far, this system has proven to be very successful, and no lycans have broken free or permanently harmed the other guests.

Enduss Range Adventures

A Night to Remember (Levels 7-11). During a full moon, the normal activities of the Moonstone Sanctuary are interrupted when none of the lycans arrive to feast on those bound to the frames. With some of the party serving as bait, and the rest

as hunters, the party must work with the other guests to track down the missing lycans and ensure they did not range wide of the sanctuary.

Spire of Mokiphe

Isolated along the western coast of northern Skickain rests a multilayered tower constructed of overlapping geometric shapes that twist upon themselves at weird angles. This tower is home to the Pentarch Mokiphe, Domitrix of Cosmos. Unlike the other Pentarchs, Mokiphe does not largely concern themselves with the people of the Pentarchy nor with the land it inhabits. Instead, they turn their gaze skyward in search of cosmic knowledge amongst the stars.

Entry to the tower is all but impossible for any who are not Mokiphe themself, as no ground-level door allows access to the tower's base. Despite their desire for solitude, Mokiphe has been known to send messages to people via dreams as they sleep. These are often prophecies or portents that Mokiphe has divined from the movement of the heavens, and such occurrences should carry a weight like a vision from a deity.

Spire of Mokiphe Adventures

A Fate Most Foul (Any Level). While visiting the Spire, one or more of the party members have their futures read by Mokiphe, a rare gesture to individuals fated for greatness. In particular, Mokiphe reads their future pleasures and great triumphs of exaltation to come. As time passes, these events indeed come true but not to whom they were fated. Instead, random bystanders are undergoing the events foretold, but for them they play out as twisted tortures. The party discovers that an envoy of Ljudas has cursed the party that they should never find the happiness they desire. They must search for a cure before any other innocents get hurt.

Hel's Grotto

When she existed as a singular entity, the great dragon Hel favored the southeastern lands of what would become the Pentarchy. Here she found solace from the worst of Teradranth's abuses, and it was here she came to the decision to strike out on her own.

In the ages since, this has become the most sacred land to those of the Pentarchy. The idyllic streams and forests are left untouched by civilization's hand. Any who would bring ruin to the grotto do so at the risk of drawing ire and fire from all five of the Pentarchs directly.

Myth has it that Hel did not discover resolve on her own, but rather she had the support of an ageless friend at her most trying time. Further, rumor has it that friend was none other than the Stellara Willow, and that it still resides somewhere within the grotto to this day.

Mar'yzzei

Town: 6,908 Population (56% human, 14% dragonborn, 9% elven, 5% furfolk, 3% halfling, 2% half-giant, 11% other races)



Moonstone Sanctuary

While the other members of the Pentarchy have vast tracts of land or rising towers to call home, Pentarch Yzzei holds court upon the waves they love so much. Mar'yzzei serves as the primary port of call for any who wish to gain an audience with the Domitrix of the Seas.

Unlike the other Pentarchs, Yzzei spurns the pseudo-religious worship of any who wish to visit them, and instead prefers a relaxed conversation as though between two friends. In this manner, Mar'yzzei stands as a largely unreligious town, and instead places emphasis on the economics of trade for the Pentarchy. After all, when one's ship is blessed by the Domitrix of the Seas, certain benefits follow while conducting trade upon the waves.

Mar'yzzei Adventures

Monster Lover (Levels 1-6). Mariana Sutetto, a researcher and trapper for the Depths of Desire, has found herself in a spot of bother. While seeking a specimen of the Slithering Sublime to bring back to her boss, Innarei, Mariana became entangled by a unique cephalopod that uses its cranium as a cage. Thankfully for Mariana, she left details of her expedition with an innkeeper in Mar'yzzei such that she could be tracked if she went missing. The cephalopod slowly devours its prey by a series of licking, tongue-like appendages within the cranium-cage. If the party moves fast enough, they might be able to save Mariana from what promises to at least be a very pleasurable death.

Gusiti Depths

Situated centrally between Macenje, Ovra, and Skickain, the Gusiti Depths is the most traveled ocean in the world. Thanks to the surrounding landmasses, the Depths' waters are protected from the worst of the arctic winds blowing out of the poles and provide relatively safe passage for those who seek to cross them.

The Ruined Vertex

Once the tallest mountain in the whole of Bundheim, the summit was shattered in the fight between Hel and Teradranth when the former sought her independence. Now an inhospitable monument to the deserved disaster that befell Teradranth, the Ruined Vertex remains a sign of the victory Hel won over her abuser. It serves as a symbol of hope to all who must fight similarly for their own wellbeing.

The Ruined Vertex Adventures

Melting Point (Levels 12-16). Despite the shattered nature of the Vertex, a cavern still exists deep within and houses the lair of Teradranth. Surreptitiously, the legendary dragon Aldranth — who once was part of Teradranth — has been working to snatch powerful mages from around Skickain so that they might be melted down into a substance that will allow the reformation of Teradranth. Thus far, the mages reside bound within a massive cistern yet to be filled with Aldranth's potent acidic poison, but it is only a matter of time before Aldranth has enough material to bring about the alchemical restoration of the Sundered Scale's original form.

Aldranthia

Sprawling for miles with no path to allow easy passage, the thick jungles of Aldranthia are a foreboding obstacle to any who wishes to make their way to the Ruined Vertex. Worse, the great terror Aldranth has taken up residence within the trees in the ages since Teradranth's sundering. None know the exact location of Aldranth's lair, for the ancient green wyrm is adept at using the trees for camouflage to mask his movements.

From this place, Aldranth works tirelessly to bring low the Helene Pentarchy. Sometimes this manifests as direct attacks from Aldranth himself, but other times cultists devoted to the Sundered Scale will brave the foliage and receive gifts such that they may carry out Aldranth's machinations.

Adith's Redoubt

Town: 17,735 Population (40% dragonborn, 26% human, 18% elven, 8% tiefling, 4% gnomish, 4% other races)

As Aldranthia is a constant threat to the Pentarchy, a bastion was founded along its eastern edge such that Pentarchy troops could remain ever close and vigilant against it. This bastion is known as Adith's Redoubt, for the Domitrix of the Skies has taken station with the Pentarchy troops here. Often Adith remains skyborn to deter direct attacks by Aldranth while Pentarchy soldiers deal with ground-based threats such as cultists accompanied by beasts empowered by Aldranth. The town's economy is almost entirely devoted to serving either the Pentarchy troops or adventurers who pass through before heading west in search of treasure.

Neraski & Ctonyk

Only two roads connect the Helene Pentarchy and the Dauntless Mandate. Thanks to the animosity between the two, a fortress exists along each. These twin fortresses, Neraski to the west and Ctonyk to the east, exist as part of both the Pentarchy and the Mandate, and yet stand apart from either.

On paper, the fortresses staff troops from both nations and rotate guards throughout them regularly such that both nations can keep an eye on each other. In truth, the military stationed at the fortresses long ago came to an agreement to treat each other with civility and respect. Thus, a neutral point of co-existence was born, where agents of the two rival nations could interact openly. This has proved extremely useful diplomatically.

Beyond this, the two fortress commanders have taken the quiet yet firm stance that fraternization between the troops is both allowed and encouraged. Yet within that stance, the two fortresses differ in their approaches.

Neraski fosters an open environment, where all partake of each other's bodies openly. So long as the top brass is not visiting, the fortress is alive with the screams and moans of its occupants.

Since such an environment is not for everyone, Ctonyk has taken up the opposite position. While not strictly forbidden from commingling, those stationed at Ctonyk find little or no encouragement to engage others either sexually or romantically. While commingling can occur based on one's preferences, the overall atmosphere is much more measured than Neraski.

Neraski & Ctonyk Adventures

Lovelorn (Levels 1-6). A soldier from Neraski named Rhalanise has fallen in love with a counterpart in Ctonyk

named Tykiphe. However, the two are about as opposite as it gets, and their fledgling romance has yet to spread its wings and soar. Tykiphe, who is asexual, knows not how to respond to Rhalanise's overly provocative advances. However, there is shared romantic desire, and Tykiphe asks the party to help her both return the gestures in a manner appropriate to how she shows affection as well as navigate the troubled waters of forming a partnership among two such wildly different people. Ultimately, the party will need to help Rhalanise and Typkiphe determine if their relationship can work in spite of their differences.

Author's Note: Asexuality / Aromantic

Asexuality refers to having little to no sexual attraction to others. Similarly, but wholly distinct, is aromanticism where an individual does not seek or place much importance on romantic relationships.

It is important to note the distinction between these two as they may seem alike but need not necessarily apply to each other. For example, an aromantic person may desire sexual experiences, but not a romantic connection with another. In contrast an asexual person can seek relationships based on emotion, spirituality, or romanticism without the need for sex.

Neragrad

Capital of the Dauntless Mandate: 147,050 Population (89% human, 3% elven, 8% other races)

Throughout Bundheim, the sounds of people screaming or begging for mercy are commonplace. This seems like it might set a tone of suffering, but in reality, these noises are the music of intimacy to the population at large.

While Neragrad is filled with these sounds, they have the opposite effect upon the people. Like its nation, Neragrad is an austere place where steel and iron wills dominate the populace. Honor and strength are more important than romanticism or affection and as such, Neragrad skirts the edges of evil in its pursuit of a pliant citizenry.

Those within the city's walls will tell you all of this is for the common good, because people are inherently weak and need guidance to become stronger than they could ever fathom. Harsh punishment cements resolve.

Neragrad is a city of grand industrial works. From smokestacks and smelters to crackling lightning captured in glass vials, the city houses the largest congregation of technomantic power outside the fickle mages of Izbor. Military service is an honored ideal, and sacrifice for the nation is prized above all else. There is a unity wrought from shared purpose, and it is this that holds Neragrad together under the Dauntless Mandate's banner.

City of Steam and Thunder

In many ways, the Dauntless Mandate views itself as besieged on all sides. Its history as the successor state to Hanesin's legacy has made the other powers in Bundheim dubious about the nature and intentions of the Mandate. Whether the Mandate seeks only to establish itself like any other nation or secretly harbors nefarious goals, this mistrust serves to isolate the nation from the global community.

To obtain the strength for self-sufficiency, Neragrad has doggedly pursued power through innovation and industry. Artisans, scholars, and other experts push the envelope for both magic and science, their inventions fueled by the sweat and blood of the city's citizens.

Today, Neragrad utilizes steam and electricity to power the factories that produce increasingly deadly weapons of war. Citizens use bottled lightning to provide light and cook food. While a city beset by soot and smoke, Neragrad produces beautiful and practical marvels unimagined throughout the rest of Bundheim.

Government

The Dauntless Mandate enacts the will of one man: Lucius Krauss. That man, however, is a very busy individual who has little time to run Neragrad itself. He leaves that job to his most trusted underling, Commandant Wenzel Bohn.

Bohn presides over a council of five chancellors who chair industry, trade, research, agriculture, and the military. Only two steps removed from the Imperatorship, these chancellors are perhaps more power-hungry and opportunistic than even Bohn himself. However, Bohn's advanced age and stable grasp on his position evidence either his efficacy as Commandant of Neragrad or the favor Lucius has towards him.

Crime

The immense military presence within Neragrad makes criminal activity extremely difficult to undertake. Of course, this has only served to breed a more cunning class of criminal. However, should a criminal be brought to justice, they typically suffer extreme punishment for their incompetence and audacity to threaten the greater whole of the nation's efforts.

A cabal of criminal syndicates run an illegal operations beyond the watchful eye of Neragrad's guards. Collectively, this cabal is known as the Unsichtbar, but few on the street have heard of this name directly. Instead, most have heard of one or two of the syndicates that claim membership, since street-level operations are carved up into territories for each of these syndicates to enjoy.

Streets of Suffering

To better help the populace understand the shame brought by the criminals who harm the Mandate's efforts, four of the main roads through Neragrad have been lined with crucifixes and pillories. Criminals are regularly bound upon these devices, such that they may serve as a deterrent for any who would follow in their path.

To further emphasize the point, when an individual is bound on one of these fixtures, they have clamps attached to various sensitive body parts. From these metallic clamps, wires run to a wide plate set into the road before them. When a cart passes over these plates, its weight triggers a mechanism in the pressure plate below that sends a torturous electrical charge into the prisoner, who is helpless to stop the onslaught.

Care is taken such that these electrical punishments are never lethal. It is a common occurrence, however, that carts will slow their pace if the driver deems the criminal in need of harsher punishment. A few times a year, the citizenry awakes to

find a pile of stones placed on the trigger plate of someone who committed an extremely heinous crime.

Geography

Neragrad was founded west of the ruins of Haneshale in the years after its fall. The city utilizes a river that runs through its south side as a source of freshwater. The river also serves as a point of cleanliness among the grime of Neragrad's grinding industrial operations.

The streets of the city are cramped, with many alleyways hiding numerous workshops and smithies. Tenements and homes are tall and plain, with architectural extravagance reserved for important government buildings or temples. Few parks exist, but here and there glassed-in greenhouses provide fresh air reprieves for those that can afford such luxuries attached to their private residences.

Neragrad Adventures

Shocking Affair (Levels 7-11). One or more members or allies of the party have been arrested on false accusations of espionage. As punishment, they have been strung up along a Street of Suffering right before the annual Imperator's Day Parade. Will the party prove the innocence of their compatriot(s) before they succumb to the shocks triggered by the parade's many participants?

Red Light at Night (Levels 12-16). Word spreads throughout Neragrad about a series of break-ins at local arcanist shops. Powerful experimental components have gone missing. Accompanying this, the party notices increasingly obvious signs that they are losing time. At first, they simply awaken with signs of having moved about in the night, but eventually sections of day zip by in a blink. It is eventually discovered the party has fallen thrall to Imperator Lucius Krauss and are being activated as agents for his schemes via red light. Now they must fight to regain themselves, but also stop the overarching plot Krauss is perpetrating.

Author's Note: Electrical Play

Like any other tool, electricity is capable of provoking a wide variety of sensations. This can range from a pleasurable tingle to a jolting shock. Tools for electrical play include wands which use plasma to deliver a shock, TENS units to stimulate the surface level of the skin, e-stim toys specifically designed for sexual play, and much more. Some find the cold uncaring nature of electricity to be exciting while others relish in the perceived danger of it. Yet care must be taken when using electricity. If not applied correctly, such as across the heart, one can cause serious harm. As such, only those well versed in such techniques should attempt them.

Haneshale

Once a sleepy backwater town situated on the shores of Lake Blackwell, the city of Mozgak gained prominence in the years before the War of Unification thanks to Hanesin Kheoh. During that war, it took the name Arcaidis and served as the rallying point for the first iteration of the Unified Army. Then, as a Black Star was born over nearby Lake Blackwell, Mozgak was ravaged and mutated by the Star's corrupting energies. For the remainder of the war, it served as a monstrous citadel from which Hanesin poured forth the scourge of the Unified.

With the destruction of the Black Star and the creation of the Obsidian Fields, Arcaidis was obliterated. Though not utterly evaporated in this blast, the city suffered such catastrophic damage that little but jagged hints of buildings remained.

Now, the ruins carry a new name titled after the failure of Arcaidis' warmongering leader: Haneshale. Few dare venture to this tainted place, for evil magics still sustain horrors in the labyrinth of chambers found below the Haneshale's streets.

Haneshale Adventures

Spite's Corrosion (Levels 12-16). The magical jealousy of Ljudas has begun to seep out of Haneshale and into the surrounding countryside. Under its sway, people have begun torturing and murdering each other as they are overcome by envy towards those they attack. The party travels to the malady's source in the center of Haneshale. There they must confront nightmarish horrors that trap them in dreams where they confront the deepest desires they are struggling to fulfill.

Lake Blackwell

Before the War of Unification, Lake Blackwell was an idyllic pond that fostered several minor city-states in southern Skickain. During the war, Hanesin's Black Star hovered ominously above the lake's placid waters and radiated malevolent energies that slowly consumed the surrounding landscape.

When the war ended, and the Black Star was destroyed, the resulting blast transformed Lake Blackwell from a serene body of water into a torn crater. The climate of the region ensures this crater remains full of fresh water. At the lake's bottom, a layer of corrupted soil absorbs the latent Black Star magic and spreads afar throughout Lake Blackwell's many connected rivulets. Vile, aquatic horrors stir among the sediment at the lake's bottom.

Obsidian Fields

At the War of Unification's , the violent eruption from the Black Star above Lake Blackwell blasted obsidian shrapnel across lower Skickain. This region is known as the Obsidian Fields, due to the dark, glassy debris that left a chaotic landscape even in the modern age.

As the explosion was not uniform, some of the piles of obsidian can be quite large while other areas are devoid of any sign of the destruction. Disturbingly, researchers have noted that many of the piles of obsidian have grown rapidly over the years compared to natural rock formations. Slowly, the shards move to coalesce with each other. Why this is happening and what this will result in is a matter of deep interest to those aware of this effect.

Ruyem

Town: 4,746 Population (56% human, 34% elven, 2% dwarven, 2% orcish, 6% other races)

Despite its residence within the territory of the Dauntless Mandate, Ruyem has operated for centuries under its own purview. This is due in part to the strong will of the citizenry

of this small town. Additionally, the populace has spent long years honing a skill desired by individuals throughout the world. When an individual wishes to transition their body from one assigned sex to another (which does not always mean a binary shift), the very best at executing that process either reside within or have trained in Ruyem. Practitioner techniques are myriad, from surgical to magical and everything in between, but the real treasure of their art comes from their treatment of the process. The doctors of Ruyem seek to elevate the process to a celebratory affair where the focus is on one's attaining their true form and experiencing not only relief of dysphoria but also new opportunities for euphoria. In fact, there is a practice that is growing in popularity where those who receive top surgery will purposely undergo scarification as part of the process to turn the result into an aesthetic delight that honors not only their true selves but also the journey that was undertaken to achieve it.

Ruyem Adventures

Etchings of Disdain (Levels 7-11). Despite a welcoming populace and reputation for acceptance, some travelers to Ruyem who are seeking medical services are finding they are overwhelmed by fear, doubt, and shame. A group of local practitioners implore the adventuring party to investigate to find a source for these troubling thoughts. Agents of the Malitic Deities have inscribed sigils under the floorboards of the town's various inns. The sigils allow the malignant energies of the Malitic Deities to pervade the area. Fighting their own troubling thoughts, the adventurers must defeat the sigils' fiendish guardians while reassuring the travelers who have come seeking a better life for themselves.

The Unbreakable Buttress

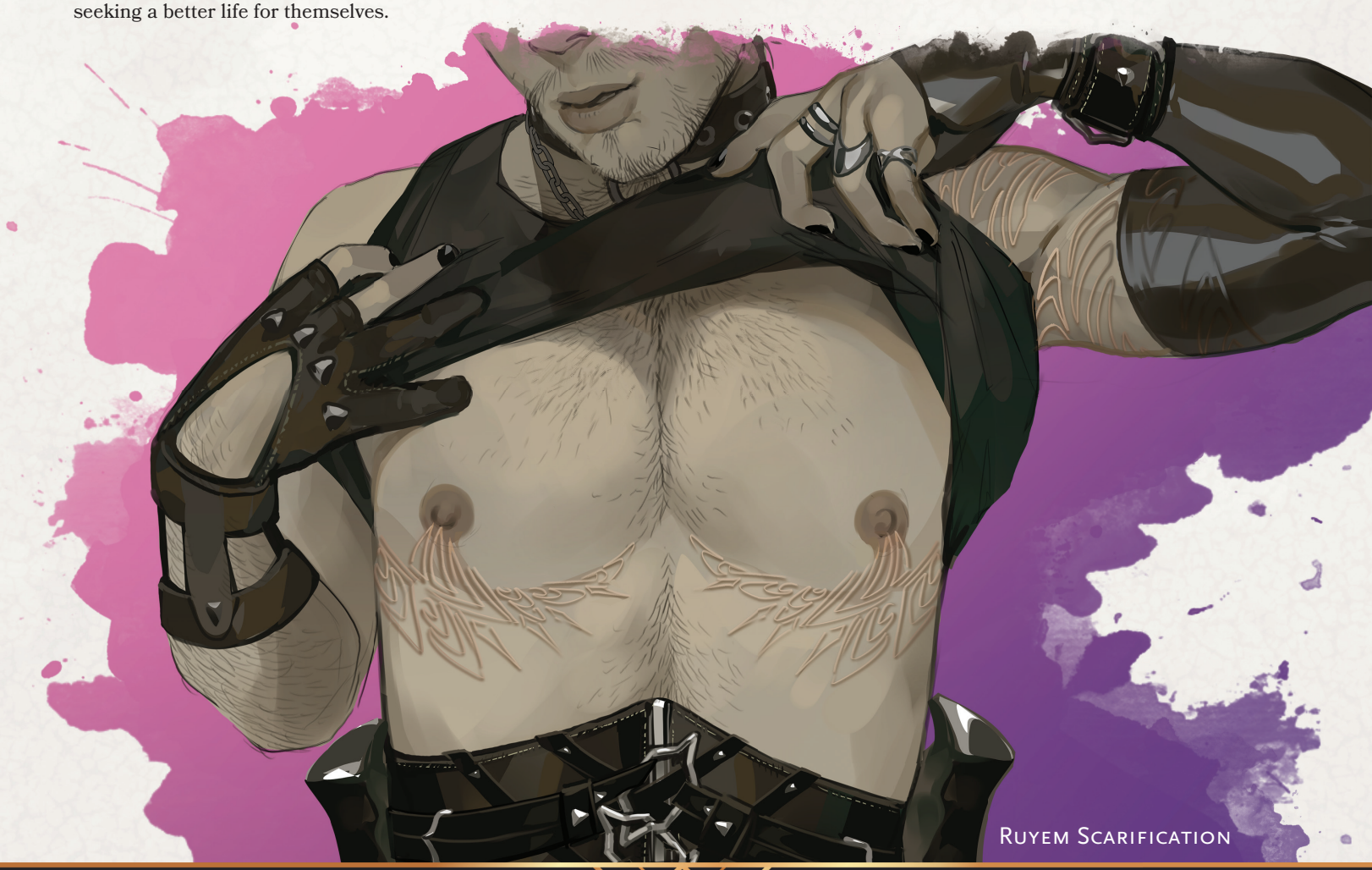
The Dauntless Mandate's lands are caressed on the southern end by a nigh-impassable range of mountains known as the Unbreakable Buttress. Thus far, none have successfully crossed the mountains here. Steep cliffs and strong snowstorms complicate the journey.

However, a population of ice giants have taken up residence within the mountain's caves. These giants can either be great foes or potent allies for the Mandate, depending on the charm of the ambassadors sent to deal with them.

Fort Pau

Situated near the capital of Neragrad, Fort Pau was founded to train the most elite of troops for the Dauntless Mandate. To accomplish this, all trainees are fastened with chastity devices, thus preventing them from blowing off excess energy on each other. Instead, they are encouraged to channel that energy into their training. A healthy regimen of corporal punishment brings in line any who does not take well to this training, along with the use of public humiliation in front of the other troops.

Additionally, Fort Pau houses conclave of Exorcist clerics, who train extensively with chastity devices to protect themselves from the temptations of demons. This has allowed them to be extremely effective in such pursuits, but the result can be a cold-hearted individual who has lost touch with what it means to receive comfort.



Ruyem Scarification

Fort Pau Adventures

Pent Up Desire (Levels 7-11). Word spreads quietly of a disaster befalling the troops of Fort Pau. When the party goes to investigate, they find many have fled but a few are trapped within the Fort's walls. An Exorcist has broken free of their chastity and fallen victim to the temptations of a fiend. Now overpowered by demonic energies, the Exorcist rampages through Fort Pau, unleashing aphrodisiacs that tempt their peers so that more demons may possess them.

Stalixka

Town: 5,619 Population (76% human, 9% elven, 5% halfling, 3% dwarven, 7% other races)

A quiet town set among the foothills of the Unbreakable Buttress, Stalixka serves as a popular waypoint for any making the journey south from Neragrad. The town has devoted itself to this purpose. It sports an inordinately high number of inns and taverns, along with hot springs for the more discerning travelers.

The town has fostered a unique relationship with a tribe of ice giants in the mountains to their south. Throughout the year, tributes of meat and mead are left at a stone dais where the ice giants retrieve these gifts to back to their village. In thanks, the ice giants gather along a particular ridgeline once a year in summer to shower the ground below with their urine. Many of Stalixka's populace revel in being showered by this offering, which imparts lasting protection against the summer heat.

Author's Note: Golden Showers / Piss Play

It is surprisingly popular for individuals to desire the use of urine in sexual encounters. The actual implementation of this varies, from wishing to be urinated upon to drinking it. Many people find this to be a degrading and humiliating experience, which reinforces the submissive position.

As with any play involving bodily fluids there can be health concerns involved depending on the type of play undertaken. Be sure to do further research on this subject matter before partaking in it.

Zarosli

Village: 1,804 Population (41% human, 28% elven, 20% halfling, 5% gnomish, 5% other races)

Situated within an expansive grove of trees that is nestled between many forking streams, Zarosli is an idyllic hideaway for any who wish to remain far from the Mandate's prying eyes. This remoteness brings a sense of sovereignty to Zarosli, but the Mandate makes sure to keep this independence from growing into full-blown secession.

Another appealing aspect of this town is its position as the last bastion of civilization for any making the jaunt to the Hardback Respite. The locals' free-spirited attitude makes them well-suited for both independent survival and outfitting any passing through.

Hardback Respite

This hardened clay structure is simply made but undeniably imposing. It stands out of place among the cold scrubland that adorns the southeastern peninsula of Skickain. Utterly uninviting from outward appearance, none would think to stop here should they find themselves in need of aid.

However, this goes completely against the wishes of the Respite's owner, Merriweather Hardback. A massive fiend from one of the abyssal planes (though he'll never say which), Hardback escaped the Lightborn Cage to seek a living topside among the mortals. Where he landed, he fashioned an inn and tavern the likes of which Bundheim has never seen.

Though crude in construction, the Respite is well-furnished for the few patrons that have been lucky enough to find themselves here. A friendly fiend, Hardback knows how to lavish a guest. For this purpose, he keeps a stable of minor pleasure demons, each of whom is more than capable of satisfying whatever desire a patron may possess.

In payment, Hardback only asks for two things: that the client spread the word of the Respite far and wide; and that at some point in the future Hardback retains the right to have the client spend a night with him in his personal bedchamber.

Hardback Respite Adventures

Tastes of Bundheim (Levels 7-11). Merriweather Hardback finds himself in a pickle. On the one hand, he loves the service he provides here at the Respite. On the other hand, he misses the more severe torture techniques of the abyssal planes, as he finds the mortal realms to be surprisingly mundane in comparison. He asks the party to help satiate his longing for more intense scenes by sending him information of places where he can find more extreme practitioners. When the party finds one such place, Hardback teleports to their location and invites at least one of the party to accompany him inside to experience it for the first time.

Point Konib

Built by the mage Konib Albrecht during the War of Unification, Point Konib was founded to be the antithesis of the abominable spire built by Mokiphe to the north. Rather than studying the stars for signs of events that may never come to pass, the mages of Point Konib turned to the arts of Inscription and Dilemmaturgy so that they may better control the people of the world.

In the modern era, the War of Unification is over, and the scourge of the Unified has passed. Yet Point Konib remains the premier arcane academy within which students study the twisted relationship between power and suffering. Students are highly competitive with each other, as all seek to impress their superiors and earn positions of high standing among the Dauntless Mandate. Sadistic subterfuge is not only common but encouraged by the faculty, to better prepare students for the harsh truths of the world.

Point Konib Adventures

Pleasure Unending (Levels 7-11). Two students have come to a standstill as each had planned a predicament to entrap the other. Both find themselves attached to the other, forced head-to-genitals so that they must pleasure their rival, or else the overarching enchantment will bring ruin to them both. For

their part, the teachers recognize the prodigious magics at play but cannot fathom a way to free the students. Both rivals are growing increasingly exhausted, and soon they will succumb thanks to lack of food. The party is told of a janitor at the school who can clean up any mess, including wayward enchantments. They must seek out the janitor in the basement tunnels of the academy, many of which harbor failed student experiments that were never properly disenchanted.

Soundless Narrows

The perilous stretch of water between southeastern Skickain and the western coast of Macenje is known as the Soundless Narrows. While the waters are often shrouded in sound dampening fog, the real threat comes from the merfolk who call the Narrows home.

The first danger is the intensely keen sense of hearing possessed by the merfolk. Should they hear anything resembling spoken word or emotive outcry, they will wash over the ship in a flurry of claws and teeth in search of fresh meat to consume. To lessen this danger, it is common that all who sail through the Narrows are so tightly gagged that not even a minor gasp will escape their lips.

The second danger lies in the seductive song that the merfolk are fond of crooning. Those who hear their melody risk losing themselves and diving beneath the waves in search of the merfolk's theoretically tender embrace. Of course, such individuals only find a suffocating end as the merfolk begin to feast upon their lured prey. Therefore, earmuffs and earplugs also play a pivotal role in deafening sailors so that the enticing merfolk song never graces their ears.

Besides these two perils, the narrows are a relatively calm expanse of ocean with few storms to threaten vessels. The danger is twofold, but both aspects center around sounds made within the Narrows.

Soundless Narrows Adventures

Silent Crossing (Levels 7-11). A veteran captain has found themselves short-handed for making a crossing through the Soundless Narrows. Seeking extra coin, the party has agreed to ride along and aid the voyage. While remaining utterly silent and deaf, they must survive an attack by a many-tentacled sea monster without alerting the merfolk to their presence.

Eredin

Large Town: 12,411 Population (81% human, 8% elven, 3% gnomish, 2% dwarven, 6% other races)

The journey from Neragrad to Helliark is a long one, with nary but wilderness along much of the way. Yet Eredin has situated itself to be a thriving township roughly midway between the capitals of the continent's two nations.

Fashioning itself as a roadside oasis away from the hard terrain of the Obsidian Fields, Eredin sports a thriving entertainment and gambling industry. In the most eminent of these spectacles, a series of traveling troupes rotate duties as they perform in the town's six amphitheater-like squares. Each specializes in a different form of entertainment, from acts of perilous play to heart-tugging, musical ensembles.

The gambling scene thrives in the many backrooms of the town's taverns. Sure, one could put coins on the table and possibly walk away all the richer for it, but the discerning patron wagers with a marker that entitles the bearer to control their body for a night or more.

As for the Mandate, they are keen to look the other way to these activities. Eredin is a place for the troops stationed at the nearby forts to blow off steam while on leave. Additionally, criminal enterprises are much more beloved and trickier to control here at the edges of the Mandate's lands.

Eredin Adventures

Torturous Form (Levels 7-11). Sequestered away within Eredin, the rogue artificer Azhugh Eukate has been experimenting with creating ever more devious furniture which tortures any who are bound to it. Each piece seeks to place the bound individual under stress amplified by a person interacting with the device, such as a chair which strains the limbs of the person bound to it when another takes a seat. For an unknown reason, either from Azhugh himself or an outside influence, the furniture has become animated. Now the animated furniture, with bound test subjects attached, rampages through town attacking bystanders. The party must stop the attack without harming the innocents tied to the violent furniture.

Aleko

Town: 8,577 Population (71% human, 15% elven, 7% halfling, 2% dwarven, 5% other races)

The history of Aleko is drenched in the blood of its citizens. Founded by a group of Unified freshly freed from Hanesin's curse, the populace slowly realized that traces of Unification lingered within them.

They also experienced natural disasters, primarily great tornados that swept east out of the southern Obsidian Fields. The town had to be rebuilt in full three times, but rebuilt it was. Through this, all the people learned one lesson: if you roll with the punches, and you keep your palms open to grasp new opportunities, then you will find helping hands and purchase for yourself again.

Perhaps it is unsurprising then that Aleko is also home to the largest conclave of Dynamic Duelist fighters (see the subclass section for more details). The martial philosophy they embody pairs well with this adaptable mindset and today, warriors from throughout the world come to seek tutelage in this unique fighting style.

Aleko Adventures

Change of Heart (Levels 7-11). Seeking the aid of a storied fighter, the party travels to Aleko. The fighter, Ash Tane, insists each party member must pass a trial to gain their favor. One by one, the party is made to experience a scenario where they occupy a role opposite what they prefer. Ash hopes these experiences of switching from Dominant to Submissive, or vice versa, or being unusually locked into one role if a Switch, will help the party come to know themselves better and improve how they interact with others.

Chatslinet Timberland

A vast, unbroken tract of southwestern Skickain is given over to the Chatslinet Timberland. Large, arboreal towers reign over the land, daring any loggers to test an axe on their iron-hard bark. None know specifically why the wood here is

more durable than elsewhere, though that does not stop the Dauntless Mandate from valuing it highly for a wide array of military and fetishistic applications.

Dangerous beasts roam the forest and complicate the harvesting of the timber. Oversized and savage in comparison to animals found elsewhere, the wildlife here possesses the strange trait of being able to regenerate its flesh at an accelerated rate. It is no surprise then that alchemists highly prize Chatslinet Timberland beast blood for its use in healing potions.

Thankfully, a singular gap divides the Chatslinet. As such, the Dauntless Mandate has a perfectly serviceable road that allows access to-and-from Port Luka to the west.

Port Luka

City: 19,694 Population (44% human, 24% elven, 14% furfolk, 6% halfling, 6% gnomish, 6% other races)

In ages past, Hanesin's forces had access to a wide selection of port cities from which to launch assaults on other nations. Today, Port Luka stands as the Dauntless Mandate's singular port city.

Port cities are deprioritized due in part to the Mandate not particularly valuing expansion at this time or being too closely scrutinized to act on any such agenda. Additionally, the Mandate still has not rebuilt and recultivated much of the eastern half of their lands for strategic value. Regardless, this makes Port Luka a thriving port city with access to goods and ideas not found throughout the rest of the Mandate.

The variety of people and philosophies present make the city a point of nervousness for the Mandate, for it's the most likely seed from which rebellion would grow. Indeed, a cell of Abandoned Embers are already firmly planted here, threatening the status quo.

Further complicating this are the new explorers from Frjel. An odd people, they seem very keen on the culture of Bundheim and its people.

Port Luka Adventures

Eggscellent Work (Levels 1-6). While fighting off an attack by tentacled sea monsters, several bystanders succumb to the monsters and are filled with their eggs. As the eggs grow, the party must seek aid to prevent the innocents from being split open by their hatching. They must also contend with the rapidly growing monster offspring so that a stable population doesn't take hold in the region.

Author's Note: Oviposition

A natural process wherein an organism expels an egg to the outside world. In kink terms this usually occupies a space similar to teratophilia where the loss of control to a monstrous entity creates a degrading experience. Adding to this is a breeding fetish, as the eggs are usually implanted by the monstrous entity. Such acts should remain purely within the realm of fantasy, but techniques and paraphernalia exist to aid with simulating this experience.

Points of Interest

Here you will find a variety of locations, landmarks, and destinations. They range from shops to taverns, from temples to saunas. A keen eye will note that none of these locations have specific geographic locales attached to them, and this is intentional. Often when setting up a campaign, one might find interesting places to visit, but the campaign itself won't go to the city or nation where that place exists. So, here are locations that one can place wherever they desire. This also makes them excellent for improvised moments, as you can grab any of these places and the characters associated with them, and then have your players interact with them whenever you want them to.

The Depths of Desire

Sometimes simply referred to as the Depths, this brothel caters to a clientele that seeks an otherworldly experience like no other. Upon entering, one encounters a pleasant though unremarkable tavern. The bar is a little too well stocked for such a mundane venue, and besides a few scattered tables, there is only a minor performance space to give the place an atmosphere. The real gem lies within the vast underground bastion to debauchery that the upstairs belies.

The proprietor, a matronly tiefling woman named Innarei Euphoria, has gathered a wide collection of monsters from all over existence. Be it a Roper from deep beneath the world, a devious Pit Fiend of the lower hells, or an eldritch terror from beyond reality, one can likely find it occupying a cell in the Depths of Desire. Innarei has ensured that each room has the proper enchantments, bonds, sigils, and arcane circles to keep any of these creatures from hurting her clientele.

As for services, for a commensurate fee, one can book time with any of these creatures. When doing so, clients are stripped of all accoutrements that might hurt the entity they have booked and thrown into the creature's cell. From there, patrons are left to be ravaged by the creature for whatever length of time they paid for before being pulled out. Due to the precautions taken by the Depths, none can be permanently hurt during these encounters but whatever pleasure one may gain stays with them.

Of course, Innarei is always seeking the next prized addition to her menagerie and is willing to pay top price to any who brings her something interesting.

Lady Vil Vivain's Vocalarium

Throughout the lands, patrons and bards alike speak of a tavern run by a discerning diva named Lady Vil Vivain. While music is her trade, the true magic of her performances comes not from the composition itself but rather the instruments she utilizes. When the Lady takes the stage, she is accompanied by a selection of bound individuals of all races and genders, who have been twisted into facsimiles of whatever instruments she requires for the piece.

One might be bent into a tight bow, piercings connecting string between the back and the legs, or a brass funnel-like gag may be inserted onto a doubled over individual. Regardless of the form, Lady Vil Vivain wields whips, floggers, canes, dildos, clamps, and much more to turn the moans and groans of her instruments into a wonderful concert.

Some say the Lady is a long-retired succubus, or possibly she is chosen by the Benefic deity Maina herself to spread joy through the lands. No matter what her background, there are none who contest her excellence. If one were to make such a statement openly, they would find the Lady herself challenging

them to a battle of songs where the loser joins the other's ensemble.

Gaunt Siblings' Stitch-fix

Down a dark alley in the crevice of a forgotten section of city, late at night, one might be lucky enough to find the home and shop of Sarisa and Thomlin Gaunt. Only the most discerning of clientele have heard of the Stitchery, and only a particular sort seek them out. There are none more skillful with needle and thread than the Gaunts.

While the shop does stock your traditional fare, dresses and the like, its real attraction is the one-off pieces that can be commissioned. Rather than simply designing a new garment, the siblings weave fabric and thread directly onto skin. Of course, this can be an excruciating process. It often requires being tied down so as not to disturb the Gaunts while they work. However, when completed, these ensembles mix fashion and performance in a way no other can. Movement brings tugs and straining as the garment shifts. The very act of dancing is a trial while adorned in the Gaunts' work.

The Molten Shower

While the Molten Shower is known for its quality ale and surprisingly plush rooms, the star of the structure lies in the fighting pit at its heart. The rules are simple: no weapons, no armor, and in fact, no clothes of any kind. Whoever submits first in the pit also submits for the remainder of the evening to the victor. However, the challenge of this duel is not necessarily the opponent, but the duress the fighting ring puts you under.

Above the sand-filled pit, a vast column rises to the fourth-floor roof. The upper floors are all rings of railed balconies for spectators to watch from above. Dangling from the ceiling above the arena are hundreds of candles, each of which is lit before the fight. As they heat, molten wax begins to rain down on the fighters below. Of course, as no clothing is allowed, the searing pain brings a new dimension of endurance to the fight.

The proprietor of the Molten Shower, a dwarf named Dazulda Hardhelm, bears a storied history among the Leidastrian monks and has brought that experience to her business. She is always seeking to further rile up the crowd and revels when the rare brawl breaks out, for in those moments she knows all involved are living exactly in this moment with their passion unbridled.

Quicksilver Abbey

An expansive, oval dirt racetrack sits in the center of a wood framed compound of barns and spectator stands. While Quicksilver Abbey does run traditional horse races, its primary reputation comes from the more exotic tournaments it holds. The bread and butter of these involve bound humanoids who wear bit gags and blinders, pull along carts, and are spurred on by their riders with whips and canes. However, on rare occasions, the Abbey organizes races for various monsters. Once a year, in the dead of night, a race is run for captured, ghostly entities. This is, of course, the crown jewel event of the year.

The proprietor of the Quicksilver Abbey is a portly elephantine furfolk man by the name of Taverstock Gertrude. Always finely dressed, he is particularly fond of an ivory cane which he had carved from his broken-off, left tusk.

Running Races

When visiting Quicksilver Abbey, players may wish to watch and even bet on the races. Here is a simple method for determining the outcome of a race. First, assign a Dexterity modifier to each racer. Players can inspect the participants with a Wisdom (Insight) check to determine this score, if they get the opportunity to do so.

At race time, break the race into three sections, rolling a d20 for each racer for each section. In each section, add the racer's Dexterity modifier to their roll. Order the results from lowest to highest. Lowest gets one point, second lowest gets two, and so forth. The racer with the highest score after the three sections wins, and you can tell the players the order of the pack after each section based on the totals.

Of course, players may wish to try and influence the outcome with spells or other abilities, either before the race begins or from the stands. A Dexterity (Sleight of Hand) or Dexterity (Stealth) check to do so without being caught might be needed in such a case.

Sapphire Club

Bundheim is welcoming to all genders, natures, and consensual desires, but there are still places devoted to the celebration and socialization of specific subcultures within the larger population. The Sapphire Club is one such place, where lesbians can relax and revel with those of a similar nature.

The proprietor is Christina d'Aubigny. A talented sorcerer in her own right, Christina forsook her home community to become adept with her power and wander the world in search of kinship and adventure. Eventually, she settled down and founded the Sapphire Club. The bustling business is part lounge and part dance venue.

Brilliant blue flames lick the club's walls harmlessly whenever Christina cuts loose on the dance floor. Rumors run amok that they are due to a lingering Soulfire affliction within her, but none have been able to confirm this notion. In truth, Christina's partner, Virginia Adams, is a key figure in controlling Christina's Soulfire. Together they have found a routine that reduces the worst of the curse's symptoms and allows her to live a mostly normal life.

Both Christina and Virginia run a haven of sorts for those suffering from Soulfire. Using the club as a front, a sprawling underground compound serves as respite for any who need aid. The club's proceeds fund various arcanists and clerics devoted to studying and searching for a cure to Soulfire.

The Silken Platter

A disproportionately tall building from the outside, the Silken Platter is a windowless, wooden frame construction standing three stories tall. Once inside, the mystery of the space only grows as the interior is revealed to be a single-room, open and tall with many wooden beams crisscrossing the air above the wide floor situated with many dining tables. Only the front door is visible to patrons, with no evidence of a back room or kitchen to be found.

The beams overhead only hint at the truth of the space, for an enchanted darkness thickens as one rises in the structure. Hidden within that veil skulks Truscilla Remmelolth, whose upper half is that of a dark-skinned elf while their lower portion is that of a spider's large, shiny black carapace. Truscilla is both proprietrix and head chef for the Silken Platter, and they use the darkness above to skitter about their many cooking appliances. These they use to craft the finest of noodle dishes. Patrons with darkvision can spot Truscilla as they go about their work, lending an air of precariousness and danger to the dining experience.

A flock of jet-black raven-like furfolk work the floor, taking orders and relaying them up to Truscilla. Each order is delivered atop a bound humanoid who has been wrapped up within

Truscilla's silk webs and gently lowered to the tables below. Each of these "platters" remains suspended just above the table's surface as patrons use chopsticks to consume their meal straight off the bound person's form. These platters are also employees, and by all accounts they are paid well for their service.

Of course, a half-spider elven monstrosity would be a prime target for those of the monster hunting professions. Thankfully, the upper nobility of the city housing the Silken Platter have come to understand the gentle nature of Truscilla and appreciate the incredible skill they possess in their craft. Thus, any who wishes to mistakenly slay this beast must contend with the well-connected friends Truscilla has made along the way.

Tabernacle of Cream

This is perhaps the most infamous place of worship for those devoted to the Giving Hand. The Tabernacle is a very different experience depending on the intentions for which you seek it out. From all about, adherents travel to have themselves installed in the walls of the Tabernacle. From there, parishioners and visitors alike can use any exposed genitalia and openings, with the sole rule that they must either walk away with any expulsions within them or leave their own expulsion within the wall-stuck people.

There are two further experiences the most zealous of Nodsvto seek out from the Tabernacle. The first is an extension of an in-wall position where a pipe is fed into forced-open mouths, with any guests unloading into the pipes at random. The latter is much rarer, and overseen by a local priest to Bas'kema, where all activity focuses on depositing within a humanoid-sized, glass tank. The devotee is hogtied within the tank and must consume the fluids fast enough that they do not drown in them. Of course, the Tabernacle keeps several minotaurs on staff to help ensure the needed volume is produced.

The man who runs the Tabernacle, a bovine furfolk named Arnus Stoutstep, was once the prize breeding bull of a Nodican stable. While there, he helped sire many new minotaurs throughout Macenje as their numbers were dwindling from a plague that had ravaged the population.

Thavagum's Decadashery

Thavagum Keenmaker is a male half-giant in his advanced years, always cheerful and full of mirth, and perhaps his Decadashery is best described in his own words:

"Walk through my doors and find the pinnacle of sensation that your tongue's mind can desire! This is no mere minute shop of candies, no! This is a palace, a temple, and a holy experience for a famished wanderer."

The Decadashery is replete with sweets of all kinds, with a particular penchant for blending dessert with debauchery. On its shelves, one can find ball gags whose balls are made of candy, candles that drip chocolate in lieu of wax, cakes and sweets shaped like genitalia that are enchanted to be various levels of anatomically accurate in their function, and much, much more.

However, the real draw is the special nights where Thavagum hosts tasting parties. For his lucky guests, he unveils both his latest gastronomical inventions along with sculptures incorporating people bound into or beside the food. The sculptures are always open to interaction, and attendees are free to lick, bite, taste, or otherwise partake in any of those on display. Favorite of Thavagum is to use the Dollify spell on the person at the heart of his piece and fully encase them in hard candy sculptures, allowing them only to go free when those who frequent the shop lick away enough of the candy, a process that can take days or weeks.



Sapphire Club

Codex of Characters

Below you will find a parade of colorful characters that a GM or player might find helpful in populating the world with fascinating individuals. Some of these characters are good, others evil, but each and every one has a story to tell.

The following characters have been contributed by those who went beyond the call to support the creation of this book, and for that they are thoroughly appreciated for helping make this entire endeavor possible and for allowing a piece of themselves to be available for all to enjoy.

Mistress Ashni, Inquisitor Shepherd

A snow leopard-like Furfolk with golden eyes and long predominantly white hair, the meat marketeer known simply as Ashni is a favorite for those seeking quality connections via her wares. A prime example of the meat marketeer ideals, Ashni seeks to bring together the proper "Little One" under her care with the guests who patronize her business. Indeed, she truly cares about both her profession and those she cares for. Those who pay close attention will note that the corset, leather trousers, and knee-high four inch boots she wears, along with the daggers at her back, which give a hint to her capabilities as a rogue who it would be unwise to cross. Though Ashni operates as a Mistress during business hours, she seeks for another to take on the dominant role behind closed doors. Complicating this is Ashni's own past with uncaring slavers, an experience that left her finding it difficult to trust others. Lately, a vindictive prospective client has been slandering Ashni due to her refusing to work with them. She is willing to reward any who deal with the issue without jeopardizing her own reputation.

Candi Bondihide, Big Lady of Monsters

Some call her monstrous, others delectable, but no matter her moniker, the alligator-like Furfolk known as Candi Bondihide is impossible not to remember. Standing 8 feet tall with light muddy gray skin, a muscular yet curvy figure, one blind milky white eye and one vibrant golden yellow eye that matchers her gold painted claws, Candi is the proprietress of the Candi Bar, a tavern/apothecary/meeting place for those with interesting tastes.

Having retired from the adventuring life, though her roguish skills continue to serve her well in her trade, she opened the Candi Bar as a place where teratologists and meat marketeers could intermingle. To some, this cross section of trades was a horrifying prospect. Yet, a surprisingly large number of people joined her clientele in search of truly decadent experiences where they give themselves over to monsters. This was the crossroads where Candi found her true home, proselytizing the wonders of the experiences that are rarely spoken of.

Cassandra Aylward, Nourishing Domme

Where many would find Cassandra Aylward's almost motherly human appearance to be mundane, many of her clients would dispute this notion by her actions during their sessions. Standing 5 feet 6 inches tall, she is of average stature with black hair, a soft waist, and large hips that have borne several children. Her green-gray eyes and sun tanned skin tell the story of a life spent toiling outdoors along with managing the inn she runs with her husband.

Yet, despite all these common trappings, Cassandra is a renowned professional dominant known throughout the land. Many have traveled for long weeks to visit Cassandra's inn where they may receive her services. Most of all, she has a knack for bringing her clients into subspace via relaxing means. Never does she provide sexual release as her sessions focus solely on respite and recovery, including via healing magic if it is required. Always she seeks to foster a sense of serenity and security during her sessions, though any that ignore her commands will find themselves at the business end of her hand or riding crop as the transgressor's bottom is thoroughly thrashed. In special cases, with the sub's consent, punishments may take the form of holding aloft a lantern in the inn's dining area so that they may serve as a public reminder to always obey Cassandra Aylward.

Captain Cassandra Williams, Corsair of Carnality

The fierce female human pirate captain known as Cassandra Williams strikes a lithe but menacing figure. Slender of build, her red hair drapes beyond her shoulders while her piercing green eyes belie an insightful gaze that dares you to lie to her. Her black jacket frames a yellow shirt along with a matching black hat brimmed in gold detailing, all an homage to the design of her ship's flag.

Always keen to see the world, she spends her days in search of booty (both kinds) and has built an impressive ship-board harem of halflings - a race she has a particular penchant for due to their wonderful ability to engage in size play - though she adores any of the smaller races as well. Though her ship is of course for hire to any adventurers that may need it, travelers would be well advised to be ready to mix business with pleasure as she's always eager to recruit new members to the ship.

Chemmberlain Weynt & Glass Killgrave, of the Moving Mimic

Many adventurers are well aware of mimics, and the horrifying prospect of opening one in place of a treasure chest. On the brighter side of this prospect is the vast mimic Matilda, who utilizes an enchanted door to transport visitors to another location. Within this destination is the home base of Chemmberlain "Chemm" Weynt and their partner Glass Killgrave.

Neither a hero nor a good man, Chemm is first and foremost an artificer and a chemist. A slate gray Tiefling standing tall at 6 foot 6 inches, his height belies a more queer appearance to his self expression. Wavy cotton-pink hair sits atop an undercut upon his scalp, while his inquisitive yellow eyes assess all who meet him. A number of piercings adorn him, one each affixed to his tongue, bellybutton, lorum, and nipples. Above all, Chemm seeks inventive progress in his work. Unfortunately, this can lead to a dubious set of morals that are more concerned with advancement than doing the right thing.

Due to the obsessive predisposition toward his curiosities and his general reticence to trust, Chemm has employed a maid named Glass Killgrave to ensure his health and sanity. A female human with long blond hair that stands far shorter than Chemm at 5 feet 4 inches, Glass is most often dressed in a classic maid's outfit to signify her station. Notably, apparent bite wounds have long since healed and left scars upon Glass' neck. These were a gift from her former Lady, who has long since passed. Once the head maid and lover of the dhampir Lady Octavia Killgrave, Glass lost her former Lady during an attempted coup. While Glass has successfully avenged her Lady, she retains a desire to heal and protect those she is in

service to, a task she maintains for Chemm to this day. As well, she walked away from the affair with a penchant for blood play, which Chemm fulfills.

From within Matilda's spacious interior, Chemm sells his inventions to those that interest him. Further, adventurers can often pick up odd jobs from him as he seeks specific components and compounds. Chemm is renowned for not only paying in coin but also other, more interesting forms of compensation.

Chester, Unwitting Agent of Love

The College of Brats' hallowed halls are filled with renowned individuals who have through the years earned a well deserved reputation for their meddling and wit. Yet, of these, the bard Chester stands apart for his uncanny ability to find his way into the kind of trouble that would make an escapologist blush. Born of a noble lineage, Chester found he was not enticed by the political machinations that were expected of him nor did the expected etiquette in such situations come easy to him. Thus did Chester depart once he came of age, seeking an excitement beyond the pale–which Bundheim is well equipped to satisfy. It was not long before the College of Brats recruited Chester, having found him trussed up and gagged within the manor of a noble who had found themselves at wit's end with him.

Finally a full fledged Brat, an odd effect was discovered that accompanied Chester's many escapades. When rescued from whatever predicament Chester had found himself in, often the members of the party that rescued him found one or more of their number had discovered true love along the way. It has been theorized that Chester is an agent of Mis & Dis, probably unknowingly, and through his antics the Vandals of Boredom ply their trade to bring joy to the world while also relishing in Chester's suffering.


Chester

Now the party finds themselves contracted to help this renowned bard. Who among their number will be graced by love? Who among their number will restrain themselves from tormenting Chester once they are forced to endure his insufferable demeanor? None would blame them if Chester was returned well bound and gagged simply so they could have peace during the journey.

Domicna, Scepter of Control

The lands of Bundheim are overflowing with magical items of all natures. Very few, however, bear any form of sentience within them. Of these, Domicna is of particular note for her wider influence. Once a demon of some import, Domicna was forced to transmute herself into the form of an alluring black scepter to prevent her downfall during a failed plot to take control of the lower Abyssal planes. The scepter itself is approximately 3 feet in length, wrapped in leather which has been dyed a deep red, engraved with symbols denoting control and submission, and is crowned by a blood-red gemstone which radiates otherworldly energy.

Any who take possession of Domicna find themselves being subtly influenced over time by her essence. Eventually, her willpower directs the wielder to collect various magic items so that they too may be corrupted by her sentience. In time, the holder will find themselves a veritable arsenal of lewd objects who have been imbued with Domicna's greater power. Via these objects Domicna seeks more hosts, always expanding her harem. Given enough time and leeway, Domicna will manifest herself via illusion to pseudo-physically interact with the scepter's possessor. Strangely, this entire process is done only with the consent of the host, for Domicna adheres absolutely to consent and seeks to empower her hosts rather than strictly subjugate them–thanks to her experiences in the failed coup.

Enah, Primal Punk

The half-orc woman named Enah is a bit of a mystery, though her tale is well known in certain circles. As a youth, Enah found herself enslaved by a cultist sect devoted to one of the Malitic Deities. It was in this moment of hopelessness that a minor deity presented itself to her as she cried for aid. Oddly, the deity did not directly intervene but instead he pointed out the various tools available to her and the myriad ways she could utilize them to escape her predicament. Once free, with the cultist camp in ruins behind her, Enah forged a relationship with this deity that he may continue empowering her. This relationship grew to be romantic in time with each taking their turn in the dominant position.

As time went on, Enah found herself striving to help others escape from situations similar to what she had experienced. Often this has taken her into an antagonistic position where she opposes an oppressive organization. Utilizing the primal practices she learned from the relationship with her deity, she fights with a ferocity that makes most barbarians pale to see. It is for this reason that she is often mistaken as an agent of the Abandoned Embers. Yet, she does not claim to be of their number and instead strives to act as a free agent to maximize her ability to effect change without being burdened by bureaucracy or hierarchy. As well, she always seeks not only to rescue those in need of aid, but to provide them the means and methods to secure their own freedom going forward.



Fenris Montak, Wandering Mentrix

Of those who devote themselves to the practice of the Guiding Hand, few have not heard of Fenris Montak. A statuesque transfem Ziicubus with long voluminous blue hair, heterochromatic eyes (one turquoise, the other yellow), and a body shape that would make an hourglass blush with envy, Fenris is as alluring as she is competent. Even while dressed to kill, Fenris wields a deft hand in directing novice adventurers to avoid the worst the world has to throw at them. Some members of the College of Brats will attest in particular that she inspired their current path, for her own attitude tends toward this track. Beside her role as mentor, Fenris acts a nexus for tasks that need doing and she revels in pairing up what needs doing with those most capable of doing them.

Frena/Amedee Xilralei, of the Silver Cage

Though a silver dragon belonging to the ancient Pentarch Mokiphe's lineage, Frena is trapped in the secretive identity in which she has taken the name Amedee Xilralei. In this visage, she appears as a small, curvy red-headed elven woman with brilliant silver eyes, red painted lips, inked designs upon her hands, black painted nails, and a penchant for wearing black leather with silver accents such as chains and rings that dangle from her skirt.

Unfortunately, a terrible fate has befallen Frena as she is entombed within a machine the Tinker King designed specifically for her. She is trapped being bound and gagged within its silvery cage where she suffers constant shocks and whip strikes while having her orifices ravaged as the machine ensures her torment is unending. However, should any brave the Ferrous Regent and army of Yank Cranks which guard her, they will be rewarded with a collaring ceremony that binds the rescuer to Frena along with a Sunstone adornment pierced to her labia.

Grisellia Forehiem, Fair Arbitrator

Outwardly an imposing female Alpha Mythkin, Grisellia is as intimidating internally as she is at first impression. Fond of wearing a leather highwayman's jacket that is adorned with chains and spikes around the collar, shoulders, and wrists, along with a skull-like pin in her long black hair and a red lacy bra which she keeps exposed through her jacket, Grisellia is infamous for the solid oak cane she wields that has a ruby held in place at its top by a thorned vine-like crest.

Blending the skills of a contract warlock alongside the profession of meat marketeer, Grisellia uses her abilities to forge unrelenting agreements which are unyieldingly fair to both parties. She has gained a harsh reputation for her willingness to terminate either party should they lie, fail to pay, or otherwise threaten her reputation. Due both to her base nature and the several enemies these practices have curated, she prefers to remain in the shadows where possible. However, beneath this severe exterior is a marketeer who has experienced the worst of her trade. Formerly an unwilling slave, she has devoted her practice to ensuring her wares are never harmed like she was. As such, her process for vetting clients is every bit as thorough as her vengeance should a client break these ideals.

Ivi, Fey-Touched

Things lurk in the dark, forgotten recesses of the world and orphanages are no exception. For the silver-haired predatory cat-like Furolk Ivi, this manifested not as a terror but rather a friend. The being she simply dubbed "Fey" befriended the young girl and quickly the two became inseparable. At the age of 10, Ivi and Fey did what was inevitable from the moment they met: they ran away together. Unfortunately this tale has no storybook ending, for at 17 Ivi lost Fey suddenly while wandering the city slums. There was no trace nor evidence of Fey's departure, and Ivi searches for her first true friend to this day.

Now fully grown, Ivi is identifiable by the long cream colored scarf she wears which doubles as a hood and a deep navy blue leather breastplate embellished with copper adornments. She devotes herself to the divine pursuit of love, beauty, and passion via enacting mischievousness in order to bring people together. Some evidence points to Ivi being an agent of Mis & Dis, but thus far no hard proof to this fact has surfaced. Still, her actions speak of either directly working for these lesser idols or courting their grace, perhaps to aid in her search for Fey. Those that know her intimately, or who have found themselves the unfortunate target of her ire, will be aware of the many knives she hides about her person which she is more than capable of utilizing.

Javi Riverhearth, of the Bound Bottle

Proprietor and happy worker of a combination brothel and bar known as the Bound Bottle, Javi Riverhearth is a female bunny-like Quarry Furfolk with copper-orange hair covering her body and violet eyes which fade into sea blue toward the sclera. She is fond of wearing rope shibari rigging over a tight fitting shirt and folded skirt. Though submissive in nature, Javi finds bondage abhorrent and much rather prefers intimate touch along with a few extremely humiliating activities for both herself and the top.

Lately the Bound Bottle has been struck by a run of issues. Patrons have been refusing to pay their tabs, the guards have been harassing them about jewelry going missing from the hands of visiting nobles, a few of the girls have disappeared, and worst of all, a werewolf is prowling the streets outside.

Unbeknownst to all but those closest to Javi, she has been the ringleader of the jewelry thefts. It is no coincidence that the nobles who have refused to pay their bills have been the ones likely to lose their valuables. Thankfully, many perceive Javi as cloddish and simplistic so she is not on anyone's suspect list.

Loch, the Chainmail Vanguard

Fate has not been kind to the female minotaur known as Loch. She strikes an imposing figure with her brown and black fur, a purple-dyed mohawk that runs down to her spine, and stalwart physique. Loch is professionally known as the Chainmail Vanguard thanks to the many brass and iron piercings that adorn her ears and nose, but primarily for the tattooed interlocking rings that run down her arm. Presumably such a physique would make Loch an excellent bodyguard, and indeed she is, the problem stems from who she is bodyguarding.

Once a budding adventurer, Loch came into debt from a particularly vicious noble who holds her chit to this day. Due to this debt, she is forced to undertake acts of moral dubiousness that have earned her a villainous reputation. The noble holds her coveted magical armor behind lock and key, with which she could easily overthrow the noble if only she could gain access to it.

Though her enforced reputation is one of brutal uncaring, her intimate partners know otherwise. She is a switch at heart, but leans submissive which surprises most who assume such an intimidating individual must be dominant in bed. Yet, when the ropes come off and the aftercare begins, she has been known to let the truth of her situation known. She has the motivation to change her situation. She only needs a set of allies to help her make the first step by recovering her armor.

Lumimyrsky Matkustaja, Oddish Grovekeeper

Within the world there are spaces, magical places, where monsters act as friends rather than foes. These spaces are thanks to the tireless work of the druid Lumimyrsky Matkustaja, or Lum for short. A male white arctic fox-like Furfolk roughly 5 feet tall, Lum stands apart from his kin due to his shy nature and his attire. Most often he is adorned primarily by a slick covering of living laticifex ooze, though this ooze has been tamed and does not desire to harm Lum. As well, an extremely ornate cage adorns his loins. This cage serves as a point of annoyance for Lum, as it was bestowed on him as part of a curse and he is unable to remove it, leaving him immensely dissatisfied.

Those who meet Lum have the opportunity to walk away having adopted a monster or odd creature from one of Lum's groves. In particular, many slimes, oozes, insects, and other traditionally unappealing creatures can be found being cared for by him, though he is always eager to espouse their value (particularly in regards to the practice of ovipositing).

Malgus Silversworn, Enlightened Poet

Blood, savagery, violence, these are the words most associated with Malgus Silversworn's werewolf kin. And though his long mane-like hair gives people the notion Malgus possesses those same attributes, the truth of him is much more nuanced.

Despite his werewolf blood controlling much of his early life, Malgus was fortunate enough to meet a sanguine hex sorceress who had the means to control his cursed bloodline. In time, she grew to be his domme and with the safety and control she provided, he flourished. Poetry, music, beauty, whatever his heart desired was now available for him to pursue. Thanks to his submission to the sorceress, he found a confidence blossoming allowed him to tackle such pursuits. Even if others would deem such activities "feminine", Malgus has learned to pay no heed to their judgment. These pursuits fulfill Malgus, but more importantly to hell with such small minded individuals who categorize activities based on gender and then assign value to them based on it.

While the sorceress was able to find other uses for his blood to empower herself, in time Malgus was able to learn druidic techniques that allow him to walk the Circle of the Lamb. Now the two of them wander the world, aiding those in need not only by force, but by projecting the beauty and pleasure they found in each other to fight for all people to be free in the pursuit of their passions.

Natalie Arc, Seraphic Consort

It is a common belief in wider society that one can strike a bargain with a demon or devil to accrue power for themselves. The seraph Natalie Arc both honors and bucks this trend by employing this service as a divine entity. Once a mortal, Natalie ascended to her current angelic state to embody the ideals of diligence. Though she suffers from pride and lust, her divine essence is not tarnished by these traits.

From her throne within the temple's main chambers, Natalie is attended by her retinue of submissives when she is negotiating. The blessings that Natalie offers are varied, and many a contract warlock has endeavored to study under her so they may wield a fraction of her power. Beyond this, she runs a scholarship fund to aid fledgling wizards, bards, and other arcane individuals who pursue studies at whatever prestigious universities that will have them.

Natalie Arc also offers items and boons to those who approach her, always asking for a commensurate price to either loan or give such cherished items to those who need them:

- **Seraph's Embrace.** While you retain this boon from the seraph Natalie, you are considered to have 2 Pleasure (though this Pleasure is not counted against your maximum), cannot be surprised and have advantage on Wisdom (perception) checks. In addition, while you have at least 5 Pleasure, you are resistant to necrotic and radiant damage.
- Farsight Censers
- Clockring
- Potions of Revivify

Nena Molkot, Milk Maiden of Nodsvto

Often those who think of the adherents of Nodsvto picture a well proportioned, buxom statuesque physique, the very image of fertility. Not many would picture a goblin, and that is exactly to Nena's liking for this is not the only way she diverges from traditional Nodican practices. With a vast chest, full-figured tummy, and wide hips, Nena nonetheless strikes an enticing figure framed by her long black hair that fades to blue at the tips and an openly displayed set of pierced nipples.

One of the facts that makes Nena such a strange individual is her utilization of the engineering principles found within the Dauntless Mandate. While not a member of that faction herself, she has utilized their penchant for electricity in combination with the traditional breeding, lactation, and degradation practices of the Nodican practice to create a truly elevated experience. For a time she was a renowned member of the Tabernacle of Cream, but ultimately she found the location too



restricting and now she wanders the world helping others find their place within life as a devout, albeit untraditional, emissary of Nodsvto.

Nyx, Mercurial Mystique

Externally, the carnival was all bright lights and wonderment. But within its bowels, in a tucked away nook, was a tent with a dark interior that invites the imagination to dream. Should a patron have entered said tent, they would have found a genderfluid ziicubus known as Nyx. Though often they physically shift along the gender spectrum, when in masculine form Nyx adorns themselves in soft robes of deep violet with their chest and wings exposed to entice all who behold it. While feminine, they prefer to be draped in a purple halter top that is trimmed in black, held closed by a small ring between their breasts and open at the back, leaving their midriff bare. Common between these forms are the enchanting amethyst colored eyes and their vertically slitted pupils which give Nyx an otherworldly visage.

Those who encountered Nyx in the carnival experienced an alluring spectacle directed particularly at their own desires. This took the form of song and dance, but also included the patron utilizing the silk ropes, silver candles, chains, blindfolds, and many phalluses made of ocean jasper Nyx offered in a box to the side of the tent's interior. However, all was not well during this time, for Nyx was a captive with the chain about their neck to prove it.

In modern day, they have escaped the confines of the circus, and in their freedom they wander the world bringing joy via jokes and pranks to the random townships they encounter. They seek a vardo and horse, that they may elevate their trade and spread their influence to lands even more far afield.

Odelina Dragonheart, of the Feral Leash

When Master Dragonheart needs to be absolutely certain a task is accomplished, he unleashes his head slave Odelina Dragonheart. Almost feral in nature, her half-elven form is a terror to behold as she relentlessly stalks whatever prey Master Dragonheart has set out for her. Iconic to her features are her red hair and the heart-shaped tattoo of a dragon which adorns her back just below where her collar rests.

Though she is normally adorned in her teal slave silks, Odelina dons gear that is fitting to her surroundings while hunting, but prefers to stay barefoot unless the terrain specifically requires otherwise. Once a given hunt is completed, she returns to her Master's side where she watches over the other slaves he keeps in his stable or entertaining his esteemed guests.

Purity, Peace Profound

Raised by a backwoods village of religious fanatics, the tiefling Purity has walked a long path to stand where he is now. The village had filled his head with the thought that he was inherently evil due to his demonic form. They had told him he was a barely contained vessel of corruption and violence and

the only way through the challenge life had set for him was via unerring devotion to the chastity god which they worshiped.

It was not until a paladin of Lancanos visited the village that Purity learned the truth: their god was a sham, as was their whole attitude toward who he was. That paladin led Purity to his new home within a conclave of exorcist clerics who devote themselves to the will of Lancanos. Along the way the two of them discussed a great many things, about how one's visage doesn't determine their nature nor does their bloodline. It is the actions we take that define us as a person, and the paladin could tell there was much potential in Purity to help those who needed it most.

The rituals of the exorcists was similar in that Purity often found his nethers caged in chastity, but the difference as always lay in the details. His old village had sought to punish him for the attributes given to him at birth. The exorcists urged him to undertake chastity to better his own control over himself not because of his faults but because he could then better understand the plight of those who could help and in turn come to better accept himself. The road before him was long, for he had much to work through from his past, but with this new guidance he hoped he would one day be able to help those like him. Purity remains unsure of the specific fighting style of the exorcists, but he is certain he is at last upon the right path.

The day has come that Purity has earned his first golden chastity cage. However, this is only the first major step in a much longer process and now he seeks the aid of adventurers. To his dismay, the key to his cage has been stolen by a paragon ziicubus who has vexed him from the shadows all his life. Unbeknownst to him, the ziicubus has been the architect of Purity's suffering having delivered him to his old village. So too did they twist the worship of the villagers to force disgust for himself upon Purity, for the ziicubus knew there was great potential within the tiefling cleric. Now the ziicubus has absconded with the key to his cage in the hopes that a few decades of denial will cause him to break from his path and fall to the ziicubus' temptations, reducing him to a succulent meal that will help the fiend ascend to greater heights of demonic power.

The party must aid Purity with not only hunting the ziicubus that has been the force behind his suffering, but also overcoming the traumas of his past such that he may approach his future free of self-doubt.

Rachel, the Brigand

Though her proper name is Rachel, many simply know the transfem orcish woman with long black hair and silver streaks as The Brigand. To be true, her appearance reinforces this notion, of a vicious warrior out for coin and prosperity. Her many piercings and broad physique speak of a talent for violence, but in actuality her kind heart belies a love for the people she protects. Though she is more than willing to work for coin, most often she pursues jobs which have her helping people or slaying a monster that's harassing the innocent - a task which she has been known to complete with a smile adorning her face. To add to her repertoire of talents, Rachel is a skilled companion who is capable of serving as either dom or sub for her partners, and enjoys partaking in bondage and impact play. Those who know her best know she enjoys having her hair pulled and being marked above all else. If one is searching for a hireling to aid in their adventure, there is little better a prospect than The Brigand and her many talents.

Selrahc, the Frigid Bite

Raised by a clan of northern frost giants, and perhaps partially of their bloodline, the Mythkin known as Selrahc Frostborn is a skilled survivalist who is more than capable of thriving in even the harshest of terrain. When Selrahc came of age, he found himself saying goodbye to his adopted clan so that he may search for his true origin. Surprisingly, he succeeded in this task and found that his bloodline was a rare mixture of demonic and divine, a fact which shames him to this day.

During his travels, Selrahc honed his skills as a nimble fighter, fond of dual sword wielding. However, he found that he actually enjoyed inflicting pain on others both in combat during his adventures and in his downtime. This led him to pursue the path of the tormenting hunter and hone his skills with the whip and flogger. Always sure to have the consent of the ones on the receiving end of his flogger, he learned others like him did not always follow that practice. Being one for justice and one that has ice running through him, he has put many souls six feet underground for violating the rules of consent. After finding the source of his bloodline, Selrahc has sought to remain in obscurity. He took up the simple life and opened a tavern of his own known as Frosty's Whip, a nickname he received from his best friend in his clan before he left. From his place behind the bar he is keen to regale travelers with his own stories of



Purity



adventures while at night the tavern becomes a kink venue where Selrahc utilizes his corporal punishment skills to great fanfare. Indeed, Selrahc's future looks warm as a particular barmaid of his has caught his eye and she is quickly becoming a favorite partner for his nightly activities.

Sili Freya, the Razor's Spider

A strikingly beautiful ziicubus whose ethereal charm confounds all who meet her, Sili Freya is the pure image of grace and agility. Pink of skin with light blue eyes and two small horns cresting her scalp, her face is framed by long white tresses which flow down her shoulders in soft waves. Sili Freya is adept in the mysterious stitcher fighting style some rogues favor, but prefers to wield a rapier fashioned after a sewing needle along with razor-thin floss which attaches to her more traditional Steelsilk Needles.

Sili's beginnings are marred with a dark servitude, wherein she was forced to be a maid servant to a sadistic noble family who bound her to satisfy their whims. Thankfully, she found freedom by the hand of a furfolk knight named Zald who had been tasked with protecting the family that abused Sili. Breaking his oath, Zald absconded with Sili amidst a bandit attack on the villa. In time, Zald grew to be Sili's Alpha, and she took solace within his embrace as his Omega.

In time, the two of them gathered others and formed an adventuring party. With their aid, she was able to grow her budding skills as a stitcher. This group came to be known as the Shattered Crown, and they serve as a polyamorous bastion against tyranny, oppression, and injustice in all its many forms.

Sir Stephan of Shainberg

Is the prize fighter morally wrong for injuring their opponent? Sir Stephan, a broad shouldered, long black haired male half-orc, pondered this as he sipped his wine surrounded by admirers and fellow fighters. The party was young, but he was eager to leave as his dance card was already full back at camp. Though the question playing through his mind was one of fighting, he knew the truth behind it was his sadism.

Within the ring he was often cast as a villain, a hard man at whom the crowd jeered. Yet, when the match was over and the partying had begun, he found himself the most sought after mate amongst the crowd. It was an act, he knew it and so did the crowd deep down, but the sinister attitude he brought to the ring drew submissively minded partners to his tent. Was he in the wrong for the pain he inflicted? For the screams of agony he coaxed from both those he fought and those he fucked? He never crossed their lines, always negotiated the events, always adhered to the act. But he could not argue he did not have the desire to cause pain, when all was said and done.

The deeper in his cups he fell, the more Stephan's inhibitions drifted away. This left him free enough from his own notions of right and wrong to deduce the truth of the matter: the key to his moral righteousness lay in the consent both his foes and partners gave him. They wanted it, and so did he. Never would he enact his fantasies on an unwilling other, and in this he could rest easy that he was doing no wrong. Reassured of his actions, Sir Stephen of Shainberg took his leave from the party to thrash and ravage the bound individual waiting for him back at camp.

"Tomboy" Sawyer Cobb, Contract Broker and Flesh Fiend

A notorious sellsword-spellsword known throughout the seedier districts for guiding disreputable jobs into the hands of those who can get them done. Sawyer's outwardly friendly demeanor seems at odds with her imposing height and muscular build, and a spider's web of intersecting scars all across her ginger complexion tell the tale of a long, storied adventuring life. Most would have had such scars magically smoothed, but Sawyer takes perverse pleasure in putting them on display, often letting her shirtfront hang open to give clients an easy view of her slight bosom.

Though the fiery-haired tomboy often gets confused for being transgendered or non-binary, Sawyer still defines herself as a woman. She just prefers trousers and a man's shirt to any corsets or dresses. In fact, her only interest in women's fashion is how best to tear it off, and she's earned a reputation as a carouser, exhibitionist, and aggressive skirt-chaser. Her demeanor has made her many enemies, and many of the jobs she runs through adventuring parties serve to cover the favors she owes for seducing the daughters of important nobles. One is as likely to enjoy a drink with her as find themselves knocked to the floor fighting with her. Unfortunately, this is but a well crafted facade as her past is filled with those who abused her, leaving her perceiving sex as transactional in nature.

Varad, of the Cursed Ink

Tales speak of the vast black storm that flickered with green lights deep in its bowels. Of the many things destroyed by its passage, the clan that had been Varad's entire family was the most dear. A male goliath with slate-gray skin and a short trimmed beard, Varad strikes an imposing figure for an arcane

knight. Tattoos of geometric patterns festoon his flesh which shift into a tentacle-like form when he is wielding his magic.

A man of few words, Varad wanders the planes of existence ever seeking his way back home. Beside him strides a candy red mechanical fox of his own design, an homage to a lost companion from years past. Beyond all, Varad is a pragmatist. Yet he has been known to set aside this nature to help those who are being oppressed or otherwise facing hopeless odds. Adventurers who meet Varad are cautioned to not get on his bad side, yet they may find him a fierce ally should the situation call for it.

Varashk Araremï, Perfumer of the Grove

Rare among Circle of the Tamer druids, the transfem Furfolk Varashk holds a specialty in pollen and hallucinogens rather than the bestial creatures common to her Circle. Baring a strong resemblance to a green tree python and tall at 6 feet, 6 inches, her deep crimson red skin is speckled with white despite the nomenclature of her bestial heritage. In contrast with that heritage, Varashk has a bulky form, though not with a toned definition of muscle. She is a harsh but calm individual much of the time, but acts surprisingly softly when she is bottoming.

Varashk has long since retired from the adventuring life alongside her wife, and birthed many clutches of children which have in turn spread out and formed a widespread family. In her retirement, Varashk has had time to perfect the crafts she picked up earlier in life and has become a masterful metalworker while her wife completes their kink-craft skill set with a proclivity toward leather, wood, and cloth as materials. Together the two also craft a variety of medicines, drugs, balms, and so on.

From her grove, Varashk offers quests to wandering adventurers that serve the goals of the Araremï clan. Such tasks often include exotic botanical components from interesting locales–such as the underdark–but she also offers summoning services from a ritual book that, amongst other things, contains the rites to summon pleasure demons.

Vellichor, Tale's End

Concept by: Ty-Thaddeus Gilmer

An ooze-like lich from another plane of existence, the entity known as Vellichor is a whispered name among those who study the annals of knowledge. While many are unsure if he is even real, the few who can say for certain speak of a mask set upon the spine of an open book whose red ribbon protrudes from the mask's mouth to act as a tongue. From this book's pages flows ink which is formed into the rough facsimile of a body, though its definition is vague and undulating like an ooze. His hands however are very human-like and feature sharp, vicious quill nibs set into each finger tip.

Manifesting from the ink found within books, Vellichor takes form from the raw potential that stories provide and is in turn influenced by their contents. Due to the nature of many books in Bundheim, he is often lecherous and sinister in his demeanor. Thankfully, that same influence has dulled his normally dangerous intentions such that on this plane he is primarily interested in arousing his victims until they can no longer see straight, much like the bodice-ripping tales he took shape from.

Zachariah, Wings of Dominance

Adopted as an infant by a couple who ran a tavern, Zachariah grew alone from those around him in many regards. His seemingly divine heritage (and the wings it gifted him), along with his high energy demeanor, left him feeling isolated by the people who frequented his two fathers' home and place of business. Thus it was he set out to find himself alongside a life of adventure. He discovered many things along the way, such as the surprisingly potent sadistic streak he actively worked to suppress. Thankfully, he met an individual named Rould who would become his partner and with that it seemed he was set to live happily ever after.

Unfortunately, fate is not always so kind. During a cultist ritual that Zachariah failed to bring to a halt, his beloved Rould was shunted to an unknown plane of existence. Now Zachariah works tirelessly to find Rould and return her to her proper place by his side, while keeping constant vigil for those with a divine heritage like him. It is Zachariah's belief that he might find peace in understanding himself by meeting those like him, but those that know him best know that he must define that in himself rather than always hoping others will do it for him.



Zachariah

Adventurers Fighting a Laticifex Dragon



Playing a Kinks & Cantrips Campaign

Due to the unique nature of gameplay in Bundheim, including sexual aspects of the world and its mechanics, it is necessary to add rules that portray these characteristics. Below you will find rules which may alter the way other rules and interactions play out. Any and all of these rules are optional, and you should feel free to add, remove, or modify them as you see fit.

Pleasure & Pain

Many effects add to the amount of sensation a creature is feeling at any given moment. With that in mind, the goal of this rule is to represent the growing sensation the creature is feeling in a simple manner. As such, one can think of Pleasure and Pain on their own as stat which one can accrue points in, similar to exhaustion. Various effects will interact with these points, such as multiplying damage or healing by the amount of points a creature has of a particular type. Pleasure and Pain exist as separate point pools, but they are combined here as their mechanics mostly match.

From a narrative perspective it should be noted that these sensations go well beyond the physical norm. Pain does not exist on the same scale as a paper cut but rather as a lasting impression that stays with the creature experiencing it. So too do some creatures have differing scales of what might be Pain or Pleasure in terms of how they experience the world. The goal of this mechanic is to capture the sensations that impact a creature's ability to perform.

Maximum Values

Much like in real life, there is a physical limit of either pain or pleasure any creature can endure before they begin to suffer consequences. Within the game, this maximum value is equal to half Constitution score of the creature, rounded down (e.g. a creature with 18 Constitution may have a max of 9 Pain or Pleasure, respectively). If a creature would gain any points over their maximum, instead they must succeed on a DC 15 Constitution saving throw or suffer the following effects, depending on whether they are gaining Pleasure or Pain:

- **Pleasure.** The creature is stunned until the end of its next turn and loses half of its Pleasure.

- **Pain.** The creature makes all ability checks and attack rolls with disadvantage until the end of its next turn. The creature also suffers a cumulative -1 penalty to its Wisdom and Charisma scores. This penalty can never reduce the creature's Wisdom or Charisma to less than 1. The creature's Wisdom and Charisma scores return to normal after 1 minute of not gaining any Pain.

Every time a creature is required to make a Constitution saving throw against these effects and succeeds, the DC for the saving throw is increased by 1. After 1 minute of gaining neither Pleasure or Pain, the saving throw DC is reset to 15. Regardless of the type, no creature may gain more Pain or Pleasure than half their Constitution score, and any excess points they would gain are lost.

Fading Sensation

A creature loses 1 point of either Pain or Pleasure for each minute they do not gain, lose, or sustain the relevant point type via an effect or ability.

Additional Language

It is not uncommon for individuals to find themselves gagged or to otherwise have their speech impaired during their adventures in Bundheim. For this reason, many have found it useful to be able to understand the garbled speech resulting from this state.

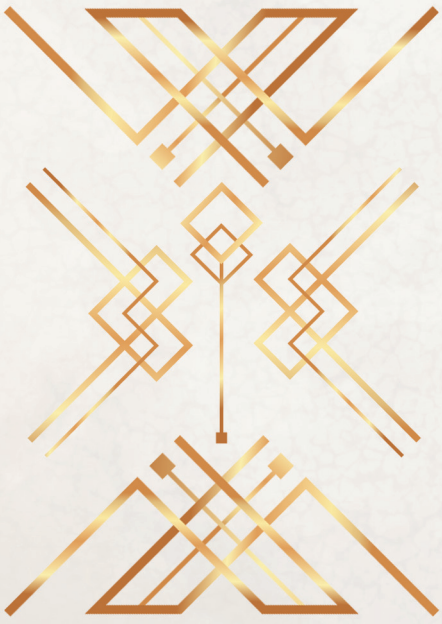
As such, in game terms, an additional language is available to all character utilizing the rules of this supplement:

Gag Speak. Less a language and more a series of utterings, mumbles, and facial gestures which convey meaning while one is gagged or otherwise has their ability to speak impaired (such as while performing oral acts). Those who are fluent in Gag Speak are able to discern the basic information and intention that such individuals convey, without necessarily understanding all the fine details, no matter whether the gagged individual is fluent in Gag Speak.

In contrast, a creature that is gagged or speech impaired that is fluent in Gag Speak is able to make non-fluent creatures vaguely understand them, but again without the ability to convey fine details or notions.

If both the gagged creature and the listening creature are fluent in Gag Speak, they are able to converse without verbal limitation. As this language relies as much on non-verbal communication and intonation as it does vocalizations, there is no requirement for a shared common language in order for the gagged creature to communicate with the listener if both such individuals are fluent in Gag Speak.

A creature may choose to become fluent in Gag Speak in place of learning any other language other than Common.



Escape Encounters

Whether it be from traps, monsters, or individuals with devious intent, it is incredibly common for adventurers in Bundheim to find themselves trussed up as doom threatens to befall them. As being restrained by nature restricts the agency of players, it is important to design encounters that use restraints with certain aspects in mind. It would not be fun for anyone to sit at the table waiting while their character struggles fruitlessly, nor does rolling the same ability check or saving throw and failing appeal to the fulfilling experience of helplessness that is so integral to kink-based activities.

For these reasons, the below sections contain a rough framework of what a GM might want to consider when crafting escape encounters.

Helpless vs Hopeful

As retaining a sense of agency in the face of being restrained is a fundamental problem to designing such encounters, it can be beneficial to classify such experiences into two categories which we'll call *Helpless* and *Hopeful*.

Helpless encounters are both the most obvious and the hardest to make satisfying. No captor seeks to leave their victim a way out of their bindings, and Helpless encounters recreate this by making escape all but impossible. Note that there should always be a chance, much as a fresh squire facing down a dragon can theoretically land a lucky blow, but those who find themselves in a Helpless situation will require incredible luck or skill to escape their bonds.

Instead the focus of the situation should be placed on their surviving or enduring the predicament they find themselves in. Any hazards they face should be slow, or take a while to happen if they are quick. Ideally they would face an ongoing threat they need to overcome, such as evading sharks and avoid drowning while having their arms and legs bound. In this situation the job of the captives is not to escape, but instead survive long enough that freedom or rescue can find them.

Of course, the best way to make this compelling is to split the party, have one individual or group stuck with danger barreling down on them while the others race to save their companions. So too can the captives help each other, but there must always be something for them to do to buy time or alleviate the danger.

Hopeful encounters are then the opposite of this. Perhaps the danger is not as extreme, or there is no immediate danger, but no matter which case the goal is for the captives to be able to slip their bonds. This makes such encounters a challenge of skill and ingenuity, and as such make for excellent opportunities where adventurers find the tools or mechanism for their escape in the environs they find themselves. With that in mind, such encounters play out almost like puzzles where the goal is to find what is required to make their flight to safety.

Included in the sections further on are examples of both of these kinds of encounters, along with the thought processes behind them.

Consequences

For drama to exist, there must be tension. The easiest way to create tension is to create a set of consequences attached to the encounter. The most obvious way to do this is to put a character's survival on the line, but there are other things we can do to make such encounters fulfilling.

First we must decide how we want consequences to accrue. Is it simply a matter of there being a finite amount of time until something happens, or is something already happening? One example of the former is a dangerous monster being loosed upon the captives after some mechanism is triggered, while the latter can be represented by a slowly swelling tide whose intrusion threatens to drown those trapped. Both make for exciting stakes, and both create a sense of dread at an oncoming outcome, but the former threatens an abrupt violent end while the latter example showcases a creeping impediment which will consume the victims in time.

In this way the encounters which have a sudden consequence leave a moment of peace where the characters can attempt freedom unmolested and in essence lower the difficulty by ramping up the penalty for failure. In contrast, the rising waterline of the second example adds to the difficulty over time, for it is difficult to manipulate the tools of escape when one is partially submerged in water. Both are entirely valid encounters, but the intention and tension behind them creates very different experiences for players.

Up to this point we have referred to consequences in solely the physical sense, but bodily harm is only one of many possible consequences. Perhaps the characters are being kept from an important meeting with the king, and their absence will remove any possibility of his aid if they cannot escape their captors in time. So too could their predicament be particularly humiliating, and the discovery of their situation carry with it a threat of loss of social standing. By playing with these consequences we can add or remove stakes from the situation, and thus we can craft encounters which range from fun and challenging because failure is low stakes to dangerous and terrifying as the stakes create permanent disaster.

The tables below give suggestions for damage and accrual of Pain/Pleasure for suffering consequences at various character levels. It may seem that the tables are inverted in comparison to the ones found previously as the consequence penalties for Hopeful encounters are higher, but these tables represent the ongoing effects throughout the encounter. In general Hopeful encounters are easier to escape so the consequences during the encounter are harsher in order to maintain tension, while Helpless encounters have enough consequences at the end to keep it interesting, be that death or otherwise. For this reason we want to keep the characters remembering they are in a tight spot without actually risking too much danger during the encounter itself.

Helpless

Level	Damage	Pain / Pleasure
1st - 4th	1d10	1
5th - 10th	2d10	1
11th - 16th	6d10	2
17th - 20th	12d10	2

Hopeful

Level	Damage	Pain / Pleasure
1st - 4th	2d10	1
5th - 10th	4d10	1
11th - 16th	10d10	2
17th - 20th	18d10	3

Timing

Often we associate the word "encounter" with players rolling for initiative, allowing each character to act in 6 second chunks. Escapes rarely take place over such a short time span, though if that is the case it might be appropriate to run an escape encounter in a similar fashion to a combat encounter.

Instead, escapes work best when run in a series of narrative moments. In the case of Helpless encounters where help is coming and the captives need only to endure until release the easiest way to accomplish this is by dividing the characters into two groups: captives and rescuers. Starting with whichever of these is most appropriate for the encounter, play out a singular challenge such as a key moment of evasion or struggling to overcome an obstacle blocking rescue. When each member of that subgroup has determined the result of the challenge before them, swap viewpoints to the other and do similarly. In these cases time need not match up exactly, for the key moments to the captives might be represented by them enduring for an hour while the rescuers try to ply information from someone for 10 minutes. The important thing to remember is try and keep roughly equal focus on both groups so that all players get plenty of play time, no matter what in-game time is doing.

Hopeful encounters tend to be more fluid, much like characters trying to solve a puzzle. There may be moments when some specific danger needs to be resolved or where it is prudent to ask for initiative simply to keep things orderly, but in general these encounters will involve the whole party at once. Of course if that's not the case, simply follow the above guidelines to bounce the narrative between the groups.

Contested Binding

Normally, tying up a creature or individual is a drawn out affair that takes many minutes. Like a well crafted macrame project, weaving an intricate series of knots to properly restrain someone is a time consuming process.

However, sometimes someone wishes to subdue an individual during the middle of combat or when time is precious. As placing bondage gear on a struggling individual is a tricky process, to say nothing of applying complex ropework, a skill check is often required to achieve this task.

While GMs are free to set their own requirements based on the actions the player is outlining, the following steps provide a decent baseline that can be applied in many of these contested binding scenarios:

1. Any creature that wishes to employ a method of restraining another creature that is based on mundane materials such as rope or bespoke bondage equipment must be adjacent to a creature that they wish to bind. Magical means of binding such as spells have their own specific requirements and do not use the process explained here.

2. The creature attempting the binding as an action must succeed on a Strength (Athletics) check contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check. A target that is not grappled or restrained has advantage on this check while a target that is already restrained has disadvantage on this check.

3. If the creature attempting the binding is successful and they were attempting to bind a creature that was not already bound, there is always a chance that they have left an avenue of escape in their haste. That creature makes a Dexterity check. The DC to escape the bonds is equal to either the result of that check or the DC of the binding material being used, whichever is **lower**.

4. Instead, if a creature is adding to the bindings of a creature that is already bound, they may also make a Dexterity check when adding a binding to the target. The escape DC is changed to be equal to either the previous escape DC or the result of their Dexterity check, whichever is **higher**.

Refer to the *Method of Restraint* section below for information on the escape DC of various binding materials.

Methods of Restraint

Central to all of these concepts is what method is being employed in restraining the characters. Bindings can take many forms, from ropes to metal, from mundane to magical, and each presents their own unique challenges.

For example, a character that is adept with blades and likely to have one or two stashed upon them will make short work of rope unless they are exceptionally well tied. Yet a druid who abhors metal might struggle with iron manacles. By carefully choosing both the material of binding and in what manner they are manifested, we can dial in the difficulty of the encounter. Because of this it is important to consider the capabilities of the characters that will be bound and what kinds of impediments can be woven into their bindings to create a level of restraint appropriate to the encounter.

So too do the specific bindings matter. If the consequence of the encounter requires rapid escape–say from a werewolf barreling down on the characters–having their ankles chained will severely limit their ability to escape with haste. Another good example resides with binding the hands, for many spells require a somatic component which cannot be satisfied while the hands are tied. Gags work in a similar manner for verbal components and prevent the character from crying for help or revealing their location to would-be rescuers.

Below are some common items used for binding along with statistics and rules for utilizing them. Some items may note multiple escape DC values. These values are set based on the skill the creature is using to attempt to escape.

Binding Materials

The following materials can be used in a variety methods to restrain an individual. While rope is self explanatory, leather can be used for such things as harnesses and cuffs while iron might be used for heavy manacles or chains. The following statistics apply generally no matter what kind of item is used, but are intended to be very general to represent a wide array of possible items. Feel free to use more specific rules for more specific items where applicable.

- **Rope.** Escape DC (Dex/Str) equals 8 + the tying creature's Dexterity modifier + their proficiency bonus, up to a maximum of 18 for mundane hempen rope. Rope bonds have 5 hit points and an AC of 10.

- **Leather.** Escape DC (Str) equals 18. Escape DC (Dex) for NPC crafted items equals 18 or for player crafted

items it equals 10 + the crafting character's Intelligence modifier + Dexterity modifier at the time of crafting. Leather bonds have 10 hit points and an AC of 15.

- **Iron.** Escape DC (Str) equals 25, escape DC (Dex) equals the DC to pick any locks which can be reached. Iron bonds have 20 hit points and an AC of 20.

Locks

Not only utilized for doors, locks have nearly endless uses within kink activities. They might be found fastening closed a set of manacles, keep barred the cage's door, or even attaching a collar to a stake via a length of chain.

- **Common Lock.** A creature with Thieves' Tools may make a DC 15 Dexterity check to unlock this item. If that creature is proficient with Thieves' Tools, they may add their proficiency bonus to the check.

- **Intricate Lock.** A creature with Thieves' Tools may make a DC 20 Dexterity check to unlock this item. If that creature is proficient with Thieves' Tools, they may add their proficiency bonus to the check.

- **Trap Lock.** Uses the rules for another lock item, but if a creature fails the Dexterity check to unlock it they trigger a trap mechanism inside. Possible trap features include:

  i. *Failsafe.* The lock becomes impossible to unlock, except by anyone who uses the key designed for it.

  ii. *Poison Needle.* A creature attempting to unlock this item without a key has their finger pricked by a poison needle. That creature must succeed on a DC 15 Constitution saving throw. On a failure it takes 4d6 poison damage and becomes poisoned, or half as much damage on a success and does not become poisoned.

  iii. *Gas Ampule.* All creatures within 15 feet of the lock must succeed on a DC 15 Constitution saving throw, or become unconscious for 1 hour. Another creature may use an action to awaken an unconscious creature.

Gags

Coming in many forms, all devices which seek to silence the wearer are known as gags. Often the act of literally silencing is nearly impossible so most gags endeavor to make the wearer's speech unintelligble but that does not mean gag afficionados have not attempted or succeeded in that desired goal.

- **Ball Gag.** A simple leather strap that secures a rubber ball in the mouth of its wearer. This gag silences whoever wears it save for grunts and vague mumbles. Verbal components for spells cannot be completed.

- **Bit Gag.** A horizontal rod, often made of wood or rubber, is affixed to the mouth via a strap. As it is pulled deep into their mouth, the wearer is forced to bite onto the rod, which makes speaking difficult and keeps them from satisfying the verbal component for spells. In addition the gag forces the mouth to be partially open, which induces drooling. The creature wearing this gag has disadvantage on Charisma skill checks.

- **Phallic Gag.** This gag features a phallically shaped object that is secured inside the wearer's mouth. Limits the vocalizations of the wearer to grunts and mumbles, making the verbal components for spells unable to be satisfied. This gag is highly distracting. The wearer has disadvantage on checks made to concentrate on spells and both Intelligence and Wisdom ability checks.

- **Ring Gag.** A ring, usually made of metal, that is affixed in the mouth by a strap, forcing it wide open and ensuring access to the throat. While wearing this gag a creature can make vague utterances, but cannot form understandable words, and thus cannot satisfy the verbal components for spellcasting. A creature wearing this gag makes saving throws with disadvantage for effects that rely on breathing or swallowing liquid.

Intoxicants

Many substances affect the physicality and state of mind of those who imbibe them, and for that reason they can be introduced to further modify the effects a creature might interact with while trying to escape. In order to resist an intoxicant a creature must succeed on a Constitution saving throw. A table of example potencies for intoxicants and their corresponding DC values is presented below.
Examples of intoxicant effects that can be utilized:

Potency	DC	Duration
Weak	10	1 Minute
Diluted	15	10 Minutes
Standard	20	1 Hour
Concentrated	25	8 Hours
Pure	30	24 Hours

- **Aphrodisiac.** A compound created to increase arousal and physical sensations of pleasure. A creature which imbibes this intoxicant must make a Wisdom saving throw or become affected for the duration. While under the effects of this intoxicant a creature is charmed by all creatures it can see, and if it gains any amount of Pleasure, it gains 1 additional Pleasure.

- **Drought of Ether.** Commonly known as "sleep in a bottle", usually takes effect via a creature inhaling its fumes. Each round a creature which can breathe this intoxicant's fumes must make a Constitution saving throw. On a failure the creature becomes poisoned. If a creature fails this saving throw while already poisoned they instead become unconscious. The creature returns to consciousness if it takes damage or gains any Pain.

- **Harlequin's Caress.** Everyone loves a good laugh, but in time unending laughter can turn to pain and panic. In particular, ceaseless laughter makes fine manipulation of locks and knots extremely difficult, along with speaking to would be rescuers. A creature who imbibes this intoxicant must succeed on a Wisdom saving throw. On a failure that creature begins to laugh uncontrollably,

falling prone if it is capable of doing so along with becoming incapacitated. A creature repeats this saving throw at the end of its turn, suffering these effects on a failure or gaining a moment to act normally if they succeed.

- **Philter of Mind Looping.** While not capable of outright incapacitating those that ingest it, this intoxicant works to dull the mind of the creature which imbibes it. Such a creature must make a Constitution saving throw. On a failure the creature has a -2 penalty to its Intelligence, Wisdom, and Charisma scores and makes Wisdom (Perception) and Intelligence (Investigation) checks with disadvantage. If a creature wishes to cast a spell while affected by this intoxicant it must first succeed on a Wisdom saving throw.

Other Impediments

The items below can be added to the encounter to create additional effects beyond being bound. They do not largely determine whether a character can escape, but rather modify their chances to do so.

- **Blindfold.** Coming in a wide variety of styles and made of just as many possible materials, they all share the ability to remove sight from the creature wearing it. While blindfolded a creature is blinded, has disadvantage on Dexterity checks and saving throws, and makes Intelligence (Investigation) checks with disadvantage as they are relegated to using touch to derive information about their situation.

- **Ear Plugs.** Less common than blindfolds, these items function by removing the hearing of the creature wearing them. These can range from padded leather adornments which are placed over the ears to a wax-like plug which stops up the ears themselves. While wearing ear plugs a creature has disadvantage on Wisdom (Perception) checks which rely on sound and hear spoken words only as an unintelligible mumble.

- **Pleasure Toys.** These devices come in many shapes and sizes, for different anatomies and proclivities will yield different results from these items. They may take the form of an inert phallic object which can be inserted or be able to vibrate (magically or otherwise) to stimulate the body. While wearing such an item a creature must make a Constitution saving throw, gaining 1 Pleasure on a failure as they fight their body's own natural responses to not be overwhelmed by them. The DC for the saving throw is equal to 10 + the creature's Pleasure. The frequency of the saving throw requirement is left up to the GM depending on the narrative.

- **Painful Implements.** The inverse of pleasure toys, these devices are designed to mete out pain at every turn. Much like the toys that bring pleasure these objects come in a hugely varied array of designs, such as nipple clamps or needles. While wearing such an item, a creature must make a Wisdom saving throw, gaining 1 Pain on a failure. The DC for the saving throw is equal to 10 + the creature's Pain as they try to marshal enough willpower to not be overcome with pain. Much like pleasure toys, the timing required for the saving throws is determined by the GM depending on the situation and type of implement involved.

Escape Encounter Examples

The following examples depict escape encounters of varying difficulties. References to creature stat blocks have been marked in bold.

Garden of Earthly Delights

Helpless Escape

A druid has cultivated a flourishing garden of the carnivorous plants known as **Kpoggi**. During a raid on the party's camp at night, a number of party members have been captured and brought to the druid's garden to be fed to these plants. Trussed up in ropes (escape DC 18) they are still able to wiggle and struggle to move about, which is just as well as questing vines have begun to search the area for the plants' next meal. On the part of the captives, it is a struggle to hide from the plants - or struggle out of their grasp if found - such that they do not meet their end before their rescuers arrive.

The uncaptured portion of the party then must ply their wilderness skills to track the druid's movements back to the garden. Upon arriving, a combat encounter ensues as the plants try to eat them as well. The rescuers are faced with the choice of rushing to free their friends, or begin culling the plants to diminish the danger.

Salacious Saloon

Hopeful Escape

The party has been captured by a slaving group that runs a tavern devoted to satisfying a clientele of minor giants from a nearby village. Bound up in heavy irons with common locks (escape DC 15, but requires Thieves' Tools), they are forced to serve not only drinks but the carnal desires of the giants. Yet this need for service allows them a freedom of movement which allows them access to much of the tavern, at least during service hours. While under the watchful eye of the tavern's staff the party must brandish their skills of subterfuge and sleight of hand to secure the tools needed to slip their bonds and escape the tavern's confines.

Example viable paths to freedom include stealing the key from the head slaver, altering their sleeping cages to allow them free at night, or convincing one of the slavers who is more reluctantly working at the tavern to let them go despite the consequences to themself. All the while the party is enduring humiliation at the hands of the tavern's patrons as they are a rowdy bunch with an insatiable desire for satisfaction.

Tentacle Trouble

Helpless Escape

Caught by a group of cultists devoted to the Sublime Slithering, some members of the party have been bound in leather harnesses (escape DC 18) and left around a deep pit, awaiting the arrival of the questing tendrils of an eldritch being. The rescuers must either infiltrate the cultists' fortress or fight their way to their friends, all while trying to learn about the nature of the ultimate danger the cultists present.

Meanwhile the captives face not only the tentacles, but the astral presence of the malignant eldritch horror's forceful personality, which constantly tempts them to succumb (Charisma saving throws, failure results in being charmed). Any captives that are grasped by a tentacle have their orifices invaded in an attempt to break their mind with overwhelming sensation, and must keep their wits lest they fall to the allure of the dark entity's incursion. Tentacles that grasp a captive add Pleasure over time, each point of which increases the DC for the charm effect to not fall under the Sublime Slithering's sway.

A Bit Munch

Hopeful Escape

A roving band of kobolds which worship a giant **Purple Wurm** have captured the party and hogtied them spread throughout an isolated cave tunnel that they may serve as food for said wurm. This danger is unknown to the party, but those keen of hearing or touch might be able to discern rumbling as the wurm approaches for its meal (Perception check DC 12). Unfortunately there is little in the way of helpful tools to be able to slip their knots, so the party will need to think creatively to get out of the jam.

One possible solution is to maneuver to be closer to each other, allowing them to untie each other's knots. Each knot requires a Dexterity (Sleight of Hand) check with a DC of 12. The party may also spend time wriggling down the tunnel, away from the oncoming wurm, which increases the DC for untying knots by 3 as it is hard to both manipulate knots and move while hogtied.

Lady Yandere

Helpless Escape

A local noblewoman has taken an obsessive interest in one of the party members. In the dead of night the noblewoman has her guards kidnap their love interest, and is keeping them captive within her residence.

The captive is not in any immediate danger, but the noble woman's passion is overwhelming to the point of madness, and can turn to cruelty if she feels she is being spurned. It will require careful interaction with the noble woman to keep her from flying off the handle and slaying the captive in a fit of rage. Each time the captive slips up the noble woman punishes them with increasing severity as they attempt to "convince" the captive to realize the seriousness of her love.

The rescuers meanwhile are unaware of who is responsible for their companion's kidnapping, and must investigate to secure the return of their ally. The party must first deduce whatever clues they can from the kidnapping scene as well as navigate the social hierarchy that protects the noble woman's actions as they are not entirely unknown by the upper crust of society. Success promises not only the safe return of their friend, but also exposing a circle of conspirators that are covering for the noble woman's actions due to her high standing.

Hang 'Em High

Helpless Escape

A number of the party have been captured by a powerful bandit clan. The party has tracked them to the rundown old wooden fort which they call home. Under the cover of night the rescuers must utilize distractions and sneakery to make their way to the central courtyard of the fort where their friends are being held. As the captives are serving as hostages of sorts, they must be careful not to arouse suspicion lest they endanger those they are trying to rescue.

Meanwhile the captives are being made to entertain the bandits as they drink and carouse the night away. To this effect, they have been strung up from a set of gallows left over from the fort's heyday. In order for them not to perish immediately, casks have been placed under their feet. These casks unfortunately are on their curved sides, so the captives must carefully balance to remain upright and thus capable of breathing. A series of Dexterity related checks and saves are required to maintain this tenuous position, but also they must carefully navigate the sadism of the bandits themselves who intermittently suggest further ways to torment the captives.

This is a problem that can be tackled in many ways, but ultimately a well aimed series of arrows could sever the nooses and buy the rescuers time should things go sideways. Presuming of course they have infiltrated the fort enough to be positioned to make the shot.

Perilous Predicting

Hopeful Escape

Annaleisa Keller, a professor of divination at Point Konib, has enlisted the party's help in testing her latest exam. The test involves candidates navigating a pseudo-dungeon of sorts where they can test their foresight to navigate its many dangers. Unfortunately, the party does not have such divinatory powers, and so must brute force their way through the experience.

The exam dungeon is filled with a wide variety of nefarious traps and perils, and Annaleisa has ensured many of them are quite deadly. Thankfully when one of the party's number perishes, the entire experience resets via a minor time reversal spell such that they may begin again with the knowledge of what they found on their previous traversals.

This escape is particularly good for those wishing to explore more deadly encounters, as beheading a character simply penalizes the party by requiring them to restart rather than creating the danger of permanent death. The escape can be seeded with mechanisms that would normally be extremely unfair because they will learn from the experience and avoid the danger the next time through. The difficulty comes not from completing the task, but rather what horrors the party will experience and how many times they will experience them.

Anchors A Weigh

Helpless Escape

A crew of pirates out of Sab'letref have kidnapped a number of the party's members to pay them back for busting some of their smugglers. Having set sail for the Gusiti Depths, they have cast *Water Breathing* on the captives, tied them to surplus anchors, and dropped them overboard into **Ero Squid** infested waters.

The rescuers thankfully have their own ship with which to make chase, but the pirates have a head start. The path forward is difficult as they know not where the pirates dropped their comrades into the aquatic abyss. With keen sailing and stellar initiative they may be able to tail the pirates from a great distance, then mount a deep water rescue. More likely they will need to board the pirate ship and capture the captain so they may interrogate them. Whatever route they pursue, the 24 hour time limit on the spell that allows their friends to not drown ensures they must make haste.

The captives meanwhile need to deal with both the environment and the Ero Squid which surround them. The former can best be determined via a series of Constitution saving throws which increase exhaustion as they plunge deeper into the cold bottom of the ocean. Once the Ero Squid do find them, the nature of the challenge shifts to surviving capture for as long as possible via any means available to them before enduring the many-tongued digestion mechanism of the squid. As they are far outnumbered by the squid, even if they were to get free they would be overwhelmed and consumed. Hopefully the rescuers can reach them in time.

Knocked Down a Peg

Hopeful Escape

A nobleman with a reputation for an obsession with anal play is holding a tournament of sorts. The postings speak of a wondrous prize for any who can complete the "Gauntlet of Pegs", and warns that none so far have succeeded. Upon arriving at the nobleman's homestead he explains the challenge: a long bench of sorts has 12 phallically shaped wooden pegs arranged in a long row and participants must take each in turn within their ass by lowering themselves upon them until they are seated properly on the bench.

There is a catch however, for the nobleman is in fact a **Ziicubarre** and any who fail the challenge must let him sup upon the physical sensation they gained from the experience, until they are devoid of any Pleasure or Pain. Should they win however, they may claim whatever magical item the GM has deemed an appropriate prize.

Each peg requires two checks from the contestant. The first is a Strength check followed quickly by a Constitution check. The DC for these starts low as the peg is small, but as the height and girth increases with each peg so does the DC. The Strength check determines success for pushing down upon a peg. Failing the Constitution check causes the contestant to gain 1 Pain, while succeeding has them gain 1 Pleasure. A contestant may make multiple Strength checks if they fail in order to try again, but the DC increases for each one. Three failed checks and their attempt is over as the contestant cannot bring themselves to push through the pain.

The final pegs can also feature interesting capabilities via enchantments, akin to small-scale traps, or may apply intoxicants thanks to a substance coating them or add additional pleasure as they begin to magically vibrate. In any case there is no deadly risk present, only the challenge and the prize.



Salacious Saloon

Races / Species

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

Cubeling

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

Interspersed Society

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

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



Cubeling Traits

A cubeling character has the following traits.

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

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

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

Speed. 30 ft. walking speed

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

Viscous Skin. You have resistance to bludgeoning damage.

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

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

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

Predacious Furfolk

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

Further, as the animal kingdom is split between predators and prey, Furfolk come in two primary varieties which each hold a particular archetype of their ancestry. Though inherently derived from the various hunters that stalk the land, Predacious Furfolk need not be inherently violent or even desire to eat meat. They simply retain the physical characteristics of their genetic past.

Predacious Furfolk Traits

A Predacious Furfolk character has the following traits.

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

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

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

Speed. 30 ft. walking speed

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

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

Bestial Heritage Traits

- *Amphibious.* You can breathe both air and water.
- *Pouncing Leap.* Your jump distance is doubled and the next attack you make after jumping at least 10 feet is made with advantage.
- *Camouflage.* You have advantage on Dexterity (Stealth) checks that rely on sight.
- *Clawed/Taloned.* If you hit with an unarmed attack, you deal 1d4 plus your Strength modifier plus your proficiency bonus slashing damage instead.
- *Clenching Jaws.* Once per turn, as an attack, you may make an unarmed attack with your bite. On a hit, you deal 1d6 plus your Strength modifier and lock onto the target with your jaws, grappling them.
- *Darkvision.* You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- *Fins/Flippers.* You have a swim speed equal to your walking speed.
- *Hurling Throw.* As an action, you may throw a creature grappled by you a number of feet equal to 3 times your Strength modifier.
- *Menacing.* You gain proficiency in the Intimidation skill.
- *Keen Sight.* You have advantage on Wisdom (Perception) checks that rely on sight.
- *Keen Senses.* You have advantage on Wisdom (Perception) checks that rely on hearing or smell.
- *Pack Tactics.* You have advantage on melee attack rolls against a creature if at least one of your allies is within 5 ft. of the creature and the ally isn't incapacitated.
- *Quiet Step.* You have advantage on Dexterity (Stealth) checks that rely on sound.
- *Rush.* If you move at least 20 feet towards a creature before hitting it with a melee attack, that creature must make a Strength saving throw against a DC equal to 8 + your Strength modifier + your proficiency bonus. On a failed save, that creature is knocked prone.
- *Thick Skin.* Add 1 to your AC.
- *Tentacled.* Add 5 ft. to your melee attack range, you have advantage when attempting to either grapple a creature or keep a creature grappled.
- *Wall Climbing.* You can climb difficult surfaces without needing to make an ability check.
- *Winged.* You have a flying speed of 40 feet. To use this speed, you can't be wearing Medium or Heavy armor.

Quarry Furfolk

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

Quarry Furfolk Traits

A Quarry Furfolk character has the following traits.

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

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

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

Speed. 30 ft. walking speed

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

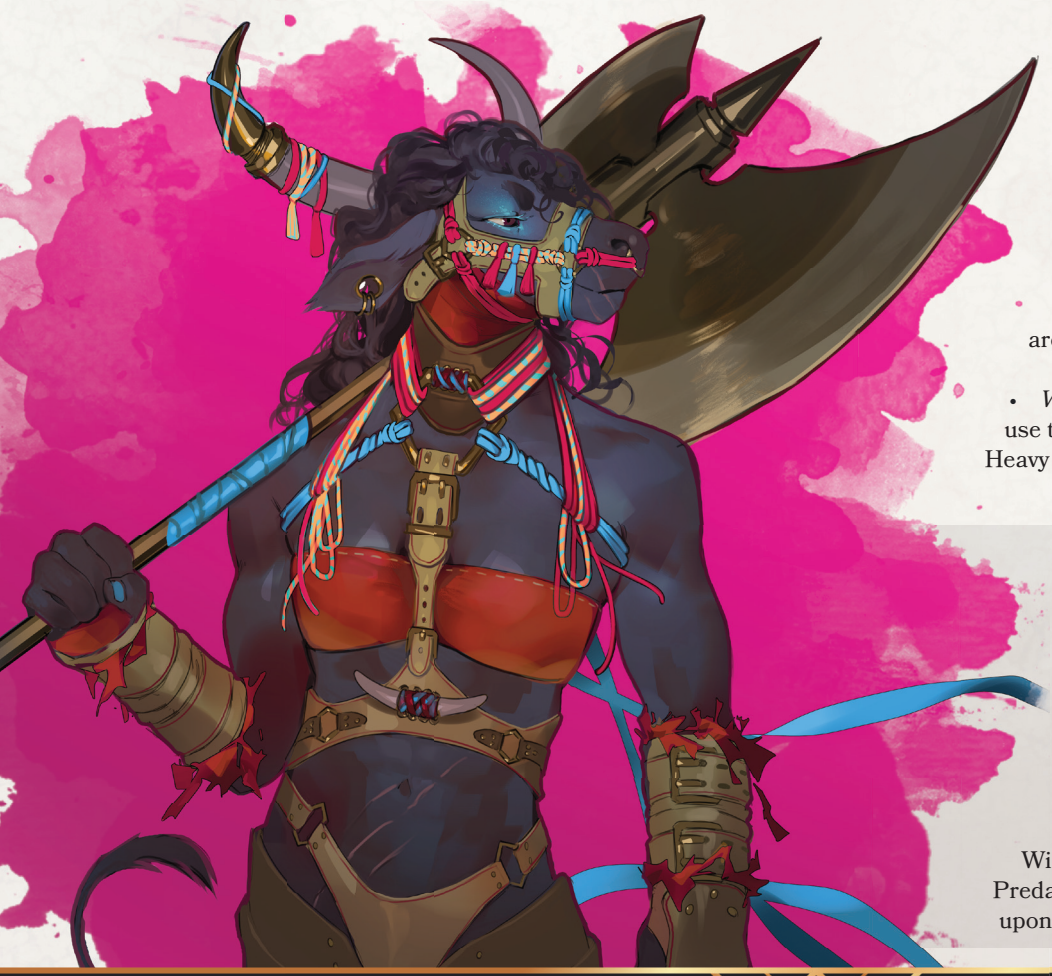
Bestial Heritage. When creating a Quarry Furfolk character, you may gain three traits of your choice from the list below. In addition your creature type is beast as well as humanoid.

Bestial Heritage Traits

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



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



Optional Rule: Mixable Furfolk Traits

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

Mythkin

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

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

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

Mythkin Traits

A Mythkin character has the following traits.

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

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

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

Speed. 30 ft. walking speed

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

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

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

Preternatural Physique Traits

- *Awe Inspiring.* You have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks against creatures that can see you.
- *Indomitable.* You have advantage on saving throws against being charmed, frightened, or stunned.
- *Legendary Hide.* Choose one of the following damage types: Acid, Cold, Fire, Lightning, or Radiant. You have resistance to damage of that type.
- *Spell Resistance.* You have advantage on saving throws against spells.
- *Rebirth.* After you are reduced to 0 hit points, at the beginning of your turn you may spend one or more of your Hit Dice and regain hit points equal to the total rolled, springing to your feet rather than making a death saving throw. You may not use this effect again until you have completed a long rest.
- *Terrifying Presence.* Any creature that makes a saving throw against an effect you create that could cause them to become frightened does so with disadvantage.

Mythical Moment Abilities

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



- *Minor Wish.* Choose a cantrip from any class, you learn that cantrip. In addition, once per short or long rest, you may cast any 1st level spell without requiring material components. At 10th level you may cast any spell 2nd level or lower instead when using this ability.

- *Healing Touch.* As an action you may touch a creature adjacent to you. The target regains 2d8 hit points. After you use this trait you cannot use it again until you complete a short or long rest.

- *Protecting Aura.* As a bonus action you may exude an aura of divine protection. Until the end of your next turn, all creatures of your choosing within 30 feet of you gain a +2 bonus to their AC. After you use this trait you cannot use it again until you complete a short or long rest.

- *Terrifying Outburst.* As an action you may let loose a frightening manifestation of your will. Each creature of your choosing within 30 feet of you must succeed on a Wisdom saving throw or be frightened for 1 minute. A creature may repeat the saving throw at the end of each of its turns, ending the effect on a success. After you use this trait you cannot use it again until you complete a short or long rest.

- *Take Flight.* As a bonus action you begin to fly in a manner appropriate to your mythical heritage. Until the end of your next turn you have a fly speed of 60 feet. After you use this trait you cannot use it again until you complete a short or long rest.

- *Whirlwind of Power.* As an action you may discorporate into a maelstrom of elemental energy until the end of your turn. Choose one of the following damage types: Acid, Cold, Fire, or Lightning. While discorporated you have a fly speed of 30 feet and can move through a space as narrow as 1 inch. At the end of your turn any creatures whose space you passed through while in this form must make a Dexterity saving throw. A creature takes 2d6 damage of the chosen type on a failed save, and half as much on a successful one. After you use this trait you cannot use it again until you complete a short or long rest.

- *Erupting Stomp.* As an action you may stomp on the ground to create an eruption of energy around you. Choose from the following damage types: Cold, Fire, Lightning, or Radiant. All creatures on the ground within 15 feet of you must make a Dexterity saving throw. A creature takes 2d6 plus your proficiency bonus damage of the chosen type on a failed save, and half as much on a successful one. After you use this ability you cannot use it again until you complete a short or long rest.

- *Imbue Weapon.* As a bonus action you may channel energy into a weapon you are holding until the end of your turn. Choose from the following damage types: Acid, Cold, Fire, Lightning, or Radiant. When you hit a creature with an attack using the imbued weapon, you deal an additional 2d6 damage of the chosen type. After you use this trait you cannot use it again until you complete a short or long rest.

Ziicubus

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

Ziicubus Traits

A Ziicubus character has the following traits.

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

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

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

Speed. 30 ft. walking speed

Darkvision. You can see in dim light within 60 ft. of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

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

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



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

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

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

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

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

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

Lineages

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

Alpha

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

Alpha Traits

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

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

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

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

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

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

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

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

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

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

Omega

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

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

Omega Traits

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

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

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

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

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

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

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

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

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

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

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

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

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

Optional Rule Variants

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

Optional Rule: Competitive Bond

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

Optional Rule: Fading Bond

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

Optional Rule: Polybonding

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

Unified

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

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

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

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

Unified Traits

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

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

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

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

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

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

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

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

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

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

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

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

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

GM Note: Unified Balance

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



Backgrounds

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

Meat Marketeer

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

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

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

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

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

Skill Proficiencies: Your choice of Insight or Medicine
Languages: Two of your choice.
Equipment: A set of fine clothes, a healer's kit, and a purse containing 20 gp

Feature: Know Your Client, Know Your Goods

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

Suggested Characteristics

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

Meat Marketeer Personality Traits

d8	Personality Trait
1	I value coin most highly for it is the lifeblood of modern society.
2	Flattery will get me everywhere, and I am well practiced in its art.
3	Nothing makes me happier than successfully connecting people.
4	I am utterly unflappable, for all disagreements only signal the need for more negotiation.
5	I judge people by what they do, not by where they came from.
6	I like to say a lot while revealing very little.
7	I work hard and then blow off steam by playing hard.
8	I prefer to act like a common person despite my economic standing.

Meat Marketeer Ideals

d6	Ideal
1	I will do whatever it takes to accumulate wealth.
2	Most people don't truly know what they want, and I wish to help them find out.
3	I hope to one day be the leader of my own guild.
4	Slavers are a blemish on our trade, I will combat them at every turn.
5	Everyone should be free to fulfill their desires.
6	My personal biases should not affect a proper pairing.

Meat Marketeer Bonds

d6	Bond
1	I was run out of my guild due to a misunderstanding, I will regain my rightful place.
2	I was once a participant in a pairing, and now I wish to help others find the joy it brought me.
3	I had a favorite client who was like a best friend, until one of my pairings convinced him I was corrupt.
4	I come from a great meat marketeer family, and I will do their name proud.
5	I apprenticed with a slaver before learning the vileness of their trade, one day I will run my sword through them.
6	A colleague challenged my own views of myself, so now I search for understanding.

Meat Marketeer Flaws

d6	Flaw
1	I never take no for an answer.
2	The only value other people have is the value they can bring me.
3	I find there is no success unless all is perfectly done.
4	I am the most well connected and smartest person in the room.
5	The first offer is never enough, I must always haggle up even if it would cost the client dearly.
6	I don't worry about repercussions beyond the current deal being made.

Curious Explorer

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

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

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

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

Skill Proficiencies: Investigation, Survival

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

Languages: Two of your choice

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

Feature: Discover Yourself

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

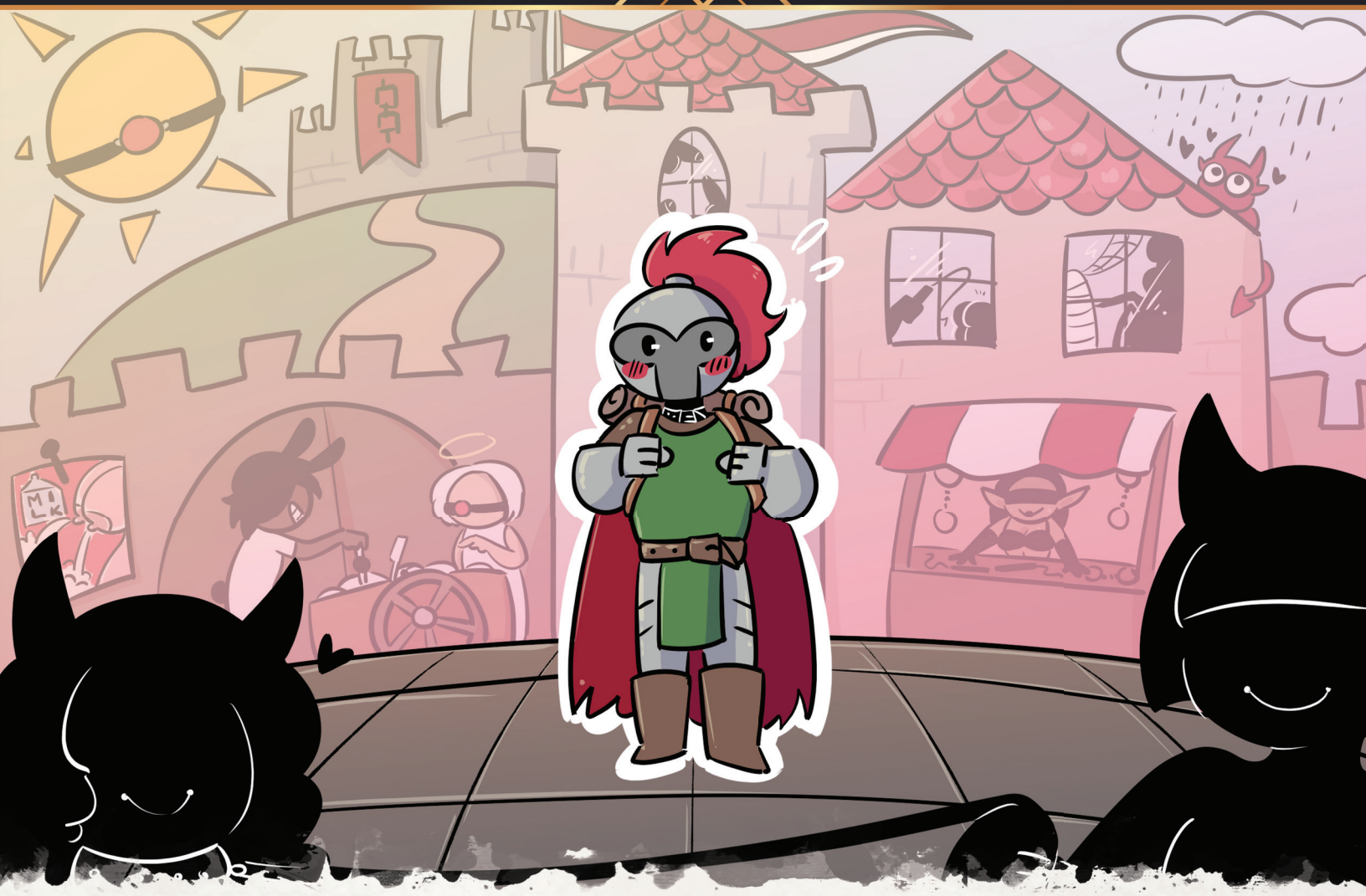
Feature: Air of Innocence

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

Suggested Characteristics

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

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



Curious Explorer Personality Traits

d8	Personality Trait
1	I am willing to try anything once.
2	I want to hear the story of everyone around me, and record it to tell others.
3	I love to make new connections and see new sights.
4	I am naturally inquisitive and want to know how everything works, no matter how small the subject matter.
5	I want to experience everything, but more than anything I want to find good food.
6	I want to bring what I learn back to my people, for I am a conduit to them.
7	I know who I am and what I want, but I'm worried it's wrong and I'm looking for validation.
8	I've faced past trauma about what I want and I'm looking for a way to heal from it.

Curious Explorer Ideals

d6	Ideal
1	I've spent too long hiding what I want, I will not be ashamed now.
2	My newfound allies are everything to me, I will do anything to ensure their safety.
3	While I have already found myself, I will mentor anyone so the path they walk is easier than mine was.
4	I will become the best at my newfound passion, no matter who gets in my way.
5	The freedom I am seeking within myself has inspired me to ensure the freedom of others.
6	None should be degraded for their desires.

Curious Explorer Bonds

d6	Bond
1	A kind soul took me in when I first arrived, I will protect them with my life.
2	I have found someone that matches my desires exactly, I will learn all I can from them.
3	Though I am confused, I have found another seeking answers and I believe we can help each other.
4	My parents have always encouraged me to find myself, now I want to make them proud of me by the deeds I do.
5	A former friend turned on me when I opened up to them; now I am even more driven to be happy with who I am.
6	A past relationship failed because of my desires, but I still admire that former partner greatly.

Curious Explorer Flaws

d6	Flaw
1	I am willing to try **anything** once.
2	I don't know who I am, so I'll act like you in the hopes that you won't notice.
3	I'm jealous of anyone who gets to be happy about who they are without this struggle for self discovery.
4	My own desires sicken me and I struggle to accept them.
5	I am worried that my desires make me a bad person because they include hurting people.
6	Because I have been unable to express my desires, I am obsessed with them.

Sadistic Artist

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

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

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

Skill Proficiencies: Insight, Medicine

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

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

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

Feature: Proficient in Pain

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

Suggested Characteristics

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

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

Sadistic Artist Personality Traits

d8	Personality Trait
1	I am incredibly curious about all things that induce unique experiences.
2	I appreciate the finer things in life, because someone worked hard to create them.
3	I love connecting with people and learning who they truly are.
4	When I'm working, I put on a persona to help me mask my own insecurities.
5	I bring an upbeat attitude to everything I do, because tormenting can be fun.
6	Flattery will get you everywhere, particularly with me.
7	I appreciate good banter as a sign of wit.
8	I love surprises because they help me catch people off guard.

Sadistic Artist Ideals

d6	Ideal
1	To endure is the greatest show of strength one can exhibit.
2	Screams are the sweetest form of melody.
3	Everyone deserves to know rhapsody, even the common person.
4	My time is precious, and worth more than a little coin.
5	Blood is the most precious of mediums to work with.
6	To pursue perfection is to pursue the divine.

Sadistic Artist Bonds

d6	Bond
1	When I became an adventurer, I had to leave behind my favorite client. Now I wish to make them proud.
2	An accident traumatized a client under my care, I want to make it up to them.
3	Artists from my guild showed me the ropes early on, now I wish to do the same for others.
4	A mentor kept one of their key techniques secret, I will do anything to figure it out.
5	I've heard rumors of a rope master of unprecedented skill. I wish to become their apprentice.
6	A critic harshly reviewed my service, I wish to prove them wrong.

Sadistic Artist Flaws

d6	Flaw
1	It is easy for me to get lost in the idea of perfection in the current task and lose sight of my larger goals.
2	I am superior to all around me, and I struggle to tolerate the weak.
3	There are no limits beyond what is physically possible.
4	I struggle to discern if someone is ready for a certain experience, and tend to go overboard.
5	What matters most is what I take away from a scene, not what the client feels.
6	I am ashamed of what I do.

Dungeoneer

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

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

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

Skill Proficiencies: Investigation, Sleight of Hand

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

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

Feature: Dungeoneering

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

Suggested Characteristics

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

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

Dungeoneer Personality Traits

d8	Personality Trait
1	I love to roll up my sleeves and dig into a problem.
2	There is no such thing as too dirty of a job, nor a job too small.
3	I am fascinated by interconnecting systems, particularly traps that link one after the other.
4	I love including the personal touches in my work and go the extra mile to learn all I can about those around me.
5	I have an anecdote for every occasion.
6	I want to know how things work, the more complex the better.
7	The key to success is being fastidiously organized.
8	Etiquette and euphemisms are for people who have time to lollygag, and I am not one of them.

Dungeoneer Ideals

d6	Ideal
1	Learning is its own reward and I want to know all that I can.
2	I never work for free.
3	It is only through constant practice that we can improve ourselves.
4	Once I have learned enough, I will build the perfect dungeon that none can delve.
5	Life is about the memories we help to create.
6	What I do is art, and I will ensure it is respected as such.

Author's Note: Dungeon Monitors

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

Dungeoneer Bonds

d6	Bond
1	My tools are as valuable as my hands because they were passed down through my family.
2	A rival stole one of my designs and is now famous for it.
3	I was expelled from my guild for incompetence, I will return and prove my expertise one day.
4	I have designed the perfect collar, now I need to find someone worthy of wearing it.
5	I will bring my work to the common people because you should not need to be rich to have a wonderful dungeon.
6	I lost my mentor due to a failed design. I will find where they went wrong and finish their creation.

Dungeoneer Flaws

d6	Flaw
1	I am capable of fixing any problem or person I encounter.
2	Hard work is the most desirable trait, and any who cannot hack it are not worth my time.
3	My work is my life and I struggle to have passions outside of it.
4	Messiness and minor mistakes frustrate me to no end.
5	I can never be satisfied, because I can always do better.
6	I am jealous of any that are better than me and it keeps me from pushing myself.

Teratologist

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

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

Skill Proficiencies: Animal Handling, Survival
Tool Proficiencies: calligrapher's tools, cartographer's tools
Languages: Deep Speech
Equipment: A set of traveler's clothes, explorer's pack, a belt pouch containing 10gp

Feature: Xenophilia

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

Suggested Characteristics

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

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

Teratologist Personality Traits

d8	Personality Trait
1	I prefer to barrel headlong into my research. Discovery requires risk.
2	A more measured approach will serve me well before I get into the field.
3	I like to be thought of as a noble explorer and prefer the finer things in life.
4	I worry about others stealing my work, so value secrecy above all else.
5	People are like monsters, their actions tell you everything you need to know about them.
6	I am very sure of myself, and wish to spread that confidence to others.
7	I have been out in the field so much that I have lost the finer social graces.
8	Research is fine, but more than anything I love to travel.



Teratologist Ideals

d6	Ideal
1	The sweetest fruit of my endeavors is to be renowned worldwide.
2	No job is too big if the coin is right, but no job is worth doing for free.
3	The data I gather is its own reward.
4	What I learn from monsters I will use to empower myself.
5	I am seeking the strongest monster in order to kill it and prove my own strength.
6	Nothing is inherently evil, many creatures are just misunderstood.

Teratologist Bonds

d6	Bond
1	I have lost colleagues to a particular monster and wish to end its reign of terror.
2	My mentor died because of a mistake I made, I will protect all around me no matter the cost.
3	My lover was transformed into a monster, now I seek to fully understand them.
4	I serve my nation and its people by the work I do.
5	A monster stole my soul, now I am searching for its weakness so that I may get it back.
6	A rival passed off my work as their own, I will disgrace them and regain my reputation.

Teratologist Flaws

d6	Flaw
1	When things get too hairy, I run to save my own skin.
2	I struggle to tell when something is truly evil and often find myself being manipulated because of it.
3	There is no threat too big, nor anything I cannot handle.
4	I'll do anything to get my hands on valuable monster parts.
5	I throw myself at dangerous creatures in the hopes they will bring me carnal pleasure, despite the danger.
6	Other people often disappoint me, at least with monsters you know where you stand.

MAIDSERVANT

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

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

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

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

Skill Proficiencies: Athletics, Insight
Tool Proficiencies: Either cobbler's tools or weaver's tools
Languages: One of your choice
Equipment: A set of upper society servant's clothes, a cleaning kit (feather duster, soap, and rag), a belt pouch containing 2gp

Feature: Homebound

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

Optional Feature: Pleasing Demeanor

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

Suggested Characteristics

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

Maidservant Personality Traits

d8	Personality Trait
1	Without loyalty we have nothing.
2	I am a silent companion, meant to be seen but not heard.
3	I strive for perfection in all things, at least in the eyes of my betters.
4	While serving is fine, the true joy comes from being punished for my mistakes.
5	I run a tight ship and expect all around me to meet my standards.
6	My servitude is my primary focus and I strive everlong to anticipate the needs of those around me.
7	I am incredibly protective of those I am in service to.
8	I define myself by my work.

Maidservant Ideals

d6	Ideal
1	The greatest honor is remaining unnoticed as I go about my duties.
2	I seek advancement among the household's staff first and foremost.
3	I wish to pull the levers of society but never want to be perceived as such.
4	I travel between noble houses to learn the latest in binding and punishment techniques, hoping to one day be the best at that craft.
5	I pine to be swept up by a noble who wishes me to be their favorite plaything.
6	I cover for my fellow staff members, even going as far as to confess to their mistakes so they are not punished.

Maidservant Bonds

d6	Bond
1	A noble mortally punished a fellow maidservant and I did not intervene. Now I seek vengeance.
2	A fellow maidservant framed me for a mistake that got me removed from the household. I will prove my innocence and regain my honor.
3	I bought an enchanted duster which wrecked the household. I must track down the shopkeep who sold it to me and make things right with the noble I served.
4	The noble I was in service to gifted me a particular toy before they were assassinated. That toy is now my most prized possession and I think of them whenever I use it.
5	I awoke in my noble's bed to find the household empty and apparently unoccupied for decades. I will stop at nothing to determine what happened.
6	My best friend and I have wanted to become maidservants our whole lives. Now we are bitter rivals vying for placement in the best household in the city.



Maidservant Flaws

d6	Flaw
1	I see myself only as an object to be used by those better than me.
2	My morality does not matter as I only need to do what my noble asks of me.
3	I can solve anyone's problem and will not rest until I have done so.
4	Initiative is for the fools who are not patient enough to wait for orders.
5	I seek ever more intense punishments with no regard for my own wellbeing.
6	A mess is not to be tolerated and I am well within my rights to reprimand those creating one.

Court Dancer

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

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

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

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

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

Languages: One of your choice

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

Feature: Enthralling Gyrations

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

Suggested Characteristics

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

Court Dancer Personality Traits

d8	Personality Trait
1	I am confident in my abilities and feel as though there is little I cannot master.
2	I feel most at home when I am being beheld by those in awe of me.
3	I prefer to present as mysterious and intriguing but in reality I'm making it up as I go.
4	I am fascinated by the latest fashions and trends.
5	My outward appearance serves as a suit of armor against a harsh world.
6	I am always open to trying new things if my patron wishes for me to do so.
7	I am intensely curious, the best perk of a wealthy patron is access to their library.
8	I look out for myself first and foremost, no one else has your back.

Court Dancer Ideals

d6	Ideal
1	Performance is not just an art, it is a spiritual experience shared between two or more individuals.
2	I wish to be known far and wide, and cherished by as many hearts as possible.
3	The relationship between dancer and patron is sacred, an unbreakable bond for all time.
4	I value the wellbeing of other dancers over either myself or my patron.
5	I am a traditionalist at heart, the old ways are best.
6	I take joy in helping soothe the wounded heart, my function is as a healer first and foremost.

Court Dancer Bonds

d6	Bond
1	Despite all teachings otherwise, I fell in love with a fellow dancer during training. Now I search for them after their disappearance into high society.
2	A patron broke my trust and now I struggle to perform without thinking of them.
3	The dressmaker who made my first outfit is like a parent to me.
4	I sell every gift a patron gives me and send home all my earnings so that my sick sibling has enough to get by.
5	I belong to a secretive group of spies with whom I am more loyal than any other.
6	A wizard patron taught me how to summon a simple familiar who has grown to be my best friend in all the world.

Court Dancer Flaws

d6	Flaw
1	I must outdo each of my previous performances, even if I have to risk my safety to do so.
2	I am covetous of what I feel is mine and will deal harshly with those who threaten to take them.
3	I define myself solely by the opinions others have of me.
4	I refuse to acknowledge the troubles of the world in favor of focusing on an idyllic fantasy.
5	My patron handed me off to another patron who in turn handed me off to another patron. I cannot get over that first patron and pine to return to them.
6	I feel there is little I cannot do, despite having never done a great many things.

Classes

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

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

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

Subclasses

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

Subclass Options

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

Escapologist

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

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

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

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

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

Description

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

Class Features

As an Escapologist, you gain the following class features.

Hit Points

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

Proficiencies

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

Equipment

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

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

Escapologist

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

Author's Note: Escapology

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

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

Daring Defense

1st-level Escapologist feature

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

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

Get Into Trouble

1st-level Escapologist feature

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

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

Always a Way Out

2nd-level Escapologist feature

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

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

Slippery

2nd-level Escapologist feature

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

Expert Ventures
3rd-level Escapologist feature

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

Extra Attack
5th-level Escapologist feature

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

Improvisation Proficiency
5th-level Escapologist feature

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

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

Tools at Hand
9th-level Escapologist feature

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

Versatile Defense
11th-level Escapologist feature

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

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

Endure to Survive
18th-level Escapologist feature

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

Guiding Hand Escapologist

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

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

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

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

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

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

Author's Note: Mentorship

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

Description

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

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

Class Features

Guiding Hand Features

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

Mentor's Aid

3rd-level Guiding Hand feature

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

Learned Luck

3rd-level Guiding Hand feature

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



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

Always Wary

7th-level Guiding Hand feature

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

Lead by Example

10th-level Guiding Hand feature

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

Bullet Catch

15th-level Guiding Hand feature

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

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

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

Mistake's Rebuttal

20th-level Guiding Hand feature

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

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

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

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

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

Virtuoso Escapologist

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

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

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

Description

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

Class Features

Virtuoso Features

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

Give Them A Show

3rd-level Virtuoso feature

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



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

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

Nothing Up My Sleeve

3rd-level Virtuoso feature

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

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

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

The Magic Touch

7th-level Virtuoso feature

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

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

Now You See Me

10th-level Virtuoso feature

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

Smoke and Mirrors

15th-level Virtuoso feature

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

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

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

Infallible Skill

20th-level Virtuoso feature

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

Path of the Red Barbarian

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

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

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

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

Description

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

Author's Note: Frenzy

The sensations experienced from acts involving various kinks, such as pleasure and pain, can lead one to become more and more focused on receiving those sensations. This is in particular prevalent to those new to these activities, in particular those of the submissive mindset, as they are finally able to experience that which they have desired but been unable to do.

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

Class Features

Path of the Red Features

Barbarian Level	Feature
3rd	Sensational Zeal, Relish the Feeling
6th	Don't Stop, Relish the Feeling (d6)
10th	Won't Stop, Relish the Feeling (d8)
14th	Speak the Red Word, Relish the Feeling (d10)



Sensational Zeal

3rd-level Path of the Red feature

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

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

Sensation Table

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

Relish the Feeling

3rd-level Path of the Red feature

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

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

Don't Stop

6th-level Path of the Red feature

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

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

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

Won't Stop
10th-level Path of the Red feature

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

Speak the Red Word
14th-level Path of the Red feature

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

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

Path of Terror Barbarian

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

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

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

Description

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

Author's Note: Fear Play

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

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

Class Features

Path of Terror Features

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

Terrified Rage
3rd-level Path of Terror feature

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

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

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

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

Fight or Flight
6th-level Path of Terror feature

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

Bravely Run Away
10th-level Path of Terror feature

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

Existential Dread
14th-level Path of Terror feature

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



Path of the Titan Barbarian

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

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

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

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

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

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

Description

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

Class Features

Path of the Giant Features

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

Growing Rage
3rd-level Path of the Giant feature

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

Author's Note: Macrophilia/Vorarephilia

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

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

Trampling Stride

6th-level Path of the Giant feature

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

Microvore

10th-level Path of the Giant feature

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

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

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

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



Enormous Physique

14th-level Path of the Giant feature

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

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

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

College of Brats Bard

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

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

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

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

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

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

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

Author's Note: Brats

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

Description

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

Class Features

College of Brats Features

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

Pestering Words

3rd-level College of Brats feature

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

Eye for Annoyances

3rd-level College of Brats feature

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

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



Flirt with Retribution

3rd-level College of Brats feature

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

You also gain proficiency with medium armor and shields.

Cheeky Dodge

6th-level College of Brats feature

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

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

I Said, Harder

6th-level College of Brats feature

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

Cocky Little Shit

14th-level College of Brats feature

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

College of Sirens Bard

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

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

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

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

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

Author's Note: Vocalizations

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

Description

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

Class Features

College of Sirens Features

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

Build Steam

3rd-level College of Sirens feature

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

Empathetic Connection

3rd-level College of Sirens feature

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

Adamantine Will

6th-level College of Sirens feature

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

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

Sensational Inspiration

6th-level College of Sirens feature

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

Enchanting Overload

14th-level College of Sirens feature

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

Pleasure. Your moans enchant the minds of all creatures who can discern it. All creatures of your choosing that can hear you within 60 feet must make a Charisma saving throw. The DC of this save is equal to 8 + your proficiency bonus + the amount Pleasure spent.

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

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

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

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



College of Warmth Bard

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

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

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

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

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

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

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



Author's Note: Gentle Domination

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

Description

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

Class Features

College of Warmth Features

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

Singular Attention

3rd-level College of Warmth feature

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

Whispered Adoration

3rd-level College of Warmth feature

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

Inspiring Devotions

3rd-level College of Warmth feature

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

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

Intimate Countercharm

6th-level College of Warmth feature

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

Intriguing Stranger

6th-level College of Warmth feature

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

Painful Adoration

14th-level College of Warmth feature

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

Exorcist Domain Cleric

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

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

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

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

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

Description

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

Class Features

Exorcist Domain Features

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

Domain Spells

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

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

Bonus Proficiencies

1st-level Exorcist Domain feature

You gain proficiency with martial weapons and heavy armor.

Author's Note: Chastity

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

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

Martial Prowess

1st-level Exorcist Domain feature

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

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

Defend Against Temptation

1st-level Exorcist Domain feature

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



Channel Divinity: Sense Quarry
2nd-level Exorcist Domain feature

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

Divine Weakness
6th-level Exorcist Domain feature

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

Devotion of Self
8th-level Exorcist Domain feature

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

Empyreal Hunter
17th-level Exorcist Domain feature

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

Peril Domain Cleric
"Do you wish to die Serena?"

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

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

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

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

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

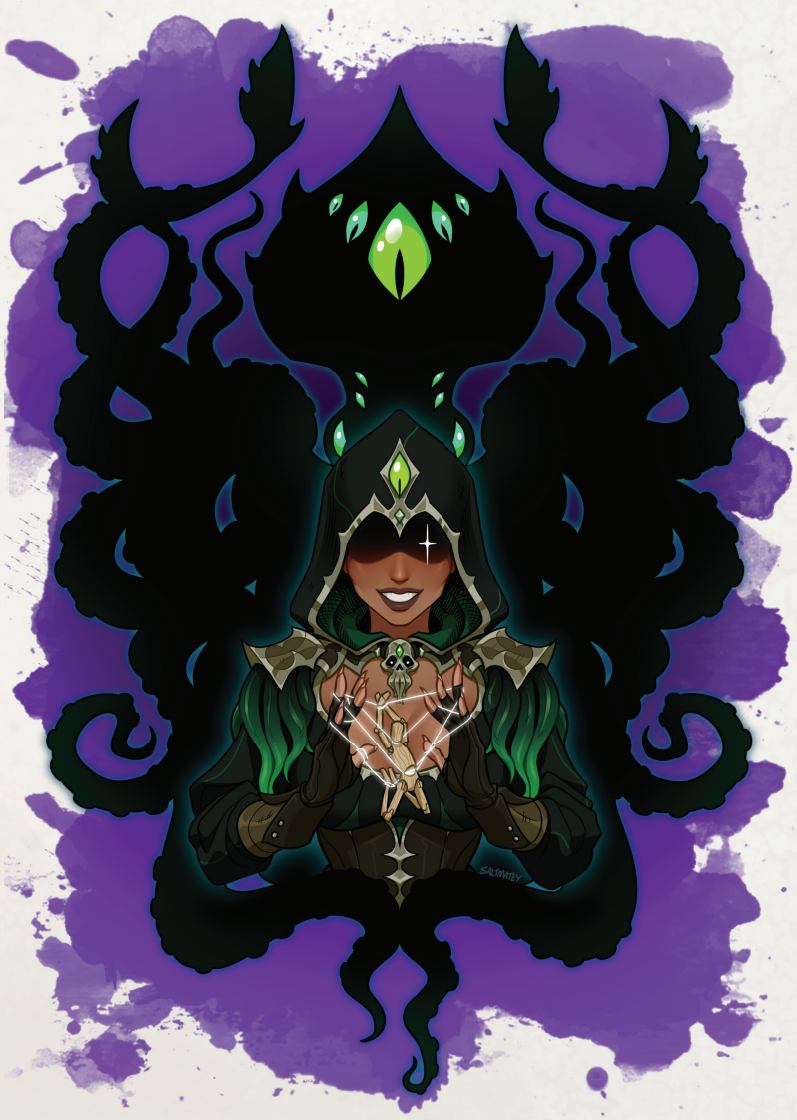
"Only a little more pressure Serena, and I could watch you dance in panic." She felt it, the small shift of the crate beneath her as he applied pressure. She began to panic, all faith at Karden's intentions gone from her.

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

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

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

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



Author's Note: Damsel in Distress / Peril

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

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

Class Features

Peril Domain Features

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

Domain Spells

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

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

Mortally Empowered

1st-level Peril Domain feature

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

- **Terminal Velocity.** If a creature you can see is below half of their maximum hit points at the start of their turn, you may spend a number of Mortality points up to half your cleric level (to a minimum of one). Until the end of their turn, that creature adds 5 feet to their speed for each Mortality point spent.
- **Back From The Brink.** After a creature you can see makes a death saving throw, you may spend any number of Mortality points to add a bonus to the roll equal to the amount spent. You must use this feature before the death saving throw is rolled. If the roll result is greater than 20, the creature gains hit points equal to the difference. If the unmodified roll is a 1, this effect is ignored and the creature still suffers two failures as even the most careful practitioner can encounter unexpected dangers.
- **Reprieve.** When a creature is healed by you, you may spend Mortality points up to the amount of hit points healed. The affected creature then gains temporary hit points equal to the amount of Mortality points spent.

Dangerous Play

1st-level Peril Domain feature

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

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

Channel Divinity: Gasping Doom

2nd-level Peril Domain feature

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

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

Death Denied

6th-level Peril Domain feature

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

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

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

Peril's Reward

8th-level Peril Domain feature

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

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

Rewards

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

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

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

Master of the End

17th-level Peril Domain feature

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

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

Circle of the Lamb Druid

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

The only thing she could complain about was her stiffness. As her arms and legs were tied to stakes driven into the ground, forcing her spread eagle in the clearing. She was finding her shoulders and hips tired of being unable to move. Though, if she was nitpicking, her mouth was getting a bit dry from being forced open so long by the gag. Thankfully, this area of the countryside was devoid of insects, so that was one less concern.

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

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

Author's Note: Service

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

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

Description

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

Class Features

Circle of the Lamb Features

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

Circle Spells

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

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

Bestow Rest

2nd-level Circle of the Lamb feature

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

Lifeblood Restoration

6th-level Circle of the Lamb feature

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

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

Giving Nature

10th-level Circle of the Lamb feature

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



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

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



Doting Affection

14th-level Circle of the Lamb feature

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

Circle of Pollen Druid

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

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

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

Description

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

Author's Note: Pheromones / Sex Pollen

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

Class Features

Circle of Pollen Features

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

Circle Spells

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

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

Plant Shape

2nd-level Circle of Pollen feature

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

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

Pollen Burst

2nd-level Circle of Pollen feature

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

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

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

- **Poisonous Vapor.** The target suffers 2d6 poison damage and is poisoned for the next 1 hour.

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

Concentrated Pheromones

6th-level Circle of Pollen feature

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

- **Erogenous Aroma.** The target has disadvantage on saving throws against your spells and abilities that add Pleasure to the target. In addition, as a reaction to the target gaining any amount of Pleasure, you may have the target gain 1 additional Pleasure. This effect lasts for 1 hour.

- **Dreadful Dander.** The target becomes frightened of you for 1 hour. The target may repeat the saving throw at the end of each of its turns, ending the effect on a success. If the target fails 3 of these saving throws in a row, the fear cannot be ended before it has run its full duration.

Neural Spores

10th-level Circle of Pollen feature

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

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

- **Paralytic Pulse.** The target is stunned until the end of its next turn.

Aspect of the Bloom

14th-level Circle of Pollen feature

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

Venomous Kiss

14th-level Circle of Pollen feature

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

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

Circle of the Tamer Druid

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

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

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

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

Description

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

Author’s Note: Pet Play

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

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

Class Features

Circle of the Tamer Features

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

Circle Spells

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

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



Pet Shape

2nd-level Circle of the Tamer feature

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

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

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

Mythical Companion

6th-level Circle of the Tamer feature

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

Empowered Shaping

10th-level Circle of the Tamer feature

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

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

Imbue Instruction

14th-level Circle of the Tamer feature

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

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



Dynamic Duelist Fighter

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

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

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

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

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

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

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

Author's Note: Switches

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

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

Description

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

Class Features

Dynamic Drive Features

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

Switchblade Proficiency

3rd-level Dynamic Duelist feature

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

Shifting Desire

3rd-level Dynamic Duelist feature

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

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

Variable Violence

3rd-level Dynamic Duelist feature

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

Mercurial Maneuvering

7th-level Dynamic Duelist feature

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

Reversing Retaliation

10th-level Dynamic Duelist feature

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

Fluid-like Focus

15th-level Dynamic Duelist feature

- **(Top) Domineering Burst.** When you use an *Action Surge*, you can use the extra action you gain to cast the *Command* spell. If you do so, the spell affects all creatures of your choice within 30 feet of you, that can hear you, and have at least 1 Pain. The DC for the saving throw is equal to 8 + your Charisma modifier + your proficiency bonus + the amount of Pain the target currently has.

- **(Bottom) Enduring Burst.** When you use your *Second Wind*, you may choose to become resistant to any one of the following damage types for 1 minute: acid, cold, fire, force, lightning, necrotic, radiant, or thunder. You may choose an additional damage type for every 2 points of Pain you have. If you have 5 or more Pain, you may instead choose one of the damage types to become immune to rather than gain any resistances.

Best of Both

18-level Dynamic Duelist feature

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

Tormenting Hunter Fighter

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

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

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

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

Description

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

Class Features

Tormenting Hunter Features

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

Implement Proficiency

3rd-level Tormenting Hunter feature

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



Author's Note: Corporal Punishment

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

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

Domineering Focus

3rd-level Tormenting Hunter feature

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

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

Mark The Next Victim

7th-level Tormenting Hunter feature

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

Cadenced Beating

10th-level Tormenting Hunter feature

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

Issue Order

15th-level Tormenting Hunter feature

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

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

No Escaping My Wrath

18th-level Tormenting Hunter feature

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

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

Way of the Feather Monk

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



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

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

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

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

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

Author's Note: Tickling

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

Description

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

Class Features

Way of the Feather Features

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

Nerve Assault

3rd-level Way of the Feather feature

As a bonus action you may spend a ki point to tickle the vulnerable nerve centers of a creature you have grappled in an attempt to render them useless through laughter. The target must make a Constitution saving throw vs your ki save DC. Creatures that are restrained make this saving throw with disadvantage. On a failure both you and the creature fall prone and the target becomes overwhelmed by laughter until the end of your next turn. While the target is overwhelmed by laughter it is incapacitated and cannot stand up. This does not break your grapple. If you use this ability on a creature that is already laughing, you need not spend a ki point.

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

Robust Grappler

3rd-level Way of the Feather feature

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

Unbreakable Pin

6th-level Way of the Feather feature

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

Torturous Sensation

11th-level Way of the Feather feature

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

Merely A Tickle

17th-level Way of the Feather feature

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

Way of the Heelbreaker Monk

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

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

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

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

Description

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

Class Features

Way of the Heelbreaker Features

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

Bring to Heel

3rd-level Way of the Heelbreaker feature

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

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

Author's Note: Foot Fetishism

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

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

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

Suffering Stomp

6th-level Way of the Heelbreaker feature

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

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

Stay Down

11th-level Way of the Heelbreaker feature

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

Where I Want You

17th-level Way of the Heelbreaker feature

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



Way of the Wick Monk

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

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

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

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

Author's Note: Wax Play

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

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

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

Description

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



Class Features

Way of the Wick Features

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

Bonus Proficiencies

3rd-level Way of the Wick feature

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

Melt Gloves

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

Smoldering Ignition
3rd-level Way of the Wick feature

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

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

Blazing Drive
6th-level Way of the Wick feature

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

Whip of Wax
11th-level Way of the Wick feature

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

Boiling Form
17th-level Way of the Wick feature

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

Oath of the Indomitable Paladin

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

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

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

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

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

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

Description

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

Class Features

Oath of the Indomitable Features

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

Domain Spells

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

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

Bonus Proficiencies

3rd-level Oath of the Indomitable feature

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

Sargat Sanctuary

3rd-level Oath of the Indomitable feature

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

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

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



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

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

Channel Divinity

3rd-level Oath of the Indomitable feature

You gain the following two Channel Divinity options:

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

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

Aura of Bravery

7th-level Indomitable Oath feature

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

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

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

Author's Note: Objectification

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

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

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

Living Shield

7th-level Indomitable Oath feature

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

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

Unyielding Bulwark

15th-level Indomitable Oath feature

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

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

Indomitable Champion

20th-level Indomitable Oath feature

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

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

Oath of the Sagittarian Paladin

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

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

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

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

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

Description

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

Class Features

Sagittarian Oath Features

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

Domain Spells

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

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

Equine Combat

3rd-level Sagittarian Oath feature

You have sharpened your focus on the equestrian arts to such a degree that you can function as a mount yourself. This can take many forms, anything from pulling a small cart, a back mounted saddle rig, or simply letting another take control of the reins attached to your bridle. Whatever the method, a creature of your size or smaller may mount you as an action.

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

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

Author's Note: Pony Play

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

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

Cavalry Tactics

3rd-level Sagittarian Oath feature

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



- **Charge Strike.** If you move at least 10 feet in a straight line directly toward a creature, the charged creature must succeed on a Strength saving throw or be knocked prone. The DC for this features is equal to 8 + your proficiency bonus + your Strength modifier.

- **Circle Flank.** If you move from one side of a creature to its opposite side with your movement, until the start of your next turn your rider makes all melee attacks with advantage against that creature.

- **Hind Kick.** You kick out with one of your powerful legs. When you take the attack action to make an unarmed attack against a creature within 5 feet of you, on a hit you deal 1d8 + your Strength modifier bludgeoning damage and may push the creature 5 feet away from you.

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

- **Guarded.** Your rider has a bonus to their AC and Dexterity saving throws equal to your proficiency bonus.

- **Inspiring.** Your rider has advantage on Intelligence, Wisdom, and Charisma saving throws, and is immune to being frightened. If your rider is frightened when you take this stance, the frightened effect ends.

- **Empowering.** Your rider may reroll any roll of 1 on their damage dice, but they must use the new roll, even if it is another 1. In addition, change the damage type of any damage your rider does to radiant.

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

Channel Divinity
3rd-level Sagittarian Oath feature

You gain the following two Channel Divinity options:

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

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

War Horse's Aura
7th-level Sagittarian Oath feature

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

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

Spry Step
15th-level Sagittarian Oath feature

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

Holy Steed
20th-level Sagittarian Oath feature

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

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

- You have resistance to all forms of damage from creatures other than yourself.

- You have a fly speed of 30 feet.

- You and your rider may move through other creatures and inanimate objects. If you end your movement in the same spot as a solid object or another creature, you are immediately shunted to the nearest unoccupied space.

- At the end of your turn, you may choose to have each creature you moved through this turn either take 2d6 radiant damage or heal 2d6 hit points, the choice you make applies to all eligible creatures.

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

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

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

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

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

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

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

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

Description

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

Class Features

Horrorling Witch Features

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

Author's Note: Teratophilia

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

Horrorling Witch Magic

3rd-level Horrorling Witch feature

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

Horrorling Witch Spells

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

Bonded Beginnings

3rd-level Horrorling Witch feature

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



Symbiotic Warfare
3rd-level Horrorling Witch feature

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

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

Growing Close
7th-level Horrorling Witch feature

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

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

Feast
7th-level Horrorling Witch feature

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

Inseparable Pair
11th-level Horrorling Witch feature

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

Ravenous Grasp
11th-level Horrorling Witch feature

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

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

Purpose Fulfilled
15th-level Horrorling Witch feature

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

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

Flurry of Fangs and Claws
15th-level Horrorling Witch feature

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

Slinglash Conclave Ranger

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

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

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

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



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

Description

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

Author's Note: Latex

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

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

Class Features

Slinglash Conclave Features

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

Slinglash Conclave Magic

3rd-level Slinglash Conclave feature

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

Slinglash Conclave Spells

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

Preferred Weapon: Sling

3rd-level Slinglash Conclave feature

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

Ooze Companion

3rd-level Slinglash Conclave feature

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

When you form the bond with your ooze, its essence becomes infused into an object of your choosing no bigger than a foot in size in any dimension. This item is known as an Oozehaven, and it most commonly takes the form of a flask. When your ooze companion is reduced to 0 hit points, it quickly evaporates into nothingness. You may create a new body for your ooze by focusing on its Oozehaven during a long rest. Similarly, you may restore your Ooze companion to full hit points by focusing on their Oozehaven during a short rest. When you do so, spend any number and level of spell slots. Your ooze regains 1d8 plus your Wisdom modifier hit points for every level of spell slot spent.

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

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

Laticifex Ammunition

3rd-level Slinglash Conclave feature

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

- **Luminous Splatter (1 Hit Point).** You fire a glob of ooze in which you imbue a minor magical charge. Choose a spot on an object or structure you can see within 150 feet, the glob hits that point creating a splatter 2 feet in radius which glows with dim light out to 30 feet. You can instead target a creature with this action, in which case make an attack roll against the target's Armor Class to determine if the glob hits its target.

- **Hobbling Wrap (5 Hit Points).** Make an attack roll against a creature within range of your weapon. On a hit, the attack deals normal damage and if the creature is Large or smaller, they are grappled until freed as the ooze wraps around their feet, binding them. A creature can use an action to make a Strength check versus your spell save DC, freeing itself on a success.

- **Gagging Glob (5 Hit Points).** Make an attack roll against a Large or smaller creature within range of your weapon. On a hit, the creature becomes gagged by the hunk of ooze. While gagged, the creature can only speak in unintelligible mumbles and cannot satisfy the verbal component for casting spells. A creature can use an action to make a Strength check versus your spell save DC, removing the gag on a success.

- **Restraining Shot (10 Hit Points).** Make an attack roll against a creature within range of your weapon. On a hit, the attack deals normal damage and if the creature is Large or smaller, they are restrained until freed as the ooze wraps around their limbs. An affected creature can use an action to make a Strength (Athletics) check versus your spell save DC, freeing itself on a success.

Sling Expertise
7th-level Slinglash Conclave feature

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

Laticifex Armor
11th-level Slinglash Conclave feature

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

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

Glossbite Lashes
11th-level Slinglash Conclave feature

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

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

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

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

Satiny Shield
15th-level Slinglash Conclave feature

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

Null Visage Rogue

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

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

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

Description

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

Class Features

Null Visage Features

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



Author's Note: Gimp Suits

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

Psionic Blades

3rd-level Null Visage feature

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

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

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

Unimportant

3rd-level Null Visage feature

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

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

Background Piece

9th-level Null Visage feature

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

One of the Crowd

13th-level Null Visage feature

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

A Familiar Face

17th-level Null Visage feature

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

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

Stitcher Rogue

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

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

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

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

Author's Note: Needle Play

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

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

Description

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

Class Features

Stitcher Features

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

Needle Proficiency

3rd-level Stitcher feature

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

Threading Art

3rd-level Stitcher feature

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

- **Binding Weave.** When you hit with an attack using Steelsilk Needles, you can attach Steelsilk Thread to a creature. If the attack hits, the target is considered threaded. Against objects, you may thread the target as an action instead. When you thread a target, you may thread link it to a previously threaded target within 60ft. A creature may break a thread link by using an action to make a Strength saving throw against your thread DC. If one target breaks their thread link, both targets are no longer considered to be thread linked. A creature may only be thread linked to a single other creature at a time. Threads created this way are nearly invisible and require a Wisdom (Perception) or Intelligence (Investigation) check against your thread DC to perceive.

- **Draw Tight.** As a bonus action you may pull two thread linked targets together. Using the GM's discretion based on weight and size, the targets move together or one moves to the other, and both suffer 2d6 bludgeoning damage per 5 feet traveled. If one of the targets is considered by the GM to be immovable, the other target becomes restrained to the immovable object. If both



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

Cinched Fate
9th-level Stitcher feature

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

Puppeteering Strings
13th-level Stitcher feature

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

Living Needles
17th-level Stitcher feature

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

A Stitch in Time
17th-level Stitcher feature

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

Sanguine Hex Sorcerer

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

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

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

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

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

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

Description

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



Author's Note: Blood Play

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

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

Class Features

Sanguine Hex Features

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

Start the Flow

1st-level Sanguine Hex feature

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

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

Wetwork

3rd-level Sanguine Hex feature

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

Expanded Metamagic

3rd-level Soulfire feature

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

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

Essence Drain

6th-level Sanguine Hex feature

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

Hemohex

14th-level Sanguine Hex feature

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

Manipulate Lifeblood

18th- Sanguine Hex feature

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

Soulfire Sorcerer

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

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

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

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

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

Description

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

Class Features

Soulfire Features

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



Everbound

1st-level Soulfire feature

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

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

Expanded Metamagic

3rd-level Soulfire feature

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

- **Detonating Demise.** When you reach 0 hit points, you may spend 2 sorcery points and have any number of creatures of your choosing within 30 ft. make a Dexterity saving throw against your spell save DC. On a failure, that creature suffers 4d6 fire damage plus 1d6 additional fire damage for each point of Pain that creature has. On a success, they take half as much damage.

- **Consume Spirit.** When you deal fire damage to at least one creature with a non-cantrip spell, you may spend sorcery points equal to the level of the spell to deal a bonus 1d6 fire damage to for each point of Pain the affected creature possesses.

Author's Note: Self Bondage

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

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

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

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

Infernomorph
6th-level Soulfire feature

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

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

Kindleskin
14th-level Soulfire feature

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

One with the Flame
18th-level Soulfire feature

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

The Alabaster Warlock
Purple eyes shone in the dark.

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

Purple light, gleaming as they pierced the veil.

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

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

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

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

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

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

Class Features
Alabaster Features

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

Expanded Spell List
1st-level Alabaster feature

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

Alabaster Expanded Spells

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

Enthrall Companion
1st-level Alabaster feature

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

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

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

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



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

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

Devoted Thrall

6th-level Alabaster feature

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

Devil's Due

10th-level Alabaster feature

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

Stoke the Fire

14th-level Alabaster feature

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

Passionate Defense

14th-level Alabaster feature

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

Author's Note: Hypnosis

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

The Contract Warlock

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

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

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

"Excuse me?" inquired the Broker.

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

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

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

Description

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

Note to Game Masters

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

Author's Note: Negotiating / Contracts

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

Class Features

Contract Features

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

Expanded Spell List

1st-level Contract feature

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

Contract Expanded Spells

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

Assessing Eye

1st-level Contract feature

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

Pact Bound

1st-level Contract feature

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

Broker An Accord

6th-level Contract feature

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

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

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

Terms

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

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

Duration

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

When a contract is nullified either because its duration is completed or because one of the parties breaks one or more of the terms, all effects of the contract end with the exception of material goods such as items or money that changed hands as part of the contract. As such, terms which define the exchange of physical items are generally considered payments and rarely can cause the contract to be broken (even in the case where they are later stolen back).

Damage Clauses

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

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

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

Optional Rule: Expanded Terms and Clauses

Either party in a contract may suggest a term or damage clause not in the tables above. In this case, it is up to the GM to set an appropriate Deal Value for what is being proposed. It is suggested only GMs which are ready to mediate the contract forging process be willing to allow this as it can increase the complexity of the contract tremendously and increases the possibility of an unbalanced contract in regards to gameplay.

Silver Tongued Devil

10th-level Contract feature

You gain proficiency in the Charisma (Persuasion) and Charisma (Deception) skills. For each of these skills that you are already proficient in when you gain this feature you may instead choose a skill that relies on either Charisma or Intelligence to become proficient in. Your proficiency bonus is also doubled when you make an ability check that makes use of either the Persuasion or Deception skill.

Exploit Loophole

14th-level Contract feature

As a bonus action you may enact a clever series of loopholes based on logic or verbiage you drafted into one of your contracts. For the next minute you are not affected by any number of the terms of a single contract that is affecting you. Any terms of that contract that affect the other party continue to affect them as though nothing had changed. You may use this feature once per short rest.

Contract Terms

DV	Term Description
1	One party gives the other currency or valuable items. The DV of this term is increased by 1 for each 1,000gp worth of currency or items being transferred.
2	Choose a level of spell slot. One party loses a spell slot of that level, the other party gains a spell slot of that level. This term does not transfer capability to cast particular spells, only the spell slot itself is transferred. The DV of this term is increased by 2 for each spell slot level chosen above 1st.
2	One party loses immunity to a type of condition, which they may never benefit from even if they were to gain immunity to that condition from another effect after the contract comes into effect. The other party gains immunity to that condition.
2	One party must satisfy at least one task the other party sets for them. The nature of a task may never result in either party's certain death. If the contract's duration ends before all tasks are completed, the contract is broken by the party that failed to complete them.
3	One party chooses a language, skill, or tool they are proficient in. They lose proficiency in that language, skill, or tool and the other party becomes proficient in it.
3	When one party would gain either Pain or Pleasure, the other party receives that amount instead. When this term is added to a contract, choose only one of either Pain or Pleasure for this effect.
3	One party loses resistance to a type of damage, which they may never benefit from even if they were to gain resistance to that damage type from another effect after the contract comes into effect. The other party gains resistance to that damage type.
4	One party's AC is lowered by 2 and the other party's AC is raised by 2. No creature may ever gain or lose more than 2 from the normal value of their AC in this way.
4	One party may not either directly or through inaction deal damage to the other party.
5	One party's ability score is raised by 1 and the other's is lowered by 1. No creature may ever gain or lose more than 2 from the normal value of an ability score in this way.
5	One party's maximum hit points is lowered by 5 while the other party's maximum hit points is raised by 5.
5	One party becomes affected by the *Geas* spell as though the other party had cast it, and automatically fails the saving throw for the spell. The duration of the spell is changed to match the duration of the contract.

Contract Durations

Multiplier	Duration
1x	24 hours
2x	1 month
3x	1 year
4x	Perpetual

Contract Damage Clauses

Clause Effect
The contract breaker becomes charmed by and falls in love with the other party for the next year.
The contract breaker is bound in a manner of the GM's choosing and teleported to an unoccupied space adjacent to the other party.
All currency the contract breaker possesses and accrues over the course of the next year becomes magically transported to be in the possession of the other party.
The contract breaker becomes petrified by the *Statue of Torment* spell, automatically failing the saving throw for the spell in the process. After 30 days have elapsed a creature petrified in this way may attempt to succeed on a Constitution saving throw with a DC equal to 8 + the other party's Charisma modifier + the other party's proficiency bonus in order to end the petrification. If a creature fails this saving throw it may try again each time another 30 days have elapsed.
The contract breaker must bear a child for the other party sometime in the next year. If either party is unable to achieve this for anatomical reasons, their body is magically altered to make this possible.
For the next year, the contract breaker may not speak unless given explicit permission by the other party to do so.
Both parties specify a task that the contract breaker will have to complete should this damage clause become active. Any ability checks, attack rolls, and saving throws made by the contractor breaker have disadvantage unless they are partaking in an activity directly related to completing that task.



The Sublime Slithering Warlock

One by one they came. Writhing, wriggling, wrapping, and clinging, they arose from the ground summoned by Avery's droning incantation. Every few words spoken from Avery's lips allowed another dark mottled tentacle of the Sublime Slithering to enter our reality.

Heroes quested to prevent such occurrences. For this reason, Avery had built their own sanctum deep beneath the city's streets. A sanctum which now was becoming quite cramped as each moment went by and the summoning ritual continued.

Soon, Avery found themself being pressed on all sides by thrashing tendrils. The jostling made the intonations difficult, but Avery pressed on. It was only when the tentacles began investigating Avery's form in earnest that the words ceased. It would have to be enough, for Avery could no longer continue. With this, the second phase began.

They were lifted by the tentacles, ensnared in them. For their part, Avery gave themselves over entirely to the experience. Even when the tendrils began probing for openings in Avery's body, seeking eagerly to enter them, it only served to heighten Avery's sense of exaltation.

For the next several hours Avery endured all that the tentacles did. At several points the sensations overwhelmed them, but there was little for Avery to do except endure.

In time, the power of the summoning faded. With it went the manifestations of the Sublime Slithering. Avery was left panting and spent on the cold stone floor, gasping and entirely unconcerned with gathering their wits once more.

When they did return to a normal state of thought, there was but one notion in Avery's mind: how they would gather the components to complete the ritual once more.

Description

Be it an aquatic leviathan or a horror from the outer reaches of reality, the warlocks who have taken upon themselves a fragment of the Sublime Slithering have made a pact that allows them to summon tendrils of these creatures. The more devoted will give themselves over to the tentacles, using their body as a host to allow more of the Sublime's Slithering power to manifest.

Author's Note: Tentacles

Tentacles are a unique form of kink in that they can act as a dominant force and a method of binding all at the same time. While often impractical in real life, fantasies involving tentacles are common, with scenes involving victims not only restrained by the tentacles but also penetrated or pleasured by them. In addition, the inhuman aspect of the tentacles leads to an air of *other* to the dominating force, further increasing helplessness.

Class Features

Sublime Slithering Features

Warlock Level	Feature
1st	Expanded Spell List, Bonus Proficiencies, Tendril Breach
6th	Firm Grip, Open Invitation
10th	Revel in Their Attention
14th	Vessel Fulfilled

Expanded Spell List

1st-level Sublime Slithering feature

The entities of the Sublime Slithering have gifted you with an expanded list of spells to choose from. The following spells are added to the warlock spell list for you.

Sublime Slithering Expanded Spells

Spell Level	Spells
1st	Entangle (as tendrils), Hideous Laughter
2nd	Alter Self, Ray of Enfeeblement
3rd	Bestow Curse, Spirit Guardians
4th	Black Tentacles, Vitriolic Sphere
5th	Dominate Person, Telepathic Bond

Bonus Proficiencies

1st-level Pact of the Sublime Slithering feature

You gain proficiency with martial weapons and medium armor.

Tendril Breach

1st-level Sublime Slithering feature

You gain the ability to channel forth and utilize manifestations of the Sublime Slithering in our world. You may use the following features.

- **Summon Tendril.** As a bonus action you may summon a tentacle or tendril of your chosen Sublime Slithering entity attached to a solid surface within 20 feet of you. Tendrils last for 1 minute, have 1 hit point, have an armor class equal to 10 + your proficiency modifier, have no bonus to saving throws they are required to make, are immune to all conditions, and a space occupied by a tendril is considered difficult terrain. Tendrils may be dismissed for free during your turn. You may have a maximum number of tendrils active equal to your proficiency bonus.

- **Slamming Strike.** When you hit with a melee attack, you may have any number of your tendrils within 10 feet of the target join the attack. For each tendril that does so, deal an additional 1d6 bludgeoning damage for the attack. This damage is considered to be magical for the purposes of calculating damage. Each tendril may only join an attack once per round. No creature may be affected or dealt damage by this ability more than once per round.

Firm Grip
6th-level Sublime Slithering feature

As a reaction, after one or more of your tendrils deals damage to a medium or smaller sized creature, you may have that creature make a Dexterity saving throw vs your spell save DC. On a failure the tendril grapples that creature. Increase the size of creature that is able to be grappled by one size for each additional tendril that has damaged it the turn you use this ability. The creature may break the grapple using an action to make a Strength saving throw against your spell save DC.

Open Invitation
6th-level Sublime Slithering feature

You have learned to invite the Sublime Slithering to use you as it will. As an action all of your tendrils that are within 10 feet of you wrap themselves around you and fill you, while they do so you are considered to have succumbed. You may end the succumbed effect at the start of your turn. While you are succumbed, you are restrained and you gain the following features.

- **Probing & Bulging.** At the end of your turn, you may gain 1 Pleasure for each tendril within 10 feet of you.
- **Obscured By Writhing.** You have 3/4 cover.
- **Lash Out.** As an action, you may have a number of your tendrils up to an amount equal to your Pleasure, to a maximum equal to your proficiency bonus, make a melee attack against a creature within 10 feet of them. You may add your spell attack bonus to their hit roll and on a hit a tendril deals 1d6 + your current Pleasure bludgeoning damage to the target. These attacks may never benefit from the *Slamming Strike* ability.

Revel in Their Attention
10th-level Sublime Slithering feature

When you start your turn succumbed you may gain temporary hit points equal to double the amount of Pleasure points you have, up to a maximum of the number of levels you possess in the Warlock class.

Vessel Fulfilled
14th-level Sublime Slithering feature

You can manifest your tendrils into reality solidly enough that they can deposit a fragment of the Sublime Slithering's essence into your body. While you are succumbed, as an action, you may birth an Aberration of CR 5 or lower to a space within 5 feet of you. The Aberration shares your initiative and is under your control. After 1 minute the creature dissolves back into the aether. You may use this feature once per long rest.

Eldritch Invocations
The following eldritch invocation options are appropriate for any character in the Bundheim campaign settings.

Agonizing Lash
When you cast *Eldritch Blast*, you may change the range of the spell to melee with a range of 10 feet. If you do so and the spell hits, you deal bonus damage equal to the target's Pain.

Alluring Visage
Prerequisite: The Alabaster

When a humanoid makes a saving throw to resist being charmed by you, they do so with disadvantage.

Collector of Contracts
Prerequisite: The Contract

You may have an additional number of contracts active at any given time equal to half of your proficiency bonus, rounded up.



Eager Summoning
Prerequisite: The Sublime Slithering

When you summon a tendril of the Sublime Slithering, you may summon an extra tendril.

Hit the Spot
Prerequisite: The Alabaster

If you would add Pleasure points to your thrall, you may add that many plus one.

Intimate Knowledge
Prerequisite: The Alabaster

You can speak telepathically with your thrall, and they can reply in turn. In addition, you have access to all knowledge your thrall possesses.

Many Faced Manipulator
Prerequisite: 7th level

You can cast *Mirror Image* once using a warlock spell slot. You can't do so again until you finish a long rest. While you are under the effects of mirror image being cast through this invocation, enchantment and illusion spells you cast of 5th level or lower that target one or more creatures may target an additional number of creatures equal to the amount of duplicates you have. This invocation has no effect on area of effect spells.

Nervefire
Prerequisite: 5th level

If you would gain Pleasure, as a reaction you may gain twice that amount instead.

Quick Appraisal
Prerequisite: The Contract

The time it takes for you to study another creature to learn information about it for the *Assessing Eye* feature is reduced to 1 bonus action.

Relentless Manifestation
Prerequisite: The Sublime Slithering

Your tendrils may join in on any number of attacks for your *Slamming Strike* ability, but a creature may still only be effected by the *Slamming Strike* ability once per round.

Savor the Taste
Prerequisite: The Alabaster

If you would roll dice as a result of removing Pleasure points from your thrall, you may count the result of the dice as their maximum value instead.

School of Dilemmaturgy

With one last tug, Safzira secured the final knot of the rig. Her friend, Pris, stood fastened as close to the center of their dorm room as the two beds and other miscellaneous furniture would allow in the cramped space. The rope work wasn't particularly complex, for both Safzira and Pris were still students, only now beginning their studies. Despite this it was functional, and Pris found she had very little ability to move.

Letting out a sigh at having accomplished at least something this afternoon, Safzira picked up the tome that had been guiding her. Using one finger to trace line by line she read the directions, making sure each specific detail was noted. For her part, Pris simply watched Safzira. Her part in today's endeavor was already set and there was little she could do to alter it.

A heavy *whump* thudded off the walls as Safzira slammed closed the book. She smirked as her gaze fell upon Pris' bound form. She set down the tome, then held out front her two hands. With a minor whisper of power, Safzira summoned two motes of elemental energy above them. In her right hand, a crackling ball of lightning twitched erratically. In her left, a slowly spinning ball of ice dripped mist off its shell.

"The experiment is simple, Pris. In a moment I will send these two motes forward toward you. One of which will roam your body, zapping or chilling you as it pleases. Meanwhile its kin will orbit you, waiting eagerly for you to ask for it. At any moment you may say the words 'please, no more' and the motes will change places, ice for lightning and vice versa. I shall be at my desk taking notes, seeing how long you favor which element's torments, and how often you decide to switch between the two" Safzira explained.

"But how long will the experiment last? How long must I endure?" Pris inquired, her trepidation evident by the quaver laced in her voice.

"That too, shall be the focus of this study. Now then, let us begin" stated Safzira, refraining from answering the question. The two motes drifted forward from Sazfira's palms. Pris started to struggle even before the torture began.

Description

Dilemmaturges excel at turning choice against their foes. Tapping into various arcane techniques, such mages present situations where their foe chooses their suffering, but in turn can craft more powerful effects from the freedom such a choice entails. However, their prodigious intellect ensures that no matter the choice, the Dilemmaturge achieves a satisfactory result for themselves.

Class Features

School of Dilemmaturgy Features

Wizard Level	Feature
2nd	Designed Suffering, Dilemmaturgy Savant
6th	Plight Proficiency
10th	Interesting Choice
14th	Inevitable Outcome

Author's Note: Predicament Bondage

Predicament play is predicated on creating a state of choices. The victim may choose between one or more outcomes, but no matter which is chosen there is always an unfavorable outcome. This in turn increases the sense of vulnerability in the situation.

Sometimes the scenes are built with a forgone conclusion, such as the victim fighting against the pull of gravity to prevent pain, but their muscles will eventually tire and they will be subjected to the punishment. Regardless, *predicament bondage* is unique in giving the victim a sense of agency, but ultimately left devoid of any ability to change the situation in a meaningful way.

Designed Suffering

2nd-level School of Dilemmaturgy feature

You have studied the art of mixing choice with punishment. When you finish a long rest, you may prepare a number of Predicaments equal to your Intelligence modifier, to a minimum of one.

To prepare a Predicament, choose 2 spells of different schools, that have a casting time of 1 Action, and are at maximum a spell of 5th level to comprise it. You may find it helpful to assign each Predicament a name.

As an action, you may enact one of your prepared Predicaments by choosing one creature you can see. That creature chooses one of the two spells comprising that Predicament. You then cast the chosen spell as part of this action, spending the required spell slot to do so. If the spell requires an attack roll, you have advantage on the roll against that creature. Likewise, if the spell requires a saving throw, the creature does so with disadvantage. If the spell affects other creatures, they do not receive either of these penalties.

Dilemmaturgy Savant

2nd-level School of Dilemmaturgy feature

The gold and time you must spend to copy a spell into your spellbook is halved for spells with a casting time of 1 Action.

Plight Proficiency

6th-level School of Dilemmaturgy feature

Casting spells by the means of your Predicaments expends only a fraction of your spellcasting reserves. When you cast a spell of 2nd level or higher using a spell slot as part of enacting a Predicament, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Interesting Choice

10th-level School of Dilemmaturgy feature

When you deal acid, cold, fire, lighting, or thunder damage to a creature, you may use your reaction to offer protection to that creature. If the creature takes the offer, they gain resistance to the damage type they are suffering from among the previous list for the duration of that effect. After that effect ends, the next time they take damage of any of those types (even beyond the one chosen), they are Vulnerable to it.

Inevitable Outcome

14th-level School of Dilemmaturgy feature

When you enact a Predicament, you may secretly choose one of the two spells. After the choice of which spell will take effect is made by the target, reveal your choice. If the two choices match, an attack roll for that spell against the target critically hits on an unmodified roll of 18-20, and the target must make any required saving throws with a -2 penalty for the spell's effects.



School of Inscription

"It is often said that a painting is worth a thousand words, but it is the thousand words that get written into a spellbook. Without words, there is no power, no persuasion, no description, no language." Those had been the words of Lars' professor, who was appropriately a wind bag.

He hadn't expected to be the focus of the demonstration, but Lars now stood on a podium-like stage in the center of the lecture hall. He wasn't sure why this demonstration required him to be bound, much less so strictly, but the fact it did made him very nervous.

The professor approached, brandishing a quill in a such a manner that Lars feared he would be gutted by it. The tip scratched as it scrawled across his arm, and Lars could make out the word "Dunce" being written on his bicep. Just as the word finished, Lars felt his mind fog. He could no longer properly recall much of his learning, nor call upon the prodigious cognitive abilities that had gotten him admitted to this academy in the first place.

"A simple word, for a simple man. Or at least, that is what our fellow here is now" the professor explained. The point made, he retrieved an indigo cloth from his belt, and wiped the ink away from Lars' arm. Immediately, he felt his wits return to him.

This process continued for some time, cycling through common descriptors such as "Affectionate", "Stalwart", and "Prideful", each bringing fresh humiliation to Lars as his personality shifted from the effects of the words. The professor however knew the last lesson was the most important.

Upon Lars' chest, the professor wrote the word "Powerful". In a flash, arcane lightning radiated from Lars' form as he gently lifted into the air, held down only by the bonds that tied him. He couldn't hold it back, the energy pulsed from the word and out into the world at large. Students screamed and ducked as Lars became an archon of arcane energy, one who did not know how to control himself.

The professor let this state continue just long enough to get his point across, before he secured Lars with a spell and wiped away the ink.

"Without words, there is no power. With them, there is much danger. We can use them to harm and to heal. Choose them carefully, in all instances" the professor commanded, letting the room settle once more.

Author's Note: Body Writing

Words indeed have power, and by writing them on the skin one can make them omnipresent. In BDSM this can take the form of labeling, such as writing "slut" on the forehead to label a person as such. In this manner words work to shame or humiliate the person, reducing them to what the label proclaims them to be.

However, sometimes the practice involves encouragement and gentle domination. In these cases words of praise can be written on the skin, such as "beautiful" or "strong". Regardless of the use, marking the body for many is an erotic experience which can create a mental state based upon the words chosen.

Description

Arcanists who pursue the ancient art of inscription seek to wield words in the same manner one might a sword. Using both their own bodies and those of their foes, they are adept at inscribing spell effects such that they are more potent than when normally crafted. Many also utilize their own bodies as extensions of their spellbooks, ensuring they always have the spells they require prepared.

Class Features

School of Inscription Features

Wizard Level	Feature
2nd	Inscription Savant, Living Codex
6th	Compose Boon
10th	True Statement
14th	Branding Incantation

Inscription Savant

2nd-level School of Inscription feature

The gold and time you must spend to copy a spell into your spellbook is halved for spells with a range of Self or Touch.

Living Codex

2nd-level School of Inscription feature

Your inscription technique has grown more potent such that you can store spells upon your own flesh. You may store a number of additional spells equal to your profiency bonus by writing them upon your body with specially made ink.

One spell can be written upon each limb, one upon the torso, and one upon the head or face. Writing these spells upon yourself still requires 50 gp worth of material components and 2 hours for each level of spell inscribed. However, you are considered as always having these spells prepared and they do not count against the amount of spells you can prepare.

A spell can be removed from your skin by spending 100 gp of enchanted soaps and 2 hours scrubbing. Only 1 spell can be inscribed in a given portion of your body at a time.

Compose Boon

6th-level School of Inscription feature

When you cast a spell of 3rd level or lower with a range of Self or Touch in which you choose yourself as the target, you may spend 1 minute to write the name of the spell or an appropriate word to describe it upon your body. While a spell is inscribed this way, you are considered concentrating on it. When you make a concentration check, the DC for success is increased by 5 for each spell you are concentrating on beyond the first. When your concentration is broken all spells you were concentrating on end. If a spell written upon your body ends, the inscription fades from your flesh.

True Statement

10th-level School of Inscription feature

When you gain this feature you may choose a word or statement that speaks to the core essence of your being. That word or statement is magically inscribed permanently upon your skin by ink, scarring, or another appropriate method of your choosing.

Choose a spell of 3rd level or lower that fits thematically with that statement and has a range of Self or Touch. For example, one might choose "nobody notices me" for the statement, and choose *Invisibility* for the spell. This spell can be from any class' spell list or school of magic and you are considered to always have this spell prepared. You may cast this spell without somatic or verbal components, or expending a spell slot. If the spell has a range of Touch, you must choose yourself as the target. You may use this feature two times, regaining spent uses after finishing a long rest.

Branding Incantation

14th-level School of Inscription feature

When you cast a spell of 5th-level or lower with a range of Touch, a duration of Instantaneous, and you either hit with an attack roll or the target fails a saving throw for that spell, you may mark the target's skin with the words and sigils of the spell.

At the beginning of their turn, any creatures marked in such a way must make a Charisma saving throw against your spell save DC. On a failure, they are affected by the spell marked on them once more, but all attack rolls automatically hit and they automatically fail any required saving throws for that spell. On a success, the mark fades and there is no effect.

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



Feats

The following feats are appropriate for characters participating in a Kinks and Cantrips campaign.

Alluring

Requirement: Charisma 15 or higher

Your very presence is magnetic, and you find that people are intrinsically drawn to pleasing you. When a creature that can see you with Intelligence 8 or greater is required to make a saving throw against an effect or spell of yours that charms them, they do so with disadvantage. You also have advantage on Charisma (Persuasion) checks.

Attendant's Massage

You may spend 10 minutes massaging a creature after which point that creature can roll a number of its hit dice equal to your proficiency bonus. That creature gains hit points equal to the result rolled plus your Dexterity modifier. You may instead spend 1 hour massaging a creature with a focus on creating an erotic or torturous experience during the massage. When you do so the creature gains either 1 Pleasure or 1 Pain (your choice) which it keeps until it finishes a long rest. A creature may never accrue more than 1 Pleasure or Pain from this ability at a given time.

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

Author's Note: Erotic Massage

Like all touch, massage can be a sensual and intimate experience for one or more parties. It can be used as an act of service by a submissive to comfort their dominant, a tool of torture where pressure creates soreness, or a potent tool in combating stiffness during aftercare. Many find applying massage technique to a bound individual creates a sense of connection and vulnerability similar to manhandling without the necessary roughness.

Caustic Genealogy

Requirement: Cubeling

You owe your heritage to a particularly corrosive species of ooze and thus have a form that is particularly acidic. You may press your flesh against a non-magical object susceptible to acid and corrode it over the course of 1 minute. As well, you may attempt to occupy the space of any creature that is at least one size smaller than you. Creatures that begin their turn in a space occupied by you suffer 2d6 acid damage and must make a Strength saving throw. On a failure their movement speed is reduced by half until the start of their next turn. The DC for this saving throw is 8 + your Constitution modifier + your proficiency bonus.

Compersive

Drawing satisfaction from the satisfaction of others, you gain the following benefits:

- When you cause a creature to gain Pleasure, you may choose to have them gain 1 additional Pleasure.
- If a creature is required to make a Constitution saving throw for accruing more than their maximum Pleasure due to your direct action, you may choose for the creature to have disadvantage on that saving throw.
- If a creature you can see fails the Constitution saving throw for accruing more than their maximum Pleasure within 30 feet of you, you gain Inspiration.

Contortionist

Requirement: Dexterity 15 or higher

Your joints are incredibly pliable, giving you a range of motion greater than the average person. You have advantage on skill checks and Strength or Dexterity saving throws related to being grappled or restrained. In addition, you may fit into any container or space that could contain your total volume.

Devious Frenzy

Glee at the suffering of others spurs you to action. When a creature you can see within 60 feet of you gains any amount of Pain, as a reaction you may make a single melee attack against a creature you can reach. You make this attack after the effect that added Pain to the creature is resolved. If the creature that gained Pain exceeded its maximum and failed the Constitution saving throw for doing so, your attack critically hits on an unmodified roll of 18-20.

Endorphin Button

Requirement: Stitcher Rogue

Via an array of crisscrossing needles in the skin of a creature you create a button-like area of flesh that can be pressed to release endorphins. You may spend an hour to do this and a creature that has been adorned with such a button may press on it as a bonus action. When they do so the creature gains 1 Pleasure.

If a melee attack roll against the adorned creature surpasses its armor class by 5 or more, they gain 1 Pain and suffer additional piercing damage equal to their Pain from the attack.

The array of needles may be removed by a creature within 5 feet of the adorned creature spending 1 minute to do so.

Empowered Heritage

Requirement: Mythkin

When you damage or heal a creature with one of your Mythical Moment abilities, you add a bonus to the damage or healing roll equal to half your level (rounded up).

Exhibitionist

You find the idea of acting upon your desires while others are watching to be incredibly enticing. When you gain Pleasure or Pain while at least 5 other creatures can see you, you you may gain a d6 bonus to the next attack roll, ability check, or saving throw you make. You may use this feat a number of times equal to your proficiency bonus. You regain all spent uses of the feat when you take a short rest.

Grateful Reprieve

You have learned to appreciate not being the focus of sadistic wrath from one of your companions. When a creature you can see within 120 feet of you gains Pain from the actions of a creature friendly to you, you you may gain a d6 bonus to the next attack roll, ability check, or saving throw you make. You may use this feat a number of times equal to your Intelligence modifier (to a minimum of one). You regain all spent uses of the feat when you finish a short rest.

Hedonist

Always eager to partake in pleasurable activities, you gain the following benefits:

- When you gain any amount of Pleasure, you may choose to gain 1 additional Pleasure.
- If you are required to make a Constitution saving throw for accruing more than your maximum Pleasure, you may choose to have advantage on that saving throw.
- If you fail the Constitution saving throw for accruing more than your maximum Pleasure, you gain Inspiration and have your movement speed reduced to half its normal value until the end of your next turn rather than becoming stunned.

High Tolerance

You are well versed in experiencing intense sensations and thus are familiar with keeping your wits about you when subjected to them. When you are required to make a Constitution saving throw due to exceeding your maximum Pain or Pleasure, you may make that saving throw with advantage. You may also choose to gain 1 less Pleasure or Pain (to a minimum of 1) when you gain any amount of either.

Honing Fervor

Requirement: Constitution 15 or higher

As you physically experience more intense sensations, you grow more capable in combat. While your combination of Pain and Pleasure is higher than 10, any damage you deal cannot be halved (this includes instances of passing saving throws or resistances). If you are at your maximum for both Pain and Pleasure, instead damage you deal can be neither ignored or reduced by any means (this bypasses damage immunities).

Hybrid Physique

Your body has developed Furfolk traits in addition to the traits your heritage has naturally given you, whether by genetics, magic, or other means. Choose one trait from the either the Predacious or Quarry Furfolk *Bestial Heritage* lists and you gain that trait. If your race is already one of these types of Furfolk, you may choose two traits to gain instead.

Hypnotic Predation

The eyes, they say, are the window to the soul; and the mind is the sharpest weapon. By preying on both, you have mastered the art of hypnotizing your enemies. When you cast a spell that charms or frightens the target and requires a saving throw, you may change the type of saving throw required to be Intelligence instead.

In addition, as an action you may cast Detect Thoughts on a creature that is charmed or frightened by you. The duration of this spell is changed to 1 round instead of its normal duration, it does not require concentration, and you may change the type of saving throw required to probe deeper into the creature's mind to be Intelligence rather than Wisdom.

Hypnotic Spell

You have gained the ability to project your spells into a creature's mind via hypnosis. If you are casting a spell that deals damage, you may choose a single creature with an Intelligence of 4 or higher that can see you to hypnotically enact the spell's effects as an attack upon their mind. When you do so, the spell being cast only affects the chosen creature, regardless of its regular targeting properties, and all damage done is changed to psychic damage. You must still make attack rolls for spells that require them, and the creature still makes a saving throw if one is required, but all actions are perceived in the mind of the creature rather than happening in the physical world.

You may use this feat twice and regain all spent uses when you finish a long rest.

Intimidating Bulk

Your domineering size aids you in enacting your will on those smaller than you. You become proficient in the Intimidation skill and may use either your Strength or Charisma score when making a check for it. If you are already proficient in Intimidation when you take this feat, you may gain proficiency in another skill of your choice instead. You have advantage when rolling Intimidation skill checks against creatures that are the same size or smaller than you.

You may use a bonus action to try and frighten a creature that is your size or smaller that you have dealt damage to with a melee attack, knocked prone, or are currently grappling. The creature must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. The DC for this saving throw is equal to 8 + your Intimidation skill modifier.

Lesser Wish

Requirement: Mythkin with the Minor Wish trait

Choose a cantrip from any class, you know that cantrip in addition to the one chosen for the *Minor Wish* trait. The maximum level of spell you can cast once per short or long rest with the Minor Wish trait is changed to one quarter of your level, rounded up, but the spell cannot have a cast time longer than 1 minute.

Masochist

Drawing satisfaction from your own pain or humiliation, you gain the following benefits:

- When you gain any amount of Pain, you may choose to gain 1 additional Pain.
- If you are required to make a Constitution saving throw for accruing more than your maximum Pain, you may choose to have advantage on that saving throw.
- If you fail the Constitution saving throw for accruing more than your maximum Pain, you gain Inspiration and the negative effects last until the end of your next turn rather than the normal duration of 1 minute.

Numbing Strike

Requirement: Monk

You have learned to target the nerve clusters of your foes, allowing your strikes to dull the sensations they feel. At the end of your turn, you may have a single creature you hit with an unarmed attack make a Constitution saving throw against your Ki save DC. On a failure, that creature loses half of either their Pleasure or Pain (you choose which).

Nurturing Nature

The bond with your companion creature is of the utmost importance to you, and you have learned to better care for their wellbeing. Creatures under your control such as a familiar, beastial companion, or a creature conjured by a spell you cast regains the maximum number of hit points possible from any healing caused by you.

Pain Expertise

You have become specialized in both the application and reception of Pain. When you roll any dice that either utilizes Pain (such as dealing an additional 1d6 damage for each point of Pain a creature has) or to determine a value of Pain to be added to a creature, you may reroll results of 1 or 2 on those dice. You must use the result from the reroll, even if it is also a 1 or 2.

Pleasure Expertise

You have become specialized in both the application and reception of Pleasure. When you roll any dice that either utilizes Pleasure (such as healing an additional 1d6 hit points for each point of Pleasure a creature has) or to determine a value of Pleasure to be added to a creature, you may reroll results of 1 or 2 on those dice. You must use the result from the reroll, even if it is also a 1 or 2.

Sadist

Drawing satisfaction from the pain or humiliation of others, you gain the following benefits:

- When you cause a creature to gain Pain, you may choose to have them gain 1 additional Pain.
- If a creature is required to make a Constitution saving throw for accruing more than their maximum Pain due to your direct action, you may choose for the creature to have disadvantage on that saving throw.
- If a creature you can see fails the Constitution saving throw for accruing more than their maximum Pain within 30 feet of you, you gain Inspiration.

Squirter

If you have more than half of your maximum Pleasure, you may cast the *Grease* spell as a bonus action without spending a spell slot or requiring material components. When you do so, you lose half of your Pleasure, must center the area for the spell on yourself and you automatically pass any saving throw this spell requires. The grease created by this spell is non-flammable. You may use this ability a number of times equal to your Constitution modifier or 1, whichever is higher. You regain all spent uses when you complete a short rest.

Submissive Spellcasting

You have learned to work spells within the bounds unique to your desired position. If you are gagged, you no longer require the verbal component for spells and do not suffer any ill-effects related to spellcasting related to the gag. In addition, if your hands are bound or restrained, you no longer require the somatic component for spells nor do you make spell attack rolls at disadvantage for being restrained.

Target Vitals

Requirement: Sanguine Hex Sorcerer

You have learned to precisely target your spellcasting to draw blood from your foes. As a reaction when you deal piercing or slashing damage to a creature with a non-cantrip spell, you may spend sorcery points equal to the number of creatures dealt damage. When you do so, each of those creatures gains 1 Bleeding point.

Thorough Binding

You are adept at ensuring those that are bound by your hand stay bound. When you tie up or restrain a creature by physical means, such as rope, manacles, or chain, any creature that seeks to undo or escape those bindings makes all ability checks and saving throws to do so with disadvantage. No effect or trait may allow a creature to make such checks with anything but disadvantage. Any functional locks you use for these restraints have their DC increased to 25, no matter the quality.

Tickler's Tools

Requirement: Way of the Feather Monk

While wielding a feather or another object designed for tickling, you may have your Ki save DC equal 8 + your Dexterity modifier + your proficiency bonus when using the *Nerve Assault* ability.

In addition, if a creature fails the saving throw for your Nerve Assault ability while it is already laughing, you may have that creature gain 1 Pleasure.

Tremblesense

You have grown accustomed to sensing the scents and motions of creatures that are experiencing great pleasure. You innately know how many Pleasure points a creature you can see within 60 feet of you has. In addition, as a bonus action you may mark a creature within 60 feet of you that has more than half of their maximum Pleasure points. For the next hour, you know the exact location of that creature. You may only have one creature marked at a time and this ability fails if you attempt to use it on a creature that does not possess enough Pleasure points.

Voice of Experience

Requirement: At least 3 levels in a single class

You may take the Help action as a bonus action. When you use the Help action to aid in an attack, the target of that attack may be within 15 feet of you rather than the normal 5 feet. When the creature you are helping makes an ability check or attack roll that benefits from your Help action, they may add a d4 to the result.

Spells

Over the ages, mages across Bundheim have been hard at work crafting spells, much like mages of any other plane. In addition to the common spells found throughout basically all planes, such as *Fireball*, there are a number of spells that were created specifically due to the unique societal nature of Bundheim.

Below are lists of spells each class can learn followed by descriptions for them, alphabetized for easy reference.

Arcane (Bards, Sorcerers, Warlocks & Wizards)

Cantrips (Level 0)

Alter Sex
Dommaturgy
Lubricate
Kinkcraft
Subbadigitation
Torturous Droplet
Whip Strike
Yank

1st Level

Aftercare
Anatomical Compatibility
Charged Touch
Empathic Interrogation
Heel
Reprimand
Strip Bare
Thaumic Sigil: Sterility

2nd Level

Adhesive Globule
Aspect of Planifolia
Balloon
Blow of Shl'opa
Clamping Chains
Creeping Encasement
Crushing Pain
Golden Spray
Forniform
La Mort Enorme
Onslaught of 1,000 Phalluses
Paraffin Blast
Power from Pain
Shared Suffering
Shock Collar
Sour Stomach
Spectral Spreader
Thaumic Sigil: Ocular Sensitivity
Ward's Piercing Barrage

3rd Level

Beautiful Binding
Break the Chains
Choking Collar
Fae Revel of Rumpus
Harima's Caustic Goo
Left Exposed
Luscious Duress
Maelstrom of Lashes
Melting Downpour
Pediteres
Power Word: Freedom
Ragged Edge
Ruined Ecstasy
Timberous Steed
Vortex Curse

4th Level

Dollify
Lockingbell
Mindbreak
Postpone Punishment
Provoke Drop
Silencing Counter
Soporific Rain
Thaumic Sigil: Excruciation
Thaumic Sigil: Exposing Impulse

5th Level

Ask Nicely
Intertwining Skein
Iron Maiden
Thaumic Sigil: Axon Link

6th Level

Telepathic Binding
Thaumic Sigil: Awakening Phrase
Thaumic Sigil: Ecstatic Pulse

7th Level

Heartbind
Shadowbind
Solitary Confinement
Statue of Torment
Subspace
Thaumic Sigil: Addiction to Suffering
Thaumic Sigil: Ziicubus' Kiss

8th Level

Compete for Me
Thaumic Sigil: Pleasurably Numb

9th Level

Epitome of Euphoria
Epitome of Suffering
Epitome of Tentacles

Divine (Clerics & Paladins)

Cantrips (Level 0)
Alter Sex
Dommaturgy
Lubricate
Kinkcraft
Subbadigitation
Yank

1st Level
Aftercare
Anatomical Compatibility
Bliss
Empathic Interrogation
Heel
Reprimand
Thaumic Sigil: Sterility

2nd Level
Aspect of Planifolia
Blow of Shl'opa
Clamping Chains
Crushing Pain
Golden Spray
La Morte Enorme
Paraffin Blast
Power from Pain
Rejuvenating Spray
Safeguard Existence
Shared Suffering
Sour Stomach
Spectral Spreader
Thaumic Sigil: Ocular Sensitivity
Ward's Piercing Barrage
Zone of Comfort

3rd Level
Beautiful Binding
Break the Chains
Choking Collar
Links of Light
Luscious Duress
Melting Downpour
Pediteres
Power Word: Freedom
Ragged Edge
Ruined Ecstasy
Truth-bearing Noose

4th Level
Collaring Ceremony
Dollify
Holy Pyre
Mindbreak
Postpone Punishment
Provoke Drop
Soporific Rain
Thaumic Sigil: Excruciation
Thaumic Sigil: Exposing Impulse

5th Level
Aphrodisiac Aura
Ask Nicely
Gloriole
Iron Maiden
Maven's Sarcophagus

6th Level
Thaumic Sigil: Awakening Phrase
Thaumic Sigil: Ecstatic Pulse

7th Level
Shadowbind
Solitary Confinement
Statue of Torment
Subspace
Thaumic Sigil: Addiction to Suffering
Thaumic Sigil: Ziicubus' Kiss

8th Level
Compete for Me
Prayer of the Lightborn Cage
Thaumic Sigil: Pleasurably Numb

9th Level
Epitome of Euphoria
Epitome of Suffering

Primal (Druids & Rangers)

Cantrips (Level 0)
Alter Sex
Dommaturgy
Lubricate
Kinkcraft
Subbadigitation
Torturous Droplet
Yank

1st Level
Aftercare
Anatomical Compatibility
Bliss
Charged Touch
Heel
Reprimand
Strip Bare
Thaumic Sigil: Sterility

2nd Level
Aspect of Planifolia
Balloon
Creeping Encasement
Crushing Pain
Forniform
Golden Spray
Paraffin Blast
Power from Pain
Rejuvenating Spray
Safeguard Existence
Shared Suffering
Shock Collar
Sour Stomach
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Epitome of Euphoria
Epitome of Tentacles

Adhesive Globule
2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a drop of honey)
Duration: 1 minute

You summon a small glob of a sticky substance and hurl it at a creature within range. Choose one of the following body parts to aim for and make a ranged spell attack roll. On a hit, the target suffers the effects listed for that body part.

- **Eyes.** The target is blinded. The attack roll for this effect has a -3 penalty.
- **Feet.** The target's speed is reduced to 0.
- **Hands.** The target may only make a maximum one attack on their turn. This cannot not effect creatures that are Huge or larger.
- **Mouth.** They can neither speak nor satisfy the verbal component for spells. The attack roll for this effect has a -3 penalty.

A creature under one of these effects can use its action to make a Strength check against your spell save DC. If it succeeds, the effect ends as it frees itself.

Aftercare
1st-level evocation

Casting Time: 10 minutes
Range: Touch
Components: V, S, M (a segment of fuzzy cloth)
Duration: Instantaneous

You weave a delicate enchantment through an affectionate and caring embrace in order to help the target recover from a trying ordeal. For each point of Pleasure or Pain the target had when you began to cast this spell (to a maximum of 4), they may roll one of their Hit Die and regain hit points equal to the result plus their Constitution modifier. without expending it during the next rest they take within an hour.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum number of Hit Die that can be rolled is increased by 2 for every slot level above 1st.

Alter Sex
Transmutation cantrip

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

You assume a different form, taking on the genitalia of your choosing. You may choose the specifics of the genitalia such as whether it is circumcised or the hymen is intact. In addition, you may make subtle alterations to your physique such as gaining or losing breasts, changing your jawline, or hair length/style but you must remain the same race you were before casting the spell. Any creature that is familiar with you will still recognize you despite these changes. If a creature is affected by this spell with the same specific details every day for a month, the effects become permanent.

You may cast this spell using a spell slot to increase its capabilities (see below).

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you may instead target a willing creature within 5 feet of you. When you cast it using a spell slot of 5th level or higher, you may make the effect permanent on either yourself or another target as described above.

Anatomical Compatibility
1st-level transmutation

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a ring of pliant laticifex)
Duration: 1 hour

A willing target's anatomy becomes magically malleable, allowing for consensual copulation with a creature of vastly different size than it without harm. This may occur via the creature's anatomy expanding, the other creature's anatomy shrinking upon entering the target, or whatever effect the GM decides is appropriate; but this effect may never prevent damage or harm being taken from a hostile creature.

Aphrodisiac Aura
5th-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, M (an oyster)
Duration: Concentration, up to 1 minute

Any creature other than yourself within 30 ft. of you that gains one or more Pleasure gains that many plus 1. In addition, any creature that begins their turn within 30 ft. of you when you cast this spell must make a Wisdom saving throw. On a failed save that creature is charmed by you until the spell ends.

Ask Nicely
5th-level enchantment

Casting Time: 1 reaction, which you take when a creature uses an action
Range: Self
Components: V, S
Duration: Instantaneous

Projecting your will into a creature, you make a contested Charisma (Intimidation) or Charisma (Persuasion) check vs the target's Wisdom (Insight). If you win the contest, until the end of this turn, the target may not use the action you are reacting to. Instead it may choose another action to perform.

Aspect of Planifolia
2nd-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a vanilla bean)
Duration: Concentration, up to 1 minute

When you cast this spell, you lose all Pleasure and Pain points you currently have. Until the spell ends, you cannot gain Pleasure or Pain as your conceptual self eschews deriving importance from such sensations.

Balloon
2nd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a patch of latex)
Duration: Concentration, up to 1 Minute

One creature of your choice that you can see within range inflates with air, massively ballooning outward in the process. The spell can affect a target that weighs up to 500 pounds. An unwilling creature that succeeds on a Constitution saving throw is unaffected.

While inflated the creature's weight is reduced to 1/10th of its normal weight, it has a fly speed (hover) of 20 feet, any bludgeoning damage it receives pushes the creature 5 feet in a direction away from the damage source, and it takes an additional 2d6 piercing damage when it suffers piercing damage as a result of an attack.

Beautiful Binding
3rd-level conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a twist of soft jute rope)
Duration: Concentration, up to 1 Minute

You conjure a long piece of rope, willing it to twist about the target and bind them. If you target a non-humanoid creature with this spell it ends as the technique employed is only viable on creatures which resemble humans anatomically (the target need not have a humanoid creature type, they need only have roughly the same type of body structure).

When you cast this spell and as a bonus action on your following turns, the target must succeed on a Dexterity saving throw or suffer one of the following effects of your choosing:

- **Double Column Wrist Cuffs.** The rope binds the target's wrists together behind their back. The target has disadvantage on Dexterity checks and attack rolls. They are also prevented from satisfying the somatic component of spellcasting.

- **Spiral Futomomo Leg Binding.** The rope weaves an intricate pattern between each of the target's respective thighs and calves, forcing them to a kneeling position and making it difficult to move. The target has disadvantage on Dexterity saving throws and becomes prone as it must crawl to move.

- **Hishi Karada Harness.** The rope knots and twists about the target's torso forming a harness which winds down through the crotch and about the breasts. The tension of the harness amplifies sensations and creates an arousing effect. The target has disadvantage on saving throws to resist any effect that would cause it to gain Pleasure.

- **Monkey's Fist Gag.** The rope balls itself into a large knot which is tied about the target's head in a facsimile of a ball gag made of rope. This makes all speech unintelligible as the target can only mumble. The target cannot satisfy the verbal component of spellcasting.

Ropes conjured this way are non-magical and continue to exist when the spell ends, though they are too frail to use reliably for climbing. These ropes have 5 hit points and an AC of 10. As an action the target may make a Strength or Dexterity check vs your spell save DC to escape one of these effects, ending it when they do so.

Author's Note: Kinbaku / Shibari
Translating to "tight binding", Kinbaku is a japanese style of bondage which focuses on visually interesting patterns using simple methods. Shibari is another term that refers to this practice, which broadly means "tying" or "binding". Kinbaku generally prefers to use a thinner rope, often made of jute, hemp, or linen.

Bliss
1st-level enchantment

Casting Time: 1 action
Range: Self
Components: V, S, M (a token of happiness)
Duration: Concentration, up to 1 minute

While within 15 feet of you, creatures of your choosing gain a +2 bonus to attack rolls and saving throws so long as they have one or more Pleasure.

As a bonus action on your turn, you may have a willing creature within range gain 1 Pleasure.

Blow of Shl'opa
2nd-level evocation

Casting Time: 1 action
Range: 60 feet (10-foot sphere)
Components: V, S, M (a boot)
Duration: Instantaneous

Channeling the essence of the ancient monk Shl'opa, you project a series of ethereal hands which smack at foes' rumps or faces. Choose a point within range, all creatures within a 10 foot sphere centered on that point must make a Dexterity saving throw. A creature takes 3d8 thunder damage + their Pain

on a failed save, or half as much damage on a successful one. A creature that fails the saving throw gains 1 Pain.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each spell slot above 2nd.

Break the Chains

3rd-level abjuration

Casting Time: 1 reaction, which you take when a creature you can see that is restrained or grappled begins its turn
Range: 60 feet
Components: V, S
Duration: 1 round

The target automatically escapes being grappled or restrained and suffers no penalties to its movement speed. In addition, if the target makes a melee weapon attack using Strength they gain a bonus to the damage roll equal to your spellcasting ability modifier.

Charged Touch

1st-level abjuration

Casting Time: 1 action
Range: Self
Components: V, S, M (a ball of wool)
Duration: Concentration, up to 1 minute

You induce an arcane charge of lightning within your body, which arcs from you in short bursts. You gain 5 temporary hit points for the duration. When you take damage, you may choose to not lose these temporary hit points and instead suffer the damage normally.

If a creature hits you with a melee attack, you may spend any amount of temporary hit points to deal that creature an equal amount of lightning damage. In addition, if you spend a spell slot to cast this spell, as a bonus action you may touch an adjacent creature and cast this spell on them without spending a spell slot. Casting this spell in that way is considered to have been cast at the same spell level as this spell was originally cast using a spell slot.

This spell ends early when you have no temporary hit points.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the temporary hit points are increased by 5 for every two slot levels above 1st.

Choking Collar

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a scrap of leather)
Duration: Concentration, up to 10 minutes

You apparate a heavy leather collar encircling the throat of a creature, willing it to pull tight and strangle. The target must succeed on a Strength saving throw or begin to suffocate. While suffocating that creature cannot breathe, satisfy the verbal component for spells, and cannot speak other than in vague vocalizations. A suffocating creature may as an action attempt to remove the collar from their throat by making a Strength saving throw, ending the effect upon a success.

Clamping Chains

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: 1 minute

Choose a point on either an immovable object, the ground, a wall, or the ceiling within 10 feet of a creature in range. You summon two iron chains that spring forth from that point, their ends tipped with toothed clamps which attempt to attach themselves to the target. The target must make a Dexterity saving throw. On a failure the target cannot move more than 10 feet from the point the chains tether them to. A creature may use 15 feet of movement to make a Strength saving throw in an attempt to break free from the clamps. On a success they take 3d8 plus their Pain piercing damage and gain 1 Pain as they rip free of the clamps. On a failure, they gain 1 Pain and remain tethered.

Collaring Ceremony

4th-level abjuration

Casting Time: Ritual, 1 hour
Range: Touch
Components: V, S, M (a diamond worth at least 50 gp which the spell consumes)
Duration: Instantaneous

You perform a special ceremony centered around two or more willing adult creatures forming an oath with each other which is signified by the fastening of a collar. All creatures taking part in the oath choose if they will wear a collar or be affixing a collar. Each collar used as part of the ritual must be worth at least 50 gp.

You touch the collars, imbuing them with an enchantment that seals the oath. Then each creature that is fastening a collar does so to a creature that chose to wear a collar, speaking aloud the oath as they do so. Afterward, each creature who chose to wear a collar speaks their portion of the oath and the ceremony comes to a close.

Collars imbued with this oath can only be removed by those who affixed it, or who affixed another collar as part of the same ceremony. Creatures may be bound by a single *Collaring Ceremony* oath at a time.

When two or more creatures that have taken this oath are within 30 feet of each other, each gains a +1 bonus to their AC and a +1 bonus to their saving throws. A creature that is wearing a collar for this oath has advantage on saving throws and ability checks that would magically compel it to take a course of action by a creature other than one that affixed a collar for this oath.

In addition, creatures that have taken this oath may once per day cast the *Sending* spell without spending a spell slot or having the spell prepared. If they do so, they may only target another creature that is part of the oath.

When an oath imbued collar is removed from a creature, the oath ends and all creatures that took part in the oath lose its benefits.

Author's Note: Collaring Ceremonies

Roughly the equivalent to marriage for vanilla people, the collaring ceremony serves as a ritual dedicated to the bond formed between two or more people in a relationship. Primarily these ceremonies revolve around affixing a collar to one or more of the relationship participant's necks, which serves a similar role to a wedding ring in that it represents the relationship itself. Traditionally there may be several levels of seriousness in these collars, ranging through the Collar of Consideration, the Training Collar, and finally the Formal Collar. Other collars may denote a protective relationship or simply be used in play, but those tend to be less formal and don't often involve collaring ceremonies.

Compete for Me

8th-level enchantment

Casting Time: 10 minutes
Range: 30 feet
Components: V, S
Duration: 24 hours

You incite a ritual of competition such that a number of creatures can vie for your mark of approval. When you cast this spell choose 2-8 willing creatures within range that can understand you to compete.

The competition is held by transporting yourself, the contestants, and up to 50 willing bystanders to a demiplane created by this spell. This demiplane is of your creation and can be any environment of your choosing, but all objects created within the demiplane vanish once they are removed from the demiplane. Any food or drink ingested in the demiplane (including those created as part of this spell) satiate as they would in the material plane. Any creature may leave the demiplane freely simply by willing themselves to do so, but cannot return once they have exited. The purpose of this demiplane is to be a safe and thematically appropriate place to hold the competition in regards to this spell, and the GM is the final arbiter for what is or is not within the purview of what can be created within it.

You must set a goal that can only be completed by a single contestant. Whichever contestant completes the task wins and gains your boon, which causes the competition to end and the demiplane to vanish. When you begin the competition you may choose to restrain or adorn the contestants in any manner of your choosing, and any items required are summoned attached to the contestants. Most commonly a competition will involve a series of skill checks as determined by the GM, but the GM may decide to run the competition as they see fit under the parameters and intentions you set forth.

Contestants may not choose to automatically fail saving throws or skill checks during this competition, and any attempt to choose a winner by forfeit or trickery nullifies the competition and ends it without anyone gaining a boon.

When a contestant wins the competition you grant them a boon. The winner gains the following effects:

- Their AC is increased by 2.
- Choose a damage type from among acid, cold, fire, force, lightning, necrotic, radiant, or thunder. Their weapon attacks deal a bonus 2d8 damage of that damage type.
- The first time they would drop to 0 hit points as a result of taking damage, they instead drop to 1 hit point. Once this effect is used, it may not be used again until the spell ends.
- When they make an attack roll or saving throw they may roll a d4 and add the number rolled to the result.

You may only ever have a boon granted upon one creature at a time and if you would grant a boon to another creature, your previously granted boon fades. If a new creature would gain a boon as a result of this spell any previous boon's effects end.

Creeping Encasement

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a ball of sticky tar)
Duration: 1 hour

You fling a tiny blob of sticky material at the target, making a ranged spell attack as you do so. On a hit, the ball attaches itself to the target and begins to grow over the surface of their body. At the end of each of the target's turns the blob expands and advances through the following stages, increasingly restraining the target as it does so. The penalties for each stage are additive with all previous stages.

- **Sticky Patch.** The target has disadvantage on attack rolls.
- **Partially Covered.** The target has its movement speed reduced by half and it has disadvantage on Dexterity saving throws.
- **Half Covered.** The target's movement speed is 0 and it automatically fails Dexterity saving throws.
- **Almost Fully Covered.** The target may not attack or satisfy the somatic component for spells.
- **Encased.** The target cannot breathe, speak, or satisfy the verbal component for spells.

For each stage above *Sticky Patch*, the target has a cumulative -1 penalty to Strength checks and saving throws they make. The target or another creature may use an action to try and rip away the blob, in order to so they must make a Strength saving throw against your spell save DC. On a success the effect ends and the target is freed.



Crushing Pain
2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small vise)
Duration: Instantaneous

You create a pocket of intense gravity around a sensitive region of the target's anatomy, such as the genitals. The target must make a Constitution saving throw. On a failure the target takes 3d8 + their Pain bludgeoning damage, gains 1 Pain, and has disadvantage on attack rolls and ability checks until the end of its next turn. On a success the target takes half as much damage and they suffer no additional effects.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd, and the Pain gained increases by 1 for every two slots levels above 2nd.

Dollify
4th-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a lock)
Duration: 1 hour

You attempt to lock away a creature in a state that blends stasis with paralysis. The target must make an Intelligence saving throw.

On a failed save, the target is incapacitated as its limbs go rigid and its speed drops to 0. For the spell's duration, the affected creature can see, hear, feel, taste, and smell normally but has no way to move or manipulate their body. In addition, they do not need to breathe, eat, or drink, has resistance to all damage, and gains Pleasure and Pain normally. While incapacitated in this way, an adjacent creature may move and pose them as they would a mannequin.

If a creature affected by this spell takes damage, it may repeat the saving throw and does so with advantage.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration increases by 1 hour for each slot level above 4th.

Dommaturgy
Transmutation cantrip

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: Instantaneous

You exert your dominance via a minor magical feat. You may do any of the following within range:

- Alter the appearance of your eyes for 1 minute
- Cut a piece of rope no thicker than 2 inches in diameter
- Fasten or unfasten a buckle or clasp
- Lock or unlock a mundane lock used to secure a cage, straps, or manacles without requiring a key
- Manipulate a piece of chain, leather, or rope
- Tie or untie a moderately complex knot

Earthbound
5th-level conjuration

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a bit of dried vine)
Duration: Concentration, up to 1 Minute

Vines erupt from the ground, seeking to lash a creature to the earth. Target creature that you can see within range must make a Dexterity saving throw. On a failure the target is pulled to the ground, becoming grappled and prone. For every 10 feet downward the target is pulled, they suffer 2d6 bludgeoning damage. The grappled creature may make a Strength saving throw at the end of its turns, setting itself free on a success.

Empathic Interrogation

1st-level divination

Casting Time: 1 action
Range: 15 feet
Components: V
Duration: Instantaneous

Your understanding of a creature's suffering aids you with influencing their mind to your own ends. As part of casting this spell, you ask the target creature one question. That creature must make a Wisdom saving throw, answering the question truthfully on a failure. If both you and the target have at least 1 Pain, the target makes the saving throw with disadvantage. If you have more Pain than the target, and you both have at least 1 Pain, they automatically fail the saving throw.

Epitome of Euphoria

9th-level conjuration

Casting Time: 1 action
Range: Self (300-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You transform a wide area into a blissful space which enchants and influences those within it via a blend of aphrodisiacs. The air in a 300 foot radius sphere centered on you is altered for this effect, the cause of which may you choose as appropriate when you cast this spell. For example a deity of desire may bathe the area in a light which alters the minds of those within it, or plants begin puffing pollen into the air which is inhaled. This choice is purely aesthetic and has no effect on whether a creature is affected within the area.

When a creature enters the area for the first time or starts its turn there, it must make a Wisdom saving throw. On a failure, the creature becomes charmed. While a creature is charmed in this way, it makes Wisdom, Intelligence, and Charisma saving throws with disadvantage, and gains 1 Pleasure at the start of its turns. In addition, a creature that is charmed may not harm or take aggressive action against another creature. If a creature takes damage, it may make the saving throw again and does so with advantage.

If a creature within the area fails the saving throw for accruing Pleasure over their maximum, they suffer 1d6 necrotic damage for each point of Pleasure they have, then gain 1 level of exhaustion instead of suffering the normal negative effects. When you cast this spell, you may choose any number of creatures that are unaffected by this, and instead are subject to the normal negative effects of gaining more Pleasure than their maximum.

When you cast this spell, you may choose whether or not it affects you.

Epitome of Tentacles

9th-level conjuration

Casting Time: 1 action
Range: Self (300-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

Reaching into the far reaches of reality, you summon forth a fragment of a tentacled being from beyond the veil. Every surface in an area 300 feet in radius centered upon you when you cast the spell begins to sprout tentacles which search for any creature it can find.

For the duration of the spell, all creatures move at half speed within the area. When a creature that is not restrained by the tentacles enters the area for the first time or starts its turn there, it must make a Dexterity saving throw. On a failed save the creature takes 10d6 psychic damage, then becomes restrained by the tentacles. On a success, they take half as much damage and do not become restrained. While restrained in this way, creatures may only speak in mumbled intonations and cannot satisfy the verbal component of spells.

Any creature that ends its turn restrained by the tentacles gains 1 Pleasure and must make a Constitution saving throw. On a failed save, that creature takes 1d6 psychic damage for each point of Pleasure it has. If a creature fails this saving throw while it has maximum Pleasure, it must make the Constitution saving throw for accruing more than their maximum Pleasure with disadvantage while they remain restrained by the tentacles. As an action, a creature may either attempt to escape being restrained by the tentacles or free another creature by succeeding on a Strength saving throw.

When you cast this spell, you may choose whether or not it affects you.

Epitome of Suffering

9th-level conjuration

Casting Time: 1 action
Range: Self (300-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You summon forth a 300 foot radius region perfectly created for the suffering of others, be it inspired by the infernal realms or a twisted landscape born of your own imagination. This area does not truly warp the physical aspects of the area, but rather creates an ethereal facsimile matching the specifications for the aesthetics you desire. Similarly, a swarm of intangible entities fills the region, able only to mete out pain and enhance the suffering of those within it. You may have these entities appear as you wish, such as a cadre of demons or a gaggle of semi-sentient torture devices, in keeping with the previous examples.

When a creature enters the area for the first time or starts its turn there, it must make a Constitution saving throw. On a failure, that creature takes 1d6 necrotic damage for each point of Pain it has. On a success, the creature takes half that amount of damage instead.

Any creature that fails the Constitution saving throw from accruing Pain over their maximum becomes unconscious instead of the normal negative effects.

When you cast this spell, you may choose whether or not it affects you.

Fae Revel of Rumpus

3rd-level conjuration

Casting Time: 1 action
Range: 60 feet (20-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You summon forth a cloud of raucous pixies who were previously occupied with a rambunctious orgiastic party. Once summoned, the pixies continue their revelry in the area affected by this spell and try to pleasure each other with anything they can find in that space, including other creatures. Though tiny, this proves an effective distraction for any in this space.

Any creature that starts its turn in the area or enters it for the first time must make a wisdom saving throw. On a failure the creature suffers a d4 penalty to attack rolls, ability checks, and saving throws while within the revel's space.

Forniform

3rd-level transmutation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (an iron nail)
Duration: Concentration, up to 1 hour

You channel objectifying energies into a creature, transforming them into a piece of furniture. Choose a willing creature within range and a piece of furniture that fits in a 10 foot cube and that weighs no more than 500 pounds.

The transformation lasts for the duration, or until the target drops to 0 hit points or dies. The new form can be made of wood, stone, or metal (or any combination of these materials) and functions as a mundane example of that piece of furniture would function. The target is capable of perceiving its surroundings, but is paralyzed.

While transformed, the target's AC is 20 and they begin the transformation with 50 hit points. When it reverts to its normal form, the creature returns to the number of hit points it had before it transformed. If they revert as a result of dropping to 0 hit points, any excess damage carries over to their normal form. As long as the excess damage doesn't reduce the creature's normal form to 0 hit points, they aren't knocked unconscious.

The target's gear melds into the new form. The target can't activate, use, wield, or otherwise benefit from any of its equipment. The spell has no effect on a shapechanger or a creature with 0 hit points.

Gloriole

5th-level abjuration

Casting Time: 1 minute
Range: Self
Components: V, S
Duration: 1 hour

A halo of divine energy surrounds your head. From it beams of light burst forth and solidify, creating a sealed box around you. Inside the box the holy energy has solidified into bands and chains of light, trapping you within. Holes have been left in the box's sides, each placed to give outsiders access to your mouth and nether orifices. For the spell's duration you are restrained and have total cover, but any who wish to make use of your bound form for their own pleasure are free to do so.

Any creature that spends at least 5 minutes making use of one or more of your orifices during the spell's duration gains the benefits of a short rest and may add your spellcasting ability modifier to the amount rolled for regaining hit points by utilizing hit dice. They also gain the following benefits for the next 24 hours:

- They gain resistance to one damage type of your choice, except for bludgeoning, piercing, or slashing.
- They can't be frightened.
- They double their proficiency bonus when making ability checks for a skill of your choice.
- They gain 2d6 temporary hit points.

For each creature that gains these benefits after the 4th, you must make a contested Constitution check against their Strength. That creature may not choose to fail this check. If you lose the contested roll, you gain 1 point of exhaustion.

Author's Note: Glory Holes

The term glory hole refers to a hole cut into the wall between rooms or stalls where one individual is intended to insert their penis such that another person on the other side of the wall may pleasure it. Generally this is accompanied with a sense of anonymity for all involved. Between the service based interaction this creates, and the perceived promiscuousness of the act, a sense of humiliation and degradation can be created by adding bondage to the setup.

Golden Spray

2nd-level evocation

Casting Time: 1 action
Range: Self (15 foot cone)
Components: V, S, M (a sprig of asparagus)
Duration: Instantaneous

A torrent of acrid fluid issues forth from your pelvis, dousing the area in front of you. All creatures within a 15-foot cone must make a Dexterity saving throw. On a failure the creature takes 4d6 poison damage and has disadvantage on Charisma ability checks until they can clean themselves. On a success the creature takes half as much damage and suffers no further effects.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d6 for each spell slot above 2nd. If you cast this spell at 5th level or higher you may extend the range to a 30-foot cone.

Harima's Caustic Balm

3rd-level evocation

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You conjure and hurl a ball of goo at the target. The goo causes flesh it touches to feel like it is burning while also being extremely cold, intensifying any subsequent sensations.

The target must make a Dexterity saving throw. On a failed save the target takes 5d4 acid damage and becomes covered in goo. While covered, a creature gains 1 Pain when it gains any amount of Pleasure and takes 3d4 acid damage at the end of each of its turns. A creature may use an action to wipe away the goo. On a success the target takes 5d4 acid damage but does not become covered and the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage (both initial and delayed) increases by 1d4 for each slot level above 3rd.

Heartbind

7th-level conjuration

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (a platinum key worth at least 100 gp which the spell consumes)
Duration: 30 days

You create a temporary arcane gate, through which you attempt to extract a creature's heart. The target must succeed on a Charisma saving throw, or have its heart extracted by you. Once you have extracted a heart, it becomes bound in manifested arcane chains which you control. A creature that has its heart extracted in this way may continue to function as normal, as the spell ensures their bodily functions continue unabated.

For the duration of the spell, while you hold the creature's heart on your person, you may as a reaction cause the chains to channel destructive energy into the heart, dealing 5d10 force damage to the creature. In addition, a creature whose heart you possess makes Charisma (Deception) checks against you with disadvantage.

If you attempt to coerce or command a creature whose heart you possess to take a suicidal action, the spell ends. You may end the spell early by using an action to dismiss it. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

When this spell ends, the target's heart returns to its normal position within its chest.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration is 1 year and the damage is increased to 7d10. When you cast this spell using a spell slot of 9th level, the spell lasts until it is ended by one of the spells mentioned above and the damage is increased to 10d10.

Heel

1s-level enchantment

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a leash)
Duration: Instantaneous

With a spoken command and a gesture toward your feet, you attempt to pull a creature to heel. The target must succeed on a Charisma saving throw or be pulled to an unoccupied space of the ground or floor adjacent to you, becoming prone as it kneels at your feet.

Holy Pyre

4th-level evocation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (an unlit match or piece of tinder)
Duration: Concentration, up to 1 minute

A sturdy wooden pole erupts from the ground behind the target, with a pyre of dry wood at its base. Chains spring forth from behind the pole, attempting to ensnare the target and bind it tight against the pole. The target must make a Strength saving throw. On a failure the target is restrained to the pole and the pyre bursts into flame. At the start of their turns the target takes 3d6 fire damage. If the target is a fiend, undead, or has an evil alignment, they take 6d6 radiant damage instead.

As an action the target may make a Strength check vs your spell save DC. On a success, they break free and the spell ends.

Intertwining Skein

5th-level abjuration

Casting Time: 1 action
Range: Self (120-foot cube)
Components: V, S, M (a length of knotted rope)
Duration: Concentration, up to 1 minute

An explosion of rope bursts out from you, restraining all creatures within a 120 foot cube centered on you and creating a veritable web. The rope not only restrains these creatures, but specifically seeks to bind affected creatures together without moving them. These ropes form a symbiotic link between all creatures enwrapped in them.

While restrained in this way, any damage or hit point restoration that would affect a creature within the web is instead divided evenly among all affected creatures. At the end of their turns, any restrained creature may make a Charisma saving throw in an attempt to break free of the ropework tangle. On a success, the creature takes 6d10 psychic damage and the spell ends. On a failure the creature suffers 2d10 psychic damage and the spell is maintained.

Iron Maiden

5th-level necromancy

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You manifest a spectral iron maiden under your control around a creature. The target must make a Dexterity saving throw. On a failure, they become restrained. As an action, the restrained creature may attempt to break free or a creature adjacent to it may attempt to free it by making a Strength saving throw, ending the effect on success.

When you cast this spell and as a bonus action on your following turns, you may make a ranged spell attack against the restrained creature. On a hit the target takes 1d6 piercing damage for each point of Pain it has and then gains 1 Pain.

Kinkcraft

Conjuration cantrip

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

You pull a piece of fetish gear or clothing from the air. Reaching into the aether you may summon a blindfold, chest harness, gag, facsimile of a phallus, lock and key, nipple clamps, set of wrist/ankle restraints, or waist harness. The created item is made of latex, leather, metal, rubber, wood, or any combination of these materials and may not be larger than 3 feet in any direction or weigh more than 10 pounds. This item lasts the duration of the spell, after which it fades from existence. Close inspection reveals summoned items are monetarily worthless.

La Enorme Mort

2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

An arcane infusion amps up the pleasure of the target creature, placing stress upon their body. Target creature must make a Constitution saving throw. On a failed save, if the target has Pleasure points greater than or equal to half their maximum they take 1d6 necrotic damage for each point of Pleasure it has. If instead the creature has less Pleasure points than half their maximum, they take 2d6 necrotic damage. In either case, the target then gains 1 Pleasure. On a successful save the target takes half damage.

Left Exposed

3rd-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

You surround a large or smaller creature with a localized blizzard, then remove their protection from the elements. The target's space is filled with a pocket of frigid air, which moves with them. For the duration of this spell, the target must make a Constitution saving throw at the beginning of its turn, taking 3d6 cold damage on a failure.

When you cast this spell, the target must make a Charisma saving throw. On a failure all mundane clothing and armor they are wearing vanishes into the ethereal plane. When this spell ends, their clothing and armor rematerializes on their body, just as it was when it vanished. A creature that would normally wear clothing but that is currently wearing no armor or clothing takes an additional 2d6 cold damage from failing the Constitution saving throw for this spell.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 (both from the saving throw and for wearing no clothing) for each slot level above 3rd. If you cast this spell using a spell slot of 5th level or higher the maximum size of creature it may effect is increased to huge and increases further to garganuan if cast using a spell slot of 7th level or higher.

Links of Light

3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

Channeling the energy of the Radiant Chain, you manifest burning luminescent bindings about a creature. The target must make a Dexterity saving throw. On a failure, you may instead choose one of the following effects.

- **Clenching Bind.** The summoned chains wrap about the target, binding them in a mesh of metal made of vibrant light. The target is restrained and as a bonus action on your turn you may have the target take 2d6 radiant damage + your spellcasting modifier as the chains coil tighter about them.

- **Pulled Wide.** The chains affix themselves to the target's limbs and then pull outward to force them into a spread eagle position. The target is restrained and as a bonus action you may have the chains yank outward, making their already exposed position even more vulnerable. When you do so the target is vulnerable to the next bludgeoning, piercing or slashing damage it suffers.

As an action the target may make either a Strength or Dexterity saving throw against your spell save DC, breaking free on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 and the target gains an additional damage instance they will be vulnerable to for each spell slot above 3rd.

Lockingbell

4th-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lily blossom)
Duration: 1 minute

You summon an ethereal bell which fastens itself to the target's spirit for the duration of the spell. The bell is attuned to the wavelength of aetheric energy needed for spellcasting by the target, and rings in a counter frequency to undo specific spellcasting. You may choose what form the bell takes, and how it is attached, but it is intangible and cannot affect the physical world.

The target must make a Charisma saving throw. On a failure, roll a d4. For the duration of the spell the target cannot cast spells by spending a spell slot of a level equal to the result. For example if the result is a 3, the target may not cast spells using a 3rd level slot, but may still cast them by using a higher level spell slot.

At Higher Levels. When you cast this spell using a higher spell slot the dice rolled to determine level of spell effected is increased. Casting with a 5th level spell slot uses a d6, 6th level a d8, and 7th level a d10.

Lubricate

Conjuration cantrip

Casting Time: 1 action
Range: 15 feet
Components: V, S
Duration: 1 minute

You point to an object or patch of ground no larger than 5 feet square and summon a layer of lubricant which coats it for the duration of the spell. The lubricant is non-flammable and if placed on the ground makes the area difficult terrain.

Luscious Duress

3rd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You reach into the mind of a hostile creature you can see within range and force them to focus on their suffering so that you may draw power from it. The target must make a Charisma saving throw. On a failure they take 1d6 necrotic damage for each point of Pain they have and if they have at least 2 Pain you regain a 1st level spell slot. On a success, they take half the damage and you do not regain a spell slot.

At Higher Levels. When you cast this spell at 4th level or higher, you may instead regain a spell slot with a maximum level equal to half of the target's Pain to a maximum of 5th level.

Maelstrom of Lashes

3rd-level evocation

Casting Time: 1 action
Range: Self (20-foot sphere)
Components: V, S, M (a bullwhip)
Duration: Concentration, up to 1 Minute

Until the spell ends, the air within 20 feet of you is a swirling vortex of rushing wind. All fog, smoke, or other gasses within this space are dispersed. Small or smaller flying creatures consider the space difficult terrain even while flying. Any ranged attack made with an arrow, bolt, or other non-magical ammunition are made with disadvantage if the projectile would pass through this space.

As a bonus action, you may coalesce the wind into a stinging lash to strike out at a creature within this space. Make a ranged spell attack roll against a creature within 20 feet of you. On a hit, the target takes slashing damage equal to 1d8 + your spellcasting ability modifier + the amount of Pain they have, and then they gain 1 Pain.

Maven's Sarcophagus

5th-level transmutation

Casting Time: 1 action
Range: Self (120-foot sphere)
Components: V, S, M (an iron manacle)
Duration: 1 minute

You entomb yourself within an iron sarcophagus which is frigid to the touch. While you are entombed you have total cover, cannot be affected by spells that have an area of effect, are restrained, and may not attack, cast spells, or use items. The sarcophagus has 100 hit points and an AC of 20, and may not itself take actions as it is in an inanimate object. You may not end this spell early. If the sarcophagus is destroyed, the spell ends. Any creature other than you that ends its turn within 5 feet of the sarcophagus suffers 5 cold damage.

While you are entombed in the sarcophagus you are resistant to cold damage and can see in all directions around you as your vision is augmented by the spell. As an action you may manifest chains of ice from the sarcophagus and attempt to manipulate a creature or object within 120 feet of it. The target must succeed on a Strength saving throw or suffer one of the following effects (your choice):

- The target is pulled 30 feet in a direction of your choosing.
- The target's speed is reduced to 0 and it cannot benefit from any bonus to its speed until the start of your next turn.
- The target is knocked prone.
- The target takes 4d6 bludgeoning damage.
- Attack rolls against the target have advantage, and the target's attack rolls have disadvantage until the start of your next turn.
- The target has disadvantage on Strength and Dexterity saving throws until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th or higher level, you may choose an additional effect to apply to the target on a failed saving throw for each spell slot level above 5th. You may not choose the same effect more than once per round.

Melting Downpour

3rd-level conjuration

Casting Time: 1 action
Range: 150 feet (40-foot cylinder)
Components: V, S, M (a ladle with hardened paraffin in the scoop)
Duration: Concentration, up to 1 minute

You summon a deluge of burning wax, causing it to run upon an area for a time. The affected area is difficult terrain as the melted wax makes the surface highly irregular.

When a creature enters the downpour for the first time or starts its turn there, it must make a Dexterity saving throw. On a failed save the creature takes 3d6 fire damage. If a creature fails the saving throw on a turn where it failed the saving throw for this spell on its previous turn, it gains 1 Pain and takes bonus damage equal to its Pain.

At Higher Levels. When you cast this spell using a spell slot of 4th or higher level, the damage increases by 1d6 for each slot level above 3rd.

Mindbreak

4th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V, S, M (a implement for inducing pain)
Duration: 1 minute

You strike a creature within range, trying to overwhelm their conscious mind such that their fight or flight reflexes kick in. Make a melee spell attack against a creature within your reach. On a hit the target takes 4d8 necrotic damage plus 1d6 necrotic damage for each point of Pain it has, gains 1 Pain and must succeed on a Wisdom saving throw or become frightened. While frightened in this way the target may not cast spells or make ranged attacks, and deals bonus damage when it hits with a melee attack equal to its Strength modifier plus its Pain. The target may repeat the Wisdom saving throw at the end of each of its turns, ending the effect on a success.

Onslaught of 1,000 Phalluses

2nd-level conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a small phallically shaped sculpture)
Duration: Concentration, up to 1 minute

You apparate a cloud of phalluses or phallically shaped items made of semi-solidified aether around the target. The cloud follows the target for the duration of the spell, obscuring their surroundings. For any attacks the target makes, the creature they target is considered to have half cover.

When you cast this spell and as a bonus action on your turn you may direct a number of the phalluses to attack the target, ramming into them at great speed. To do so, make a ranged spell attack roll. On a hit the target takes bludgeoning damage equal to 1d8 + your spellcasting modifier. If the attack roll is an unmodified 18-20 they also gain 1 Pleasure as one of the phalluses hits a sensitive area.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the damage increases by 1d8 for every two slot levels above 2nd.

Paraffin Blast

2nd-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S, M (a candle)
Duration: Instantaneous

With a flick of the wrist, you spray out a burning spread of paraffin wax. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failure, the creature takes 3d6 fire damage and the next time it takes fire damage it gains 1 Pain then suffers 1d6 fire damage for each point of Pain it has. On a success, the creature takes half damage and does not take additional damage when it is next dealt fire damage.

Pediteres

3rd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

You create a large bare foot or boot of ethereal force above a creature within range before motioning it to stomp downward. The target must make a Dexterity saving throw. On a success the creature takes 2d8 force damage. On a failure, choose one of the following effects:

- **Pointed Heel.** The heel strikes a vulnerable portion of the target, causing maximum pain with the blow. The target suffers 4d8 + your spellcasting ability modifier + their Pain force damage and then gains 1 Pain.

- **Stomp Flat.** The blow is spread out, but relentless in its motion. The target takes 4d8 force damage and is knocked prone.
- **Dismissive Kick.** The arcane construct strikes from the side, delivering a strong lateral blow. The target takes force damage equal to 4d8 + your spellcasting ability modifier and is pushed a number of feet equal to your spellcasting ability score.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage for any effect of failing the saving throw increases by 1d8 for each spell slot above 3rd.

Postpone Punishment

4th-level divination

Casting Time: 1 reaction, which you take when a creature in range makes a roll for an ability check, attack roll, or saving throw, after the result is known
Range: 60 feet
Components: V, S
Duration: Instantaneous

You unbind the threads of fate, retying them into an outcome that you find more favorable. When a creature you can see within range makes a roll for an ability check, attack roll, or saving throw, after the result of the roll is known, you may

substitute the roll with any value from 1 through 20. This value affects only the result of the dice roll. All modifiers, bonuses, and penalties that would apply afterward still apply to determine the result. If a roll is overridden this way, it may not be changed by any other features or spells.

The GM then notes a value equal to 21 minus the value chosen when casting this spell. They may override a dice roll related to the target with that value at a point of their choosing. If the GM changes the result of a roll as a result of this spell, it may not be changed by any other features or spells. All modifiers, bonuses, and penalties that would apply to that roll still apply to determine a result.

Power from Pain

2nd-level evocation

Casting Time: 1 bonus action
Range: 30 feet
Components: V, S
Duration: 1 minute

Choose a willing creature within range. The next time you deal damage or heal any creature before the spell ends, you deal bonus damage or restore additional hit points to that creature equal to the original target's Pain. This bonus damage or healing may only affect a single creature. If you cast this spell again before this effect ends, you lose the benefits of the previous casting.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage or additional healing is again increased by the original target's Pain for every two spell slot levels you use above 2nd.

Power Word: Freedom

3rd-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V
Duration: Instantaneous

A word of your choosing is imbued with energy as you speak it. Any spell or magical effects that cause a creature of your choosing within range to be restrained, paralyzed, or to reduce their speed to 0 are ended. In addition, that creature may spend 5 feet of movement on its next turn to escape any non-magical restraints, grapple, or imprisoning device (e.g. a cage).

If the target is adjacent to a hostile creature, you may teleport them to be adjacent to you.

Prayer of the Lightborn Cage

8th-level abjuration

Casting Time: 1 minute (ritual)
Range: 15 feet
Components: V, S (5 lengths of gold chains, each worth at least 250 gp, which the spell consumes)
Duration: Until dispelled

Calling forth a fragment of the Lightborn Cage, you enact a ritual of binding to seal away a great evil. The ritual requires 5 participants to concentrate on the spell, including yourself, which need to be arranged equidistant from each other within range of the target for the duration of this spell's casting. Once complete the target is wrapped in chains of pure golden light that bind its physical form to where it was located when the ritual completes. While restrained in this way, the target cannot move any portion of its body other than to speak or look around.

The chains also bind away the target's power, forming a divine barrier around it in much the same way the Lightborn Cage does for the Malitic Deities. The target may not cast spells or use any of its abilities, feats, features, traits, or magic items. It may however speak and see, so it is free to converse, but it cannot manifest power to magically manipulate those that interact with it. The target is also immune to all damage and spells while bound in this way as spells from outside the binding also cannot penetrate inside of it.

While casting this spell you must choose an object to serve as a keystone to the binding. This item must be at least 6 cubic inches in volume and the spell carves a small golden glyph into the item to mark it as the keystone. If the keystone is destroyed, the binding is ended and the target is released.

The chains themselves may not be dispelled, but a creature may attempt to dispel the binding by targeting the keystone object. The rules for dispelling the binding this way is the same as trying to dispel this spell normally.

Provoke Drop

4th-level enchantment

Casting Time: 1 action
Range: 120 feet
Components: V, S, M (a token of neglect)
Duration: Concentration, up to 1 minute

You draw on the sensation a creature is experiencing and remove it to leave a hole of withdrawal. Target creature that has at least 1 point of either Pleasure or Pain must make a Charisma saving throw.

On a failure, roll a number of d6 equal to its total amount of Pleasure and Pain, to a maximum of 8. The creature takes psychic damage equal to the result and then loses all of its Pleasure and Pain. On a success, the target takes half damage and removes only half of their Pleasure and Pain. In either case, until the spell ends, when the creature makes an ability check, attack roll, or saving throw it must roll a d4 and subtract the number rolled from the result.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, the maximum amount of d6 that can be rolled increases by 1 for each slot level above 4th.

Author's Note: Drop

The various activities related to BDSM are often rather intense, both physically and emotionally. As a result of this, participants often find they have increased endorphin levels which can be difficult to come down from. Some people will experience a sensation similar to depression or the flu after participating in such activities. Because of this, the sensation has come to be known as *drop*. As such, it is vital participants discuss and engage in comforting acts known as *aftercare* which can combat the discomfort from this sensation.

Ragged Edge
3rd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a ring made of rubber)
Duration: Concentration, up to 1 minute

You wrest control from a creature their capacity to attain carnal bliss. The target must make a Wisdom saving throw. On a failure, they may not gain Pleasure that would bring their total points over their maximum and each time they would be affected by an ability that utilizes their Pleasure, they must succeed on a Wisdom saving throw or their Pleasure is counted as 0 for that ability.

Rejuvenating Spray
2nd-level evocation

Casting Time: 1 action
Range: Self (15-foot cone)
Components: V, S
Duration: Instantaneous

You release a spray of a creamy white substance which has been blessed by the life giving magicks of either nature or Nodsvto. This can take any form appropriate aesthetically, such as a spray of semen or an explosive burst of lactation.

Each creature in a 15-foot cone regains hit points equal to 2d4 + your spellcasting ability modifier + your Pleasure. You then must make a Constitution saving throw, losing half your total Pleasure on a failure. The DC for this saving throw is equal to 8 + your total Pleasure.

Reprimand
1s-level enchantment

Casting Time: 1 reaction, which you can take when a creature makes an attack against you or targets you with a spell
Range: 60 feet
Components: V
Duration: 1 round

You let loose a scathing chastisement upon a creature you can see. The target has disadvantage on attack rolls against you and you have advantage on saving throws you are required to make for spells they cast until the end of their next turn.

Restricting Barbs
4th-level conjuration

Casting Time: 1 action
Range: 60 feet (5-foot sphere)
Components: V, S, M (the stem of a rose)
Duration: 1 hour

You point at a spot on the ground that you can see within range, causing an eruption of vines to spring forth from where you designate. All large or smaller creatures within 5 feet of that point must make a Dexterity saving throw. On a failure the vines twist about the form of the target, winding about their limbs and pushing into their orifices. The vines then sprout barbs, enticing any affected creature to hold perfectly still lest they tear their flesh upon them. When a creature ensnared by the vines makes an attack, casts a spell, or uses an item, they take 1d6 piercing damage. If an ensnared creature moves its full body more than an inch in any direction they take 8d6 piercing damage and the effect ends as they break free.

At Higher Levels. When you cast this spell using a spell slot of 5th or higher level, the damage for making an attack, casting a spell, or using an item increases by 1d6 for every two slot levels above 4th. In addition, the damage for moving increases by 1d6 for each slot level above 4th.



Restricting Barbs

Ruined Ecstasy
3rd-level abjuration

Casting Time: 1 reaction, which you may take when a creature you can see uses an ability or benefits from an effect that is empowered by Pleasure points
Range: Self
Components: V, S
Duration: Instantaneous

You attempt to prevent a creature from attaining satisfaction through pleasure. The target must make a Wisdom saving throw. On a failure, the creature loses all Pleasure it has accrued, and gains no benefit from the ability or effect this spell was cast in reaction to. On a success, the creature loses half of its accrued Pleasure points, but the action or effect continues as normal afterward.

Safeguard Existence
2nd-level abjuration

Casting Time: 1 reaction, which you take in response to a creature you can see within range suffering an effect that would kill it (except rolling a 3rd failed death saving throw)
Range: 120 feet
Components: V, S
Duration: Instantaneous

In a desperate maneuver, you shunt aside the worst of death's intent and leave a creature on death's door. Rather than dying, the target creature falls to 0 hit points, becomes unconscious, and has 2 failed death saving throws.

Shadowbind
7th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a token of hopelessness)
Duration: Concentration, up to 1 minute

You manifest tendrils of darkness from the shadows around you which reach out and try to pull the target into a plane of suffering. The target must succeed on a Strength saving throw or be pulled into a demiplane of utter darkness.

The demiplane is a space of pure lightlessness filled with tortures of your own devising. When you cast the spell you may choose to have the plane exert torments of either Pleasure or Pain upon the target, but may theme the effects in a manner of your choosing. Depending on which type of torment is chosen, as a bonus action you may have the target suffer the appropriate effect below:

- **Pain.** The target gains 1 Pain then suffers necrotic damage equal to its Pain. For each turn beyond the first where the creature would have to make a Constitution saving throw for accruing more than its maximum Pain, it has disadvantage on the saving throw.

- **Pleasure.** The target gains 1 Pleasure then suffers psychic damage equal to its Pleasure. For each turn beyond the first where the creature would have to make a Constitution saving throw for accruing more than its maximum Pain, it has disadvantage on the saving throw.

While on the demiplane, the target is blind, incapacitated, and restrained. The target remains there until the spell ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

Shared Suffering
2nd-level divination

Casting Time: 1 reaction, which you take in response to a creature within range that you can see taking damage
Range: 60 feet
Components: V, S
Duration: Instantaneous

The suffering you're experiencing helps your allies endure their own torment. You may receive the damage the target creature would take in their place. If both you and the target have at least 1 Pain and you have more Pain than the target, or if you have less hit points than the target, you gain resistance to that damage.

Shock Collar
2nd-level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a small clay jar filled with acid that has a copper rod around an iron rod inside)
Duration: Concentration, up to 1 minute

You point at a creature within range and attempt to summon a thick band of crackling lightning that encircles their neck.

The target must make a Charisma saving throw. On a failure you may designate a creature you can see to be protected by the collar of lightning. Each time the target either attacks a protected creature or causes a protected creature to make a saving throw, they suffer 2d6 lightning damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd or higher level, the damage increases by 1d6 and you may choose one additional creature to be protected for each slot level above 2nd.

Silencing Counter
4th-level abjuration

Casting Time: 1 reaction (which you take when you see a creature within 60 feet of you casting a spell)
Range: 60 feet
Components: S
Duration: Instantaneous

You attempt to interrupt a creature in the process of casting a spell. If the creature is casting a spell of 3rd level or lower, its spell fails and has no effect. If it is casting a spell of 4th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the creature's spell fails and has no effect.

In addition, you manifest a silencing gag on your target, be it a phantasmal strap, a mouth filling phallus, or a glob of

latex. Until the gag is removed, the target may not use verbal components of spells and can only speak in unintelligible mumbles. As an action, the target may make a Strength saving throw to remove the gag.

Solitary Confinement

7th-level abjuration

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

You touch a willing creature and surround them in an opaque sphere-shaped barrier of force. The sphere is immovable, impermeable, invulnerable, and neither sound nor light pass through it. The sphere ensures a breathable atmosphere for the creature inside, but no air passes through the barrier. Nothing can penetrate the confines of the sphere, including teleportation or magic that allows planar travel. You may extend the duration of this spell by expending an additional spell slot. The duration is extended by a number of hours equal to the level of spell slot spent.

Soporific Rain

4th-level conjuration

Casting Time: 1 action
Range: 150 ft (60-foot cylinder)
Components: V, S, M (a bottle of ether)
Duration: Concentration, up to 1 minute

Until the spell ends, droplets of sleep-inducing rain fall in a 20-foot-tall cylinder within a 60-foot cylinder centered on a point you can see within range. The area is lightly obscured for the duration.

When you cast this spell and as an action on each of your turns, roll 11d8; the total is how many hit points of creatures this spell can affect. Creatures within the area are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell falls unconscious until the spell ends, the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th. If this spell is cast using a 9th level spell slot, affected creatures can not be awakened until the spell ends.

Author's Note: Somnophilia

The sexual attraction to someone who is unconscious. Participants may find the unconscious state evokes ideas of vulnerability. As with all sexual activity, one should only practice it with those who give explicit consent first.

Sour Stomach

2nd-level conjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a bit of sheepskin)
Duration: Instantaneous

You manifest a vile substance within the target's stomach, attempting to sicken them. The target must make a Constitution saving throw. On a failed save the target takes 2d8 poison damage, becomes poisoned for 1 minute, and becomes stunned until the end of its next turn as it vomits. On a success the target takes half as much damage and has disadvantage on attack rolls until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

Spectral Spreader

2nd-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S
Duration: Concentration, up to 1 minute

You summon an ethereal spreader bar which clamps to the ankles of your target. Until the spell ends, the target's speed is halved and if you make an attack roll for an attack that benefits from or adds to the target's Pleasure points, you may make that attack with advantage. If the target would make a saving throw for an effect that adds, removes, or benefits from their Pleasure, they make that saving throw with disadvantage. The target may make a Strength saving throw against your spell save DC at the end of their turn. On a successful saving throw, this spell ends.

Statue of Torment

7th-level transmutation

Casting Time: 1 minute
Range: 60 feet
Components: V, S, M (concrete dust)
Duration: 30 days

The target of this spell becomes suffused with magic that hardens its form, petrifying it over the course of the casting. The target remains in the position they were in when they were petrified for the duration. The petrified form can be made from any of the following materials: latex, rubber, stone, wood, or metal. An unwilling creature must make a Constitution saving throw to avoid this effect. The spell has no effect on a shapechanger or a creature with 0 hit points.

For the purposes of this spell, the target is considered petrified but can sense their surroundings and they are immune to all damage.

If the person who cast this spell petrified themselves, they may remove the petrification by concentrating for 1 minute. The spell also ends if the creature that cast it is killed or spends an action to end it. A *Remove Curse*, *Greater Restoration*, or *Wish* spell also ends it.

At Higher Levels. When you cast this spell using a spell slot of 8th level, the duration is 1 year. When you cast this spell

using a spell slot of 9th level, the spell lasts until it is ended by one of the methods mentioned above.

Strip Bare

1st-level abjuration

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Instantaneous

With an uttered command, you attempt to strip the target of the worldly adornments that protect them. A target humanoid you can see within range must make a Charisma saving throw. On a failure all mundane armor and clothing they are wearing drops to the floor around them, leaving them naked and exposed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you may target an additional creature for each slot level above 1st.

Subbadigitation

Transmutation cantrip

Casting Time: 1 action
Range: Self
Components: None
Duration: 1 minute

In a display of submission, you create a minor magical effect. You may do any of the following for the duration:

- Cause a creature that you are intimate with to become erect or wet
- Cause one of your orifices to self-lubricate, even if it normally can't
- Cause your eyes to moisten or cry
- Ensure blood flow to your limbs and extremities, no matter how tightly they are tied
- Release milk from your nipples or cause them to become erect
- Remove your gag reflex
- Slightly alter your facial features to appear more cute, tempting, or vulnerable such as make your eyes appear larger or cause your cheeks to flush

Subspace

7th-level abjuration

Casting Time: 1 minute
Range: Self
Components: V, S, M (A finely crafted collar worth at least 250 gp, which the spell consumes)
Duration: 24 hours

You conjure an extradimensional space that exists for the duration. The entrance is summoned where you are standing when the spell is cast and you are pulled through to the space when it is created. The entrance portal is 10 feet tall and 5 feet wide and may look like anything you desire, but is illusory save for its ability to transport creatures to the extradimensional space. When you cast the spell, you may choose any number of creatures who are able to use the entrance so long as the portal remains open. You may open or close the entrance as an action.

The extradimensional space can be up to 50,000 cubic feet in size and is shaped to match a space of your imagination when the spell is cast. This space can range from an open area such as a wide forest to a labyrinthine structure made of many rooms with furnishings to match, so long as it is no larger than the allowable maximum size. This space also is attended to by 100 attendants whose appearance you choose when the spell is cast. These servants are completely obedient to your orders. Each servant can perform any task a normal human servant could perform, but they can't attack or take any action that would directly harm another creature. The servants may not leave this space, and vanish when the spell ends. When the spell ends, any creatures inside the extradimensional space are expelled into the open spaces nearest to the entrance.

When a creature that has accrued either their maximum Pleasure or Pain within the space finishes a long rest inside it, they remove all levels of exhaustion and make Wisdom and Charisma saving throws with advantage for the duration of this spell.

Similarly, when a creature that has brought another creature to either their maximum Pleasure or Pain within this space finishes a long rest within the space, they become immune to being charmed or frightened, increase their maximum hit points by 2d10, and are healed by the same amount.

All of the previous effects stop when this spell ends.

Telepathic Binding

6th-level abjuration

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of rope which relates to an important memory of a loved one)
Duration: 1 hour

You weave your psychic presence into those of up to eight willing creatures, creating a link between them. The link creates a sense of being bound up in ropes by a cherished partner, safe and cared for, but does not affect the physical capabilities of those affected.

Until the spell ends the targets can communicate telepathically with each other, despite any languages they may or may not understand. This communication works over any distance, including across planes of existence.

When a creature takes damage while affected by this spell, another creature affected by this spell can as a reaction take half of that damage in place of the original creature. The creature using its reaction for this effect must be within 60 feet of the creature taking damage and damage transferred in this manner is taken as psychic damage to the receiving creature.

If a creature affected by this spell uses an ability, effect, or spell that determines a value based on its Pain or Pleasure it may use the Pain or Pleasure of any other creature affected by this spell within 60 feet of it.

Thaumic Sigils

Almost all cultures across Bundheim have devised arcane sigils which attach themselves to the core of the creature upon which they are imprinted. Due to their nature, such spells have been named *Thaumic Sigils*. What is not uniform is the manner in which these spells mark the skin of their target. For some they are etched into the flesh like a tattoo while others implant a glowing array of arcane energy which glows outward. Despite their many forms, all work by manipulating the behavior of their victims. The more powerful of these sigils can even create autonomous bodily response regardless of the conscious wishes of the creature they are imprinted upon.

Thaumic Sigil: Addiction to Suffering

7th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a piece of a dragon's tail and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become addicted to the sensation of suffering and find their abilities diminished if they are not experiencing pain. At the same time, they are better able to withstand punishment due to their increased pain tolerance. The target has disadvantage on skill checks unless they have at least 2 Pain. In addition, any damage the target would receive is lowered by the amount of Pain they have and they lose 1 Pain at the end of each of their turns rather than the normal pace.

Thaumic Sigil: Awakening Phrase

6th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a folded piece of parchment with a word written on it and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When a creature is imprinted with this sigil, speak a particular word or short phrase to link with it. This is known as an awakening phrase. When the awakening phrase is spoken and heard by the creature imprinted with this sigil, they enter a fugue state and become intensely submissive toward the creature that spoke the awakening phrase. While in this state the imprinted creature may be told a course of action by the creature that spoke the awakening phrase that is not obviously harmful. On its turn, the imprinted creature will do its best to complete the course of action it was given. If it is not given a course of action the imprinted creature will stand incapacitated in a stupor. No other effect may magically compel the imprinted creature while it is in this state.

The creature that spoke the awakening phrase to put the imprinted creature into the fugue state may speak the awakening phrase again to return the imprinted creature to normal. The imprinted creature remembers nothing that occurred while it was in this fugue state. If the fugue state lasts more than 24 hours the imprinted creature must make a Charisma saving throw, returning to normal consciousness on a success.



Addiction



Awakening



Axon Link

Thaumic Sigil: Axon Link

5th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (two links of chain that are attached and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature, it may be paired with an Axon Link sigil upon another creature within 60 feet of the target. In turn, that creature's Axon Link sigil is paired with the target's sigil. When a creature imprinted with an Axon Link sigil gains any amount of Pleasure or Pain, the creature who has a sigil paired with that creature gains an equal amount of Pleasure or Pain.

Thaumic Sigil: Ecstatic Pulse

6th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a vial of cream and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature you implant a potent bundle of magic-fueled sensation which can be released at a moment's notice. As a bonus action on your turn while you are within 120 feet of the imprinted creature you may speak a command word and have the sigil flair before depositing its energy into the target. When it does so, the target's Pleasure is set to its maximum and it becomes stunned as it is overwhelmed. From that time and until the imprinted creature has no Pleasure, it loses 2 Pleasure at the end of each of its turns, cannot gain Pleasure, and it is immune to being stunned.

Thaumic Sigil: Excruciation

4th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a sprig of sharp nettle and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they perceive all pleasurable sensations as painful. The intensity of this pain is equal to the pleasure they would feel, but even an affectionate massage will be felt as uncomfortable. While imprinted with this sigil the target cannot gain Pleasure and if they would gain any amount of Pleasure they instead receive an equal amount of Pain.

Thaumic Sigil: Exposing Impulse

4th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a ripped piece of clothing and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil



Ecstatic Pulse | Excruciation | Exposure

at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become unable to cover themselves fully, always leaving their genitals and other erogenous zones exposed for any who wish to make use of them. They will only choose to wear clothes that leave uncovered those regions of the body and they will either uncontrollably maneuver their hands away or otherwise bind themselves so they may not resist the use of or hide their body. While imprinted with this sigil the target has the following effects:

- They have disadvantage on any Strength or Dexterity skill checks or saving throws related to gaining Pleasure.
- If a creature within 30 feet of the imprinted creature were to be targeted by an effect that charms them or would give them Pleasure, as a reaction you may have the imprinted creature become the target of that effect instead. The creature creating the effect must be able to see the imprinted creature to use this reaction. You may give the imprinted creature advantage on saving throws related to resisting that charm if you wish. If the range of the effect would not allow the imprinted creature to be targeted, the effect continues with the original target instead.

Thaumic Sigil: Ocular Sensitivity

2nd-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a glass eye and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become acutely aware of those around them that are assessing their potential to provide carnal pleasure to them. The target gains a latent psychic ability to know when another creature is looking at them lasciviously and what the gazer is imagining doing with them. While imprinted with this sigil the target has the following effects:

- They have advantage on Charisma skill checks related to seducing someone that is lasciviously assessing them.
- If they are looked upon in such a manner by more than 2 creatures, they gain 1 Pleasure for each minute those creatures spend fixated upon them.

Thaumic Sigil: Pleasurably Numb

8th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a vial of anesthetic and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature a bond is formed between the pleasure centers of their brain and their higher cognitive functions. As the target gains increasing levels of physical pleasure they grow less and less conscious of the world around them, until eventually they are left a trembling mass that is incapable of defending itself. The target's maximum Pleasure becomes 10 or its current maximum (whichever is higher), it has disadvantage on the Constitution saving throw for exceeding its maximum Pleasure, and it gains the following effects depending on how much Pleasure they have (effects are cumulative with all previous effects):



Ocular Numb Sterility

Pleasurably Numb Effect Table

Pleasure	Effect
2+	The creature is resistant to being charmed or frightened.
4+	The creature has resistance to psychic damage and has advantage on Intelligence, Wisdom, and Charisma saving throws.
6+	The creature's mind cannot be read nor can it be magically compelled into a course of action.
8+	The creature is incapacitated.

Thaumic Sigil: Sterility

1st-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a small copper amulet in the shape of a "T" and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

When this sigil is imprinted on a creature they become unable to conceive children via any means.

Thaumic Sigil: Ziicubus' Kiss

7th-level transmutation

Casting Time: 1 minute (ritual)
Range: 5 feet
Components: V, S, M (a butterfly wing and 100gp worth of precious gems, which the spell consumes)
Duration: Until Dispelled

As part of casting this spell, a sigil is imprinted onto the skin of the target. This sigil can neither be removed nor will an illusion mask its presence. When this spell ends the sigil fades. A creature may only be marked with only one Thaumic Sigil at a time and any subsequent Thaumic Sigil marking causes the previous sigil to vanish. An unwilling creature may make a Charisma saving throw, on a success they prevent the sigil from being applied. This effect may only be ended by the spells *Greater Restoration* or *Wish*.

A sigil commonly used by Ziicubus to create a pliant stable of prey to feed upon, when this sigil is imprinted on a creature they begin to crave physical pleasure without end and become susceptible to mental manipulation. The target has disadvantage on saving throws made to resist being charmed. In addition, the target has advantage on Constitution saving throws for exceeding its maximum Pleasure, it may have a maximum Pleasure of 10 or its current maximum (whichever is higher), and as a bonus action on its turn it may gain a number of temporary hit points equal to its current Pleasure.



Ziicubus' Kiss

Timberous Steed

3rd-level conjuration

Casting Time: 1 action
Range: 5 feet
Components: V, S, M (a tree sapling or seed)
Duration: 1 hour

Tree barked tendrils erupt from the ground beneath the target's feet, wrapping about themselves to form a horse-like creature made of wood. As part of this process, the wood ensnares them, binding them astride the creature's back as one would if they were riding a horse. However, where a saddle would be affixed is instead an agonizing ridge which digs painfully into their perineum and genitals as they are pressed into it by their own body weight.

A medium or smaller creature must make a Dexterity saving throw. On a failure, the target is bound atop of and considered riding the steed. The creature uses the statistics for a **riding horse** except it is a construct instead of a beast, has 50 hit points, and an AC of 14. The target may not dismount from the steed until the spell ends, and if they are removed from atop the steed it crumbles into useless wood scraps. When the target suffers damage or as an action on its turn, it may make a Strength saving throw, ending the effect and breaking free on a success.

The steed's inititative matches its rider and it takes its turn to just before the rider does. You may control the steed's movement on its turns, but may not direct the steed to carry its rider into hazardous terrain such as lava or over a cliff. When the steed ends a turn in which it moved at least 30 feet, its rider gains 1 Pain. In addition, while the target is affixed atop the steed, they do not suffer the negative effects for accruing more Pain than their maximum.

Author's Note: Wooden Horses

A common torture device usually made of wood. Shaped in a triangular fashion, the victim is forced to rest with the upward point between their legs and are usually bound so they are forced to rest their weight on the point without the ability to lift themselves off the device. As this region of the body features the genitals, this is a very painful experience. A similar ordeal that is less severe can be made by utilizing ropes pulled tight through the crotch.

Torturous Droplet

Conjuration cantrip

Casting Time: 1 action
Range: 120 feet
Components: V, S
Duration: Instantaneous

You summon and fling a single drop of water at high velocity. On a hit, the target takes 1d10 piercing damage. If you target a creature that you hit with this spell in your previous turn, you may attempt to hit the exact spot on the creature the droplet hit previously, causing tremendous pain. When you choose to do so you suffer a -5 penalty to the attack roll, but if you score a hit the target gains 1 Pain and you deal bonus damage equal to the target's Pain plus your spellcasting modifier.

The force of the droplet increases when you reach higher levels. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Truth-bearing Noose

3rd-level enchantment

Casting Time: 1 action
Range: 60 feet
Components: V, S, M (a lasso)
Duration: Concentration, up to 10 minutes

You fasten an aetheric rope around the neck of a creature in range, with a trailing end leading back to your hand. The rope is intangible but visible, and is broken if the creature moves out of range. The target must succeed on a Charisma saving throw or become charmed by you for the duration of the spell. While charmed in this way, the creature cannot tell a lie. If you focus for a minute on the creature, you may attempt to delve into its mind for hidden secrets. When you do so the creature must make a Wisdom saving throw. If it fails, you may telepathically ask one question which can be answered with either "yes" or "no". The creature must answer this question truthfully. The spell ends if the creature takes damage.

Vortex Curse

3rd-level evocation

Casting Time: 1 action
Range: 60 feet (30-foot sphere)
Components: V, S
Duration: Concentration, up to 1 minute

You fashion a funnel gag made of aetheric energy which attempts to strap itself to a creature within range. The target must succeed on a Strength saving throw or the gag becomes fastened to the mouth of the target. When you cast this spell, choose a damage type from among acid, cold, fire, force, lightning, necrotic, radiant, or thunder. When another creature



Timberous Steed

takes damage of the chosen type within 30 feet of the gagged target, the gagged creature suffers half as much damage as the original target as the funnel draws in the specified energy.

A creature gagged in this way may attempt to remove the gag by using an action to make a Strength saving throw, ending the effect on a success.

Ward's Piercing Barrage

2nd-level conjuration

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

You conjure a slew of tiny sharp needles, which float around you waiting for your command. When you cast this spell, you summon a cloud of needles which orbit you harmlessly.

As a bonus action you can will a number of the needles to strike a creature within range, embedding themselves painfully in their flesh. When you do so make a ranged spell attack roll against the target, including modifiers such as advantage and disadvantage. Rather than using the result to determine if the spell hits, the creature suffers piercing damage equal to the result automatically. If you roll a natural 20 on the attack roll, double the amount of damage dealt by this attack.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you deal an additional 1d6 piercing damage for each slot above 2nd. In addition, if this spell was cast at 4th level or higher you double your ranged spell attack modifier when you make the attack roll.

Whip Strike

Evocation cantrip

Casting Time: 1 action
Range: Self (10-foot radius)
Components: V, S, M (a braided piece of leather cord)
Duration: Instantaneous

You conjure a spectral whip and lash out, making a melee spell attack roll against a creature within 10 feet of you. On a hit the target suffers slashing damage equal to 1d6 + the target's current Pain.

This spell's damage increases when you reach certain levels. At 5th level, the melee attack deals an additional 1d6 slashing damage to the target on a hit. This increases by an additional 1d6 at 11th level (3d6) and 17th level (4d6).

This spell can be used for multiple attacks when you reach higher levels: two attacks at 5th level, three attacks at 11th level, and four attacks at 17th level. If you hit a creature with this spell more than once on your turn, at the end of your turn you may have that creature gain 1 Pain.

Yank

Conjuration cantrip

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a leash)
Duration: Instantaneous

Using an ephemeral leash, you pull a willing creature to an unoccupied space adjacent to you. Despite this being a forced move, this movement still provokes opportunity attacks.

Zipper

1st-level conjuration

Casting Time: 1 bonus action
Range: 60 feet
Components: V, S, M (a clothespin and a bit of twine)
Duration: 1 minute

You conjure a series of wooden clothespins which are fastened together in a line via twine. The clothespins attempt to attach themselves to the skin of the target where they will wait to be removed at the perfect time to cause maximum pain.

The target must make a Dexterity saving throw. On a failure the clothespins become attached to the target. As a reaction to the target attempting to make an ability check or attack roll, you or another creature of your choosing within 15 feet of the target may magically pull on the string to rip off the clothespins. When they do so, the target takes 2 points of force damage for each point of Pain they have and make that attack roll or ability check with disadvantage, after which point the clothespins vanish.

A target may be under the effects of this spell multiple times, but each reaction only removes 1 set of clothespins.

Zone of Comfort

2nd-level enchantment

Casting Time: 1 action
Range: Self (20-foot cube)
Components: V, S
Duration: Concentration, up to 1 minute

You designate an area around you as your zone of comfort. This zone may appear as you wish, but is obviously an illusionary effect to any who perceive it and it never obscures vision. While within this zone creatures are immune to being frightened, have advantage on saving throws against being charmed, and may choose to not gain Pain or Pleasure if they do not wish to.

This spell ends when you leave the zone. Any creatures that spent the full duration of this spell within the zone gain 4d6 temporary hit points which fade after 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher the temporary hit points gained increases by 2d6 for each slot level above 3rd.

Items

This section contains descriptions for various items you will find in the world of Bundheim, both magical and mundane. Most of them involve some use or function dealing with sexuality, but some just fit themes and lore. When selecting and using items, be sure to work with your GM about which may be appropriate for the kind of game you're playing and always be mindful about how these items are used in regards to other players.

Some items are common and specific to particular classes, such as the *Sargat* for the Indomitable Oath Paladin. Such items have been noted with the *Specialist* property. Magical versions of these items may be found in the *Magic Items* section.

Common Items

Weapons Table

Weapon	Cost	Damage	Weight	Properties
Flogger	1 gp	1d6 Slashing	1/4 lb.	Finesse, Light, Painful
Hell Striders	30 gp	1d8 Piercing	20 lb.	Finesse, Specialist
Paddle	1 gp	1d6 Bludgeoning	1/3 lb.	Versatile (1d8), Painful
Sargat	30 gp	1d8 Bludgeoning	30 lb.	Specialist
Steelsilk Needles	20 gp	1d4 Piercing	1/2 lb.	Finesse, Light, Specialist
Striking Cane	2 sp	1d4 Slashing	1/2 lb.	Finesse, Light, Painful
Switchblades	20 gp	1d6 Slashing/1d4 Piercing	2 lb.	Finesse, Light, Range/Melee (Variable), Specialist
Whip	2 gp	1d4 Slashing	3 lb.	Finesse, Painful, Reach

Painful Weapons

Common throughout Bundheim are weapons which were derived from a more traditional instrument of torture. While these weapons have augmentations which enhance their utility in battle, such as bladed tips on a flogger's tassles, they are no less potent at inciting pain on those that are unlucky enough to be on the receiving end of them.

An attacker who hits the same target twice or more during a turn with a weapon that has the *Painful* property may have the target gain 1 Pain.

Specialist Weapons

Specialist weapons have unique properties which can be found in the descriptions below. A creature is only considered proficient in these weapons if they have specific training to wield them (such as would be found in a class feature).

Hell Striders

A set of stilt-like leg armaments which feature bladed bottoms. If the wearer is proficient with Hell Striders, while wearing them the wielder does not suffer the speed penalty from difficult terrain, may move across lava so long as they move their full speed each round, and may attack with them. When used as weapons Hell Striders count as Finesse weapons and cause 1d8 piercing damage plus your Dexterity modifier.

Sargat

A set of two massive tower shields primarily used by Indomitable Oath Paladins, one held in either hand. Sargat count as a shield, and as such convey a +3 AC bonus when wielded. In addition, if you are proficient with Sargat you may attack with them as though they were weapons that deal 1d8 plus your Strength modifier bludgeoning damage on a hit. If you wield one Sargat in each hand and take the Attack action during your turn, you may make a single attack as a bonus action.

If a set of Sargats is enchanted to gain a +1 or higher bonus, it gains a commensurate bonus to the AC bonus is provides, attack rolls made with it, and the damage rolls made with it.

Steelsilk Needle

A set of hardened steel needles with extra long points, Steelsilk Needles are wielded primarily by Stitcher Rogues as a replacement for daggers. Attached to these needles are a line of Steelsilk Thread, which can be attached to creatures when the needles pierce their flesh.

Steelsilk Needles deal 1d4 piercing damage and have the Finesse and Light properties.

Switchblades

A set of two shortswords that can be unfurled into a bladed whip-like arrangement. While fearsome in melee, this allows the wielder to swap into a short ranged fighting style with nary a thought. The handle also features a retraction mechanism, meaning one can return to a more traditional fighting style for close quarters combat with ease.

When retracted, Switchblades deal 1d6 slashing damage and have the Finesse and Light properties. When unfurled, they deal 1d4 piercing damage and have the Finesse, Light, and Range (10/20) properties. Switchblades can be unfurled or retracted for free once on their wielder's turn.

Kink Items

The tables below respresent data for various items which may commonly be found throughout kink activities. The rules for many such items can be found in the Escape Encounters section. Where there are not specific rules in that section for an item, it follows the rules for the next closest item. For example manacles do not have explicit rules in that section, but instead they will function as a set of Iron Restraints.

Gags

Name	Cost	Weight	Properties
Ball Gag	5 sp, 3cp	1/4 lb.	Cannot satisfy Verbal components of spells
Bit Gag	5 sp, 8 cp	1/2 lb.	Cannot satisfy Verbal components of spells, disadvantage on Charisma checks
Muzzle	2 gp	3/4 lb.	Cannot satisfy Verbal components of spells
Phallic Gag	1 gp	3/4 lb.	Cannot satisfy Verbal components of spells, disadvantage on Concentration checks
Ring Gag	5 sp, 4 cp	1/4 lb.	Cannot satisfy Verbal components of spells, disadavantage on saving throws for swallowing

Intoxicants

Name	Cost	Weight	Properties
Aphrodisiac	50 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules
Drought of Ether	30 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules
Harlequin's Caress	100 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules
Phiter of Mind Looping	200 gp	1/2 lb.	Variable Potency*, see Escape Encounters section for specific rules

* **Variable Potency.** This item can come in a variety of potencies. For each potency level above above Weak, add 10% to the cost to purchase

Locks

Name	Cost	Weight	Properties
Common Lock	10 gp	1 lb.	DC 15 to unlock
Intricate Lock	30 gp	1 lb.	DC 20 to unlock
Failsafe Lock	100 gp	1 lb.	Trap Lock, variable DC to unlock, see Escape Encounters section for specific rules
Poison Needle Lock	200 gp	1 lb.	Trap Lock, variable DC to unlock, see Escape Encounters section for specific rules
Gas Ampule Lock	400 gp	1 lb.	Trap Lock, variable DC to unlock, see Escape Encounters section for specific rules

Painful Implements

The following table represent various implements used to add pain to a creature, while not necessarily being able to be utilized as a weapon. For example, floggers, whips, and striking canes can all be used in battle and have been included in the Weapons Table instead.

Name	Cost	Weight	Properties
Candle	2 cp	1/8 lb.	Adds Pain when used for more than 1 minute, to the GM's discretion
Clothespins (30)	2 cp	1/8 lb.	Adds Pain when worn for more than 1 minute, to the GM's discretion
Finger Claws	1 gp	1/4 lb.	Adds Pain when used for more than 1 minute, to the GM's discretion
Nipple Clamps	1 gp	1/8 lb.	Adds Pain when worn for more than 1 minute, to the GM's discretion
Wartenberg Wheel	2 gp	1/8 lb.	Adds Pain when used for more than 1 minute, to the GM's discretion

Restraints

Name	Cost	Weight	Properties
Collar	1 gp	1/8 lb.	
Leash / Lead	5 sp	1/8 lb.	
Leather Cuffs	1 gp	1/4 lb.	Leather binding material, see Escape Encounters section for specific rules
Manacles	2 gp	6 lb.	Iron binding material, see Escape Encounters section for specific rules
Pillory	2 gp	1/8 lb.	Escape DC (Str) 25, requires a lock
Rope (Hempen Jute)	1 gp	5 lb.	Rope binding material, see Escape Encounters section for specific rules
Spreader Bar	2 gp	2 lb.	Has two attachment points for bindings, one at either end
Straightjacket	25 gp	5 lb.	Leather binding material, see Escape Encounters section for specific rules

Magic Items

The following magical items are presented in alphabetical order for ease of reference.

Amethyst Wand

Wondrous item, rare (requires attunement)

A thick handled wand with an electrically charged amethyst in its handle. The top of the wand is a bulbous ended prong made of hollow hardened glass. The glass is filled with plasma, fueled by the charge from the amethyst, which conducts a mild electrical charge into all who touch it.

While holding this wand, you can use an action to make either an unarmed attack or a melee spell attack against a creature. If the attack hits, the target gains 1 Pain then takes lightning damage equal to their current Pain.

This wand has 7 charges. You can use an action to expend 1 or more of its charges to cast the *Lightning Bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you suffer at least 15 lightning damage while holding this wand, you may use your reaction to add 1 charge to it.

Animated Laticifex Roll

Wondrous item, rare

A well made wooden box that holds within it a roll of tightly compressed inert laticifex film. As an action one can speak the command word and point at a large or smaller creature within 30 feet. The laticifex unspools from the box, striking out in a flash as it attempts to mummify the target creature. The target must succeed on a DC 13 Dexterity saving throw or become restrained and blinded as they are fully wrapped into a tight bundle. The laticifex is strong but permeable to air and thus a creature mummified in this manner is able to breathe normally.

A creature can spend its action to make a Strength saving throw in an attempt to break free of the laticifex (escape DC 13). When the creature succeeds, or the command word is once again spoken, the laticifex spools itself harmlessly back into the box. If a creature fails 3 times in a row to escape, they gain 1 point of exhaustion. The box magically always contains enough laticifex to restrain the target, but does not hold enough to bind more than one creature at time.

Barbarous Harness

Wondrous item, rare (requires attunement by someone with a vagina)

A barbed phallus of monstrous size hangs from a hip harness of sleek black leather. It is not clear what creature inspired the phallus, but it is easy to imagine the effect it would have should it be inserted. The phallus is actually double ended, with a much more pleasurable portion that is inserted into the wearer to stimulate them during its use.

While wearing this item you have advantage on Charisma (Intimidation) checks.

When you cause a creature other than you to gain any amount of Pleasure, you may have them gain 1 Pain instead. When you do so, you gain 1 Pleasure.

This item has a maximum 3 charges, and regains all spent charges when its wielder completes a long rest. As an action you can brandish the phallus in an attempt to frighten those nearby, spending a charge when you do so. Each creature of your choice in a 30-foot radius around you must succeed on a DC 18 Wisdom saving throw or become frightened of you for 1 minute. Any creature that makes this saving throw suffers a penalty to the result equal to its current Pain.

Bayonet Blasters

Wondrous item, very rare (requires attunement by a spellcaster)

A set of black leather high heeled boots with the heels of each holding a blackpowder pistol embedded in it. The pistols can be fired by you as if you were wielding a pistol normally. You are considered proficient with firearms for any attack made with these boots, even if you are not normally proficient in firearms.

This item can hold a maximum of 3 charges. As an action you may spend a charge and expend a spell slot of 1st-level or higher to execute a series of punishing blows using the boots against a target that is adjacent to you.

When you do so, make 3 melee attacks against the target using these boots. You do not have disadvantage on these attack rolls for being adjacent to the target. For each attack that hits, roll a number of d6 equal to the level of spell slot spent for this effect. The target suffers force damage equal to the result plus additional piercing damage equal to their Pain.

Alternatively, you may expend 2 charges when you hit with a normal attack using these boots. If you use this effect, that attack deals no damage and instead you momentarily summon a spectral medieval torture or execution device and attempt to end the target's life prematurely by subjecting them to it. If the target has hit points less than 10% of their maximum hit points, they are killed instantly. This ability has no effect if the target has more than 10% of their maximum hit points. After this effect ends, the conjured device vanishes.

The item regains all expended charges when its wielder finishes a long rest.

Bite Gag

Wondrous item, rare (requires attunement)

A charming bit gag which features golden inlay along the bit and a set of menacing metallic mandibles that protrude in front of the wearer's face while they are adorned with it. While wearing this item, verbal components of spells cannot be used, and as an action you may bite a target of your choosing. You may make unarmed biting attacks using this item and are considered proficient with it, but may never attack a creature with this item that is more than 5 feet from you. On a hit you deal 1d10 + your Strength modifier piercing damage.

This item has 2 charges. You may spend a charge when you hit with an attack to increase the damage this item deals to 3d8 + your proficiency bonus + your Strength modifier. If you are biting an inanimate object, this attack deals double damage. This item regains all spent charges when its wielder finishes a long rest.



Blades of Gillevi

Weapon (switchblades), legendary (requires attunement)

This set of switchblades feature a thicker handle, which houses a stronger arcane mechanism for unfurling and retracting the blades and the lines attached to them.

You gain a +3 bonus to attack and damage rolls made with this weapon and the range of this weapon when it is unfurled is increased to 20 feet for short range and 40 feet for long range. This weapon gains different bonuses depending on if it is unfurled or retracted:

Unfurled

As an action you may twirl the blades about you in a whirling maelstrom. All creatures of your choice within 10 feet of you must succeed on a DC 17 Dexterity saving throw or take piercing damage equal to 2d4 + your Dexterity modifier + your proficiency bonus.

After you hit a creature with an attack, once per turn, you may either pull yourself to an unoccupied space adjacent to them or make a contested Strength check against the creature if it is your size or smaller. On a success, you pull them to an unoccupied space adjacent to you.

Retracted

When a creature makes a melee attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead. If that attack hits you, you gain 1 Pain.

You may also use this weapon to help you traverse terrain. As an action, you may unfurl it to shoot the blade tip out at high speed to imbed it in a wall or inanimate object within 40 feet. This weapon is tethered to that point, akin to holding a rope tied to it via a piton. You can retract the line as a bonus action, pulling yourself toward the tether point.

Blood-Tipped Whip

Weapon (whip), very rare (requires attunement)

When you hit a creature with an attack using this weapon, add 1 Pain to that creature and they begin to bleed. While bleeding, a creature takes 1d6 necrotic damage for each point of Pain is has at the end of its turns. After a creature takes this damage they may make a DC 15 Constitution saving throw, stopping the bleeding on a success.

Bonds of Disruption

Wondrous item, very rare

A set of metal bonds intended to disable the magical capabilities of those that wear them. A normal set includes:

- **Collar.** Modulates the voice ever so slightly, but enough to break the connection to the aether so that vocalizations for spellcraft are disrupted. The wearer cannot satisfy the verbal component for spells.
- **Wrist Cuffs.** Induces a minute tremble in the fingers, just enough to remove the ability to do fine detail work via the hands. The wearer cannot satisfy the somatic components of spells, manipulate tools, or pick locks.
- **Ankle Cuffs.** Causes a minor amount of disorientation and lack of coordination, such that the wearer has to consciously concentrate to use their legs effectively. The wearer cannot concentrate on spells or move more than their movement speed on their turn (including for the Dash action).

This item overrides any class features, feats, abilities, or other effects.

Boots of Worship

Wondrous item, rare

As an action you may speak a commanding word. When you do so all creatures of your choosing that can hear you within 15 feet of you must make a Charisma saving throw (DC 13). On a failure the creature falls prone and at the beginning of its next turn it uses all of its movement to crawl toward you in an attempt to be next to you. The creature will avoid any dangerous obstacles as it does this, even if that means it cannot end its movement next to you. If the creature ends this movement adjacent to you it becomes stunned until the start of its next turn as it worships your feet. If it does not end its movement next to you, it may act normally instead. Creatures that cannot be charmed are immune to this effect.

Cat o' Many Tails

Weapon (flogger), rare (requires attunement)

At first blush, this flogger appears to have the standard 9 tails. Upon closer inspection the number of tails increases and decreases moment to moment, each appearing or disappearing from view as they are obscured by others, making the total number impossible to deduce.

When you hit with an attack using this weapon, the damage dice for the attack is a d12 instead of the normal d6 for such a weapon. If the damage roll is 6 or higher, the target gains 1 Pain. If you are attacking a creature with more than 5 Pain, you may reroll the damage dice. The result of the reroll is used, even if it is lower.

Chastened Vestments

Armor (scale mail), very rare (requires attunement)

This armor features pieces which fit over the wearer's erogenous zones, preventing them from being accessed or stimulated. An enchantment upon the armor deadens the nerves in those areas as well, further enforcing the chastening effect.

You are immune to piercing damage and cannot gain Pleasure points. If you would gain Pleasure, instead you gain temporary hit points equal to the amount of Pleasure you would have received.

Clockring

Wondrous Item, legendary (requires attunement by someone with a phallus)

An aged brass ring made of two sections, one outside the other like a shell. The exterior section seems to move independent of the interior section, and does so with a rhythmic ticking that matches the passing of seconds. Carved upon the outer section are runic facsimiles of numbers from a long lost language.

The clockring has the following properties:

Curse of Speed

As an action you may speed up the ticking of the ring, targeting a creature you can see within 30 feet of you when you do so. The target must succeed on a DC 17 Wisdom saving throw or be cursed with overwhelming speed that it can barely control. For 1 minute the target experiences the following effects:

- Its speed is doubled and it must use its full movement each turn. It must move only in a straight line during this movement. Colliding with a creature or object during this movement incurs damage to the creature equivalent to falling the distance moved.
- It gains a +2 bonus to its AC.
- It has advantage on Dexterity saving throws.
- It may not attack the same creature more than once during its turn and makes attack rolls with disadvantage.

At the end of each of its turns the target may repeat the saving throw, ending the effect early on a success. Once you use this ability, it cannot be used again until you complete a long rest.

Boon of Leisure

As an action you may slow down the ticking of the ring, targeting a willing creature you can see within 120 feet of you when you do so. The target becomes blessed with a more leisurely experience in regards to the passing of time, allowing it more time to consider the best course of action. For 1 minute the target gains the following effects:

- It gains advantage on attack rolls, ability checks, and saving throws. Other creatures have disadvantage on attack rolls against it.
- Its movement may neither be improved or reduced other than by effects that would reduce its movement speed to 0. It may not take the Dash action.
- Regardless of its abilities or magic items, it can only make one melee or ranged attack in a turn and may only cast spells with a casting time of 1 action.

You may end the effect early at the beginning of your turn. Once you use this ability, it cannot be used again until you complete a long rest.

Author's Note: Cock Rings

A ring accessory intended to be worn around the penis, usually near the base. These rings can enhance or extend erections, act as aesthetic or sensation enhancing adornments, or even include a vibrator for stimulation. Such devices are also commonly known as penis rings, shaft rings, or C rings.

While there are metal cock rings (and the item above depicts one), it is advised to only use ones made of a soft material due to the danger of the engorgement that accompanies erection trapping the ring and endangering the phallus.

Competency's Impetus

Weapon (whip), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

In place of an attack, you may lash out at a creature within range with this weapon in an attempt to have them perform adequately. When you do so the creature gains the benefits of you having performed the *Help* action on them. You may choose to have that creature gain 1 Pain as part of this process. If you do so, they add a bonus to the next ability check or attack roll they make equal to your Charisma modifier.

Dame Bhetti Mae's Illustrated Page

Wondrous item, rare

A hand-scribed, color illustrated page from the famous dilettante Dame Bhetti Mae which features illustrations that move of their own accord. The page contains examples and instructions in various forms of ropework, with a focus on aesthetic performance while bound.

A creature that spends at least one hour studying this page makes Charisma (Performance) and Charisma (Persuasion) checks with advantage so long as they are bound. This effect lasts until they finish a long rest.

Dominant's Nectar
Potion, rare

When you drink this potion you feel an intense sense of confidence and capability. For the next minute, during your turn, you may take the Help or Use an Object action as a bonus action. When you take the Use an Object action as a bonus action, that action may only target a creature other than yourself and it may not deal damage. Examples of this include tying a rope, fastening a gag, or using an ability specific to a magic item. In addition, during this time you also have a +2 bonus on skill checks you make and are immune to being frightened.

Draconic Ring Gag of Ingestion
Wondrous item, legendary (requires attunement)

After you are dealt acid, cold, fire, lightning, poison, or thunder damage, you may use a reaction to become attuned to that type of damage until you use this ability again. You are resistant to the damage type you are attuned to. If an attack targets you that deals damage of the type you are attuned to, that attack is made with disadvantage. If you make a saving throw for a spell or effect that deals that type of damage, you make it with advantage.

When you take damage of the type you are attuned to, this item gains a charge. This item can hold a maximum of 2 charges.

As an action you can expend a charge and let loose a breath attack of the damage type you are attuned to. All creatures in a 30 ft. cone must make a DC 17 Dexterity saving throw. On a failure they take 6d6 damage of the type you are attuned to. On a success, they take half as much damage.

Farsight Censers
Wondrous item, very rare (requires attunement by a cleric, paladin, or warlock)

Two small spherical metal censers hang via chain from a set of clamps. Oracles and priests often hang these from their nipples or other body parts. Breathing the smoke of incense emitted from these censers enhances the divination capabilities of those who use them.

While the censers are lit and you are wearing them, you may cast any of the following spells as a ritual: *Locate Creature*, *Locate Object*, *Scrying*, *Legend Lore*, or *Contact Other Plane*.

When casting *Scrying* this way, you are always considered to have at least firsthand knowledge of the target and the target makes their saving throw with disadvantage.

When casting either *Locate Creature* or *Locate Object* this way, the range at which you detect your target is 1 mile.

If you ritually cast a spell using this item, your maximum Pain is reduced by 2 as you are left with the lingering ache of the experience. Your maximum Pain returns to normal when you finish a long rest.

Fetishistic Focus
Wondrous item, uncommon

A focus devoted to practicing magic and kink simultaneously which can come in many forms such as a nipple ring, chastity cage, cock ring, or butt plug. When you first take possession of this item you may focus on a specific kinky activity such as spanking, being bound, or foot worship. This item devotes itself to aiding you in the pursuit of that activity. While adorned with this item you gain a +1 bonus to attack rolls and ability checks related to spells you cast that are utilized in the pursuit of the kinky activity the item has devoted itself to, as determined by the GM. If another creature takes possession of this item, it changes the activity it is devoted to. This item may only be devoted to one activity at a time.

Florentine Handles
Wondrous item, rare (requires attunement)

A finely crafted set of two wooden handles that have an elemental enchantment woven into their grain, attuned to the Calamity of Air. Thanks to this they are lighter and easier to wield than most weapon handles. A secondary enchantment allows them to replace the handles of nearly any weapon, such that it can benefit from its base properties.

You may spend an hour attaching a handle to a mundane melee weapon. When you do so the previous handle vanishes, replaced by this item. A weapon with one of the handles attached loses the two-handed property (if it had it) and gains the light property.

Fur Coat of Baroness Pistor
Wondrous item, rare (requires attunement by a creature that identifies as female or feminine non-binary)

A plush fur coat which is enchanted to aid its wearer in appearing commanding and discerning. You may spend 1 hour dominating a willing creature that can understand you, after which point they are considered owned by you. You may only have one owned creature at a time, and if you take ownership of another creature the previous creature is no longer owned.

When you gain Pleasure within sight of your owned creature, you may have your owned creature gain 1 Pleasure. You may not use this effect if the Pleasure you gained was caused by your owned creature.

If your owned creature causes you to gain Pleasure, they lose all Pleasure they have.

As a bonus action, you may have your owned creature gain temporary hit points equal to your Pleasure.

Author's Note: Cuckolding

The term cuckolding is traditionally used to refer to a man whose wife is sexually unfaithful. The sense of powerlessness and degradation from such an idea has grown into a fetish all its own. Sometimes this can involve one partner being bound and forced to watch the other participate in sexual acts, but it is not strictly necessary as the power exchange is the most important factor. It is important for all involved in this practice to communicate and establish consensuality as it can create a very real sense of resentment that can damage a relationship if not properly handled.

Gordite Puzzle Box

Wondrous item, rare

A finely crafted puzzle box in a cubic shape; the sides are made of a variety of shapes which interlock and create a complex geometric pattern. The box itself is 6 inches to a side and is made of a rare metal known as Gordite, which gives it excellent arcane potential in regards to creation magic.

A creature may spend 1 minute in an attempt solve the puzzle box. At the end of this time, the creature must succeed on a DC 12 Intelligence check to succeed in solving it. When the puzzle box is solved, it transforms into any of the following pieces of bondage furniture, which include any required restraints: St. Andrew's cross, bed, pillory, rack, or chair. The piece of furniture may not be larger than 10 feet in any direction. The puzzle box remains transformed for 1 day, or until the creature that solves it wills it to revert to its box form. Any creature bound to it while it is in its furniture state when it transforms back into a box is freed as part of the transformation process without sustaining any damage.

Hornet's Sting

Weapon (steelsilk needles), legendary (requires attunement by a Stitcher Rogue)

A set of two needles, with a Steelsilk Thread line connecting them at all times. The needles themselves are etched and spiraling, shaping them into a fragile design that is durable beyond its appearance.

You gain a +3 bonus to attack and damage rolls made with this weapon. As an action, you may make a melee attack with this weapon against a creature that is not thread linked. If the attack hits, after damage is dealt, you may teleport to an unoccupied space adjacent to another creature that is within 30 feet and also not thread linked, then make an attack against them. If this attack also hits, both creatures that have been hit by these attacks become thread linked to each other.

Infusion Plug

Wondrous item, varies

A particular sub-sect of enchanters across Bundheim have figured out how to construct a phallic object that perfectly replicates the penile genitals of powerful entities, such as a werewolf or demon. However, talented artificers have taken the concept further, and imbued these objects with the ability to infuse a fragment of that creature's essence into the wielder via a burst of aetherically manifested semen.

These plugs are often worn either vaginally or rectally, depending on taste and anatomy, or can be fashioned into a gag if so desired. Once activated, these items alter their wielder so they take on a semblance of the appropriate creature's abilities and appearance.

An *Infusion Plug* has 2 charges. As a bonus action you may expend a charge to activate this item. For 1 minute you gain attributes from the entity corresponding to the type of creature the plug has been crafted to match. This item regains all of its spent charges at dawn.

- **Orc (uncommon).** Add 2 to your Constitution score, add 3 damage when you hit with a melee attack, and at the end of each of your turns you gain 5 temporary hit points.
- **Minotaur (rare).** Add 2 to your Strength score, add 5 feet to your walking speed, and if you move at least 20 feet in a straight line towards an enemy that is your



Infusion Plug

size or lower, you may have them make a Strength saving throw against 8 + your strength modifier + your proficiency bonus. On a failure, they are knocked prone and take 2d6 bludgeoning damage.

- **Werewolf (very rare).** You know the location of any single creature you have dealt damage to in the last 10 minutes. In addition, you have advantage when making attack rolls against creatures with less their maximum hit points. You may take the Dash action as a bonus action but you must end that movement next to a creature with less than half their maximum hit points.

- **Dragon (legendary).** When you activate this effect, choose a damage type from among the following list: acid, fire, lightning, poison, or cold. You are resistant to damage of the chosen type and immune to being frightened. You gain a fly speed of 60 feet. As a bonus action you may breathe a cone of elemental energy. Each creature in a 15 foot cone must make a DC 17 Dexterity saving throw. On a failure, that creature takes 6d6 damage of the type selected when you activated this ability. On a success, that creature takes half as much damage.

- **Demon (legendary).** You are resistant to fire and poison damage, are immune to the poisoned condition, gain truesight (120 ft), and you gain a fly speed of 30 feet. When you hit with an attack, you deal an extra d8 necrotic damage and regain hit points equal to half of the damage dealt.

Instruments of Torture

Prior to shifting her focus to utilizing humanoid instruments for her performances, Lady Vil Vivain toured with a more traditional musical troupe. Yet not all was mundane, for each of the trio's members enchanted their instruments to fulfill their desires to enact suffering upon others. This of course made their performances wildly popular, as each musical piece was accompanied by a show.

Though Lady Vivain has settled down by founding her Vocalarium, the unique instruments the band employed have been passed down from performer to performer over the decades. During that time their enchantments have only grown stronger, allowing any who utilize them to become a torturous force to be reckoned with.

Adieux, Flute of Exaltation

Wondrous item, very rare (requires attunement)

The prized possession of flautist Chell Flaherty, this flute was the focal point of her performance wherein she would insert it into her nether regions and channel her pleasure to play it. Though incredibly smooth, the main draw of the show was the fear of bodily harm for there was a real risk of one bad movement bringing incredible pain to Chell.

While holding this flute, you gain proficiency with flutes and the Performance skill. While making a Performance check with this instrument, you may treat a d20 roll of 9 or lower as a 10.

As a bonus action you may insert the flute into one of the pelvic orifices. While you have the flute inserted, if you move over half your movement speed in a turn you suffer 2d6 slashing damage. In addition, while the flute is inserted, when you gain Pleasure you may use your reaction to let loose a bellow of exaltation. When you do so, all creatures of your choosing within 30 feet of you and that can hear you must make a Wisdom saving throw (DC 17). On a failure each creature takes 1d6 psychic damage for each point of Pleasure it has, or half as much damage on a success.

Ecras, Drum of Breaking

Wondrous item, rare (requires attunement)

Formerly held by the drummer Novouwynn Ashbrewer, the drum is a nasty looking affair thanks to its cold iron frame and stretched leather paneling. Oddly the two drumsticks are also fashioned from iron, though they seem to only enhance the sound rather than hamper it.

While holding this drum, you gain proficiency with drums and the Performance skill. While making a Performance check with this instrument, you may treat a d20 roll of 9 or lower as a 10.

As a bonus action you may hit the drum, sending forth a blast of excruciating sonic energy. When you do so, target a creature that you can see and that can hear you within 30 feet. The target must make a Constitution saving throw. On a failure, when the target next suffers bludgeoning damage, they take bonus bludgeoning damage equal to their Pain. If the target succeeded on the saving throw and you use this effect again on the same target in your next turn, the target suffers a cumulative -1 penalty to that saving throw, to a maximum of -5.

Uffri, Violin of Misery

Wondrous item, legendary (requires attunement)

Once the personal violin of Lady Vil Vivain, she eventually set it aside to focus on enacting suffering to create aural delights. Oddly angular for a violin, the bow strings are made of a fine twisted mithril with miniature barbs that run along their length. The wood is a deep crimson red, and is rumored to have been stained by the blood of those who the violin has been unleashed upon. The violin is sentient, and seeks everlong to aid its wielder with inflicting sublime suffering upon others.

While holding this violin, you gain proficiency with violins and the Performance skill. While making a Performance check with this instrument, you may treat a d20 roll of 9 or lower as a 10.

As a bonus action you may command the violin to act of its own accord, after which it begins to levitate. On subsequent turns you may as a bonus action command the violin to act, which it does as part of the bonus action. The violin may move up to 30 feet then take any of the following actions:

- **Strike.** The violin makes a melee attack with its bow against a creature adjacent to it. The violin uses either your weapon attack roll and ability score modifier for damage, or your spell attack roll and spellcasting ability modifier for damage. On a hit, the target suffers 2d8 piercing damage then gains 1 Pain.

- **Afflicting Pitch.** A creature adjacent to the violin must succeed on a DC 17 Charisma saving throw or suffer a penalty to the next saving throw it makes equal to the amount of Pain it has when it makes the saving throw.



- **Crescendo.** A creature adjacent to the violin must succeed on a DC 17 Constitution saving throw or suffer 1d6 psychic damage for each point of Pain it has, lose all of its Pain, and then gain Pleasure points equal to the amount of Pain lost.

The violin becomes inert after 1 minute, or when you command it to return to you on your turn.

Kessler's Box

Wondrous item, uncommon

A smallish box, perhaps 6 inches to a side, whose edges are studded and sides inlaid with a panel of black leather. Inside is an incredibly aromatic sprig of heather, whose scent fills the space within 50 feet of the box.

Any creature who spends at least 1 minute smelling the heather's scent has advantage on Wisdom (Insight) checks as well as any checks made to remember information or glean new information from books or other notes. If a creature has not either attacked or dealt damage during this time, they also have advantage on saving throws against being frightened. These effects end either when the box is closed or a creature can no longer smell the heather.

Author's Note: Scent

Scent is well known to be the sense most tied to memory. It can be used to create a specific environment or mood; many fetishists associate the smell of leather with safety and contentment for example. It can also be used as a trigger for training purposes, or as a punishment. Some individuals even fetishize specific smells, which is known as *Olfactophilia*.

Luminary Collar

Wondrous item, uncommon (requires attunement)

The collar's ring emits bright light in a 15-foot radius and dim light for an additional 15 feet. This light is sunlight. You may extinguish or ignite the light as a bonus action.

While the light is extinguished, you have advantage on Dexterity (Stealth) checks. While the light is ignited, you have advantage on Wisdom (Perception) checks.

Author's Note: Day Collars

In many formal relationships centered around BDSM, a collar functions as a sign of commitment. However, some find wearing such an adornment either impractical or inappropriate in their daily lives. Instead, one might wear an innocuous facsimile of a collar, such as a simple chain with a hoop which stands in for the proper collar. Such accessories are often dubbed *day collars* for their usage in everyday life.

Mask of Animated Faces

Wondrous item, rare (requires attunement)

This silvery mask seems to almost be fashioned from a liquid metal, but is quite solid to the touch and surprisingly light. When worn, the mask expands to fully encapsulate the head of the creature donning it. While wearing this mask you may cast the *Disguise Self* spell from it at will (DC 13 to discern the disguise). You have advantage on Charisma (Deception) checks while disguised by this mask.

Author's Note: Kigurumi / Animegao

While *Kigurumi* are most known as costume-like pajamas that often resemble animals, the term can also be used to describe wearing ornate masks fashioned after the visage of a fictional character. Most often this character is from Japanese animation, but can be crafted to be original characters as well. This allows the wearer to partake in activities not only anonymously, but also to inhabit a character for roleplay purposes.

Mask of the Owl & The Rosy Lead

Wondrous item, rare

A set of two items, which only work when one individual wears both. One piece is a carved mask shaped after the face of an owl. The other is a delicate rose gold chain leash which is intended to be attached to the genitals as a sign of ownership. This feat is accomplished by piercing into the flesh, making it very difficult to remove.

Attaching the leash to your genitals can be done as an action, and you gain 1 Pain during the process. Once attached, the leash may only be removed by a creature both proficient with and utilizing Jeweler's, Tinker's, or Smith's Tools. The removal process takes 1 hour.

While the mask covers your face, your visage becomes hard to discern as the minds of creatures who behold you think of you simply as an unimportant piece of property. You may have any creature that wishes to discern your identity while you wear it make a DC 13 Intelligence saving throw. On a failure they fail to glean your true identity. A creature that fails the saving throw cannot attempt it again for 24 hours. Any creature that can see through illusions or that has Truesight automatically succeeds on the saving throw.

If another creature is holding the leash and it is attached to your genitals, any creature making the saving throw to determine your identity while you are wearing the mask does so with disadvantage.

One Bar Prison

Wondrous item, rare

A mundane appearing rod about 6 inches long, made of iron or steel. By speaking the rod's command word it lengthens and manifests bindings to trap a creature to it. To achieve this the rod is placed at either the mouth or anal/genital openings of the target. When activated the bar expands, weaving its way through the entirety of the creature from mouth to bottom, or vice versa. This process does not harm the creature as the rod becomes vaguely ethereal as it does so. Despite this, a semi-physical rod through a creature's core serves as an effective method for imprisoning it. Yet even with this, many such rods materialize either bands of arcane energy or physical bindings to further restrain the target.

When activated while pressed to a bodily opening of an unwilling creature, the target must make a DC 13 Strength saving throw. On a failure the creature becomes restrained as described above. While the rod is restraining a creature it cannot be moved, even if this would cause it to defy gravity. A creature restrained by this rod may use an action to make a DC 30 Strength saving throw, escaping the rod on a success. The creature that activated the rod can speak the command word again to collapse the rod and free the target.

Pannernacle, Mortality's Mockery

Armor (light, medium, or heavy), legendary
(requires attunement by a creature of Evil alignment)

This dark set of ornate armor carries iconography to the various Malitic Deities. Overlapping sections of bat wings interlock with coiling black serpents to make an unsettling pseudo-organic texture. Dangling from various places are 8 small obsidian charms, each depicting a symbol of one of the Malitic Deities.

While the true origin of this armor is unknown, tales speak of it cutting a ruinous path through history beginning in the Age of Black Stars. Each tyrant and overlord that comes into possessions of it leaves a trail of suffering in their path.

This armor has the following properties.

Arduous Ordeal

As a bonus action you may beseech the Malitic Deities to grant you the power to twist joy to suffering in those around you. When you do so the snakes slither off of the armor and embed themselves within your lower orifices. There they writhe rhythmically, constantly stimulating your most sensitive areas.

While filled in this manner, you automatically pass the Constitution saving throw for accruing more than your maximum Pleasure points and at the start of your turn you gain 1 Pleasure. When a creature other than yourself within 30 feet of you gains hit points or temporary hit points, you may choose to reduce the amount gained by double the amount of Pleasure you have.

This ability lasts for 1 minute, or until you choose to end it early. Once you use this ability, it cannot be used again until you complete a short rest.

Suffering Unending

As a reaction when another creature you can see within 120 feet of you regains hit points or gains temporary hit points, you may have the target gain Pleasure equal to your Pleasure. If a creature would exceed their maximum Pleasure because of this effect, they make the Constitution saving throw for doing so with disadvantage. No effect may give the target advantage on this saving throw, nor can the disadvantage be canceled in any way. You may use this ability 3 times, and you regain all spent uses when you finish a long rest.

Pannicade, Brook of Mortality

Armor (light, medium, or heavy), legendary
(requires attunement by a creature of Good alignment)

This gleaming set of ornate armor carries iconography to the various Benefic Deities. Grasping tentacles weave amongst flourishing vines in an intricate pattern that gives the impression of a woven armor from afar. Dangling from various places are 8 small golden charms, each depicting a symbol of one of the Benefic Deities.

Said to be crafted in tandem by Bas'kema and Nodsvto during the Age of Black Stars, this armor was handed down from champion to champion, always seemingly ending up in the possession of great heroes who used it to protect those most vulnerable.

This armor has the following properties.

Benevolent Ordeal

As a bonus action you may beseech the Benefic Deities to allow you to suffer so others need not. When you do so the vines on the armor grow and wrap themselves around you, adhering the armor to your body tightly. The vines then grow thorns, which pierce your flesh painfully.

While the vines are wrapped about you, you automatically pass the Constitution saving throw for accruing more than your maximum Pain points and at the start of your turn you gain 1

Pain. When a creature other than yourself within 15 feet of you takes damage, you may choose to reduce that damage by the amount of Pain you have.

This ability lasts for 1 minute, or until you choose to end it early. Once you use this ability, it cannot be used again until you complete a short rest.

Aid Unending

As a reaction when another creature you can see within 60 feet of you takes damage, you may have the target gain temporary hit points equal to 10 times your current Pain. These temporary hit points last until the end of the target's next turn. You may use this ability 3 times, and you regain all spent uses when you finish a long rest. When you gain any amount of hit points while possessing 0 hit points, you may regain one use of this ability as well.

Plane Striders

Weapon (hell striders), legendary (requires attunement)

These hell striders have a lower half made of crystal rather than metal. The crystal's interior is not solid, but rather seems filled with a drifting stellar gas with twinkling pin pricks of light drifting of their own accord.

You gain a +3 bonus to attack and damage rolls made with this weapon. When you hit an aberration, fiend, or undead with an attack using this weapon you may mark that creature. Attacks you make against the marked creature are made with advantage and you always know the plane the marked creature is located on. You may only have one marked creature at a time, and the previous mark disappears when you mark a new creature.

Once per long rest you may cast the *Plane Shift* spell without spending a spell slot or expending material components. If you are transported to a plane other than the one you were located on, and it is also the plane the creature you have marked is located, you know the marked creature's location so long as you are on the same plane as it.

Power Exchange Armor

Armor (plate), legendary (requires attunement)

This set of armor is a strange sight, for while it has the normal plates needed for such equipment, a series of straps emblazoned with arcane runes link many of the pieces. Further compounding this weird device is a crystal inset into the chest, which seems to surge power through the straps to empower the suit as a whole.

- Your Strength score is increased to 20. (This ability has no effect if your Strength is 20 or above)
- You have advantage on Strength (Athletics) ability checks.
- Your jump distance is tripled.
- You have resistance to lightning damage. After you take acid, cold, fire, lightning, or thunder damage you may use your reaction to become resistant to that type instead. This resistance reverts to lightning damage when you complete a long or short rest.

This item has 2 charges, which replenish when you complete a short rest. You may spend charges as a bonus action to activate any of the following abilities.

- **Flight (1 Charge).** For 1 minute, you have a fly speed of 60 feet.
- **Shield (1 Charge).** You have a +5 bonus to your AC until the start of your next turn.
- **Overcharge (2 Charges).** You unleash a beam of energy in a straight line 100 feet long and 5 feet wide in a direction of your choosing. All creatures hit by the beam must make a DC 17 Dexterity saving throw. On a failure, the creature takes 8d6 damage of the type to which the armor is currently giving you resistance, or half as much damage on a successful one.

Curse. This armor is inhabited by a sentience that lays dormant and invisible from the user. When the creature wearing this armor falls to low levels of health, the sentience activates and attempts to take control.

At the start of any turn in which the creature wearing this armor has less than 50% of their maximum hit points, they must make a DC 17 Charisma saving throw. On a failure, the armor becomes a restraint device rather than a powerful tool, and acts of its own accord.

As long as the armor has control, the wearer is incapacitated and cannot choose where to move as the armor acts on that creature's initiative instead. While in control, the armor can force movement and even attack using the creature's weapons and statistics, but it cannot cast the wearer's spells. A creature may be freed from the armor by another creature spending 10 minutes and succeeding on a DC 20 Strength check.

The alignment of the sentience can vary, and with it how the armor behaves when the sentience takes over.

- **Good.** The sentience is taking control not out of malice, but because the creature inside of it is in danger and needs help. While in control, the armor will always move and act to try and keep the creature inside of it safe without taking offensive action. The armor always uses the *Shield* ability above on its turn (and can do so without expending any charges).
- **Evil.** The sentience relishes the suffering of the creature inside of it, and wishes to use their pain to become fully empowered. The armor will actively try to place the creature in harm's way, and when the creature inside drops to 0 hit points the creature wearing it is consumed in order to transform the armor. When this happens the armor becomes its own creature using the statistics of an *Iron Golem*.

Pretender's Uniform

Wondrous item, uncommon

An otherwise unremarkable set of utterly average clothing, with a thought it can transform into a wide range of uniforms. As an action this clothing can shift its appearance to match a uniform that you have spent at least 1 minute observing within the last month. This can range from a school uniform

to the uniform of a governing body, but it must be a uniform as determined by the GM.

Author's Note: Erotic Roleplay

Many people enjoy fashioning scenes where one or more participants pretend to be someone they're not. Often this involves one person taking on the persona of a powerful individual and the other someone subservient to them, such as a professor and a student. This practice allows people to explore other facets of desire they might not otherwise be able to embody, though some individuals fetishize certain professions. Medical professionals are an extremely common example of this.

Quill of Inscribing

Wondrous item, very rare

A set of several long porcupine quills and a pot of a partially powdered pigment. Druids and shamans have been known throughout the centuries to weave their primal magicks into the paint, then utilize the quills to tattoo sprawling designs upon a subject. Traditionally this is done to mark ownership of submissive, a sort of natural permanent collaring.

Applying the tattoo takes 8 hours in total. The process may be broken up into separate sections of 1 hour sessions and must be done by the same individual for all sessions. The tattoo uses up all the ink, making this item usable only once. The tattoo design is up to the person applying it, but is often representative of the bond between the person inking their mark and the recipient.

For effects of the tattoo, there are two individuals involved: the mark maker and the recipient. The mark maker always knows the direction and distance to the recipient, as well as how many hit points they have. In addition, as an action the mark maker may spend a hit die to cast any of the following spells on the recipient without spending a spell slot, material components, or requiring concentration: *Barkskin*, *Darkvision*, *Enhance Ability*, and *Longstrider*.

The recipient is immune to being charmed or frightened while they are able to see the mark maker. Additionally, as an action, the recipient may spend a hit die to cast any of the following spells on the mark maker without spending a spell slot, material components, or requiring concentration: *Crusader's Mantle*, *Enlarge/Reduce* (Enlarge only), *Freedom of Movement*, or *Guardian of Nature*.

Casting any of these spells on the mark maker or recipient more than once while they are still under the effects of a previous cast ends the previous effects (e.g. multiple casts of *Enhance Ability* do not stack upon each other).

Saddle of Sybia

Wondrous item, legendary
(requires attunement by an Oath of the Sagittarian Paladin)

This expertly crafted riding saddle once belonged to one of the founding members of the Sagittarian order in Ordinza, Saint Sybia. The saddle has phallic attachments which are inserted into the rider when they mount the Paladin wearing this item.

While you are being mounted, when you use a stance as part of the *War Horse* ability you may choose to have your rider gain 1 Pleasure then you may grant them temporary hit points equal to their Pleasure. In addition, your stances gain the following benefits:

- **Guarded.** Your rider gains an additional bonus to their AC equal to half of their Pleasure.
- **Inspiring.** Your rider gains a bonus to their Wisdom saving throws equal to half of their Pleasure.
- **Empowering.** Your rider's attacks deal bonus radiant damage equal to half of their Pleasure.

In addition, you gain a bonus to your movement speed. If your rider has less than half of their maximum Pleasure you gain 5 feet, if they have more than half but less than their maximum you gain 10 feet, and if they have their maximum amount of Pleasure you gain 15 feet and your movement does not provoke opportunity attacks.

When you are using your Channel Divinity: Aid Rider and your rider regains hit points, they are healed an additional amount of hit points equal to their Pleasure.

Skyhook

Wondrous item, rare

A large smooth curved hook with an eyelet on one end and a metal ball on the tip where normally a point would be found. Once inserted rectally, a piece of rope or chain may be attached to the eyelet. When the rope or chain is pulled, and the item's command work spoken, the item casts the *Fly* spell on the creature it is inserted within. This spell does not require concentration as the spell was cast by this item, but if the rope or chain goes slack the spell ends immediately. This ability may be used once per long rest.

Soulfire Bridle

Wondrous item, very rare (requires attunement)

A combination humanoid adapted horse bridle, blindfold, and bit gag. The surface of the blindfold is covered in softly glowing runes. As an action you may transform yourself into a **Soulfire Mare** per the effects of the Polymorph spell. You may use this ability once per short rest.

While you are not transformed you gain the following effects. Your speed is increased by 5 feet, you have blindsight 60ft., you may triple your jump distance, you leave no tracks, and you ignore the effects of difficult terrain.

Stellara Collar

Wondrous item, legendary (requires attunement)

An otherwise plain black collar made from a singular strip of leather. In place of a ring at the front, a circle of light floats of its own accord set just in front of the surface of the collar. This item is given as a gift from the Stellara Willow, and only to those that are said to truly understand its existence.

When you attune to this item, choose a creature you are familiar with. When that creature takes damage, you may use your reaction to take that damage instead. As an action you may teleport to a space adjacent to that creature, even if they are on a different plane of existence. If you use a spell or other effect to have that creature regain hit points, you do not roll for the amount healed and instead they are healed the maximum value possible.

St. Saltire's Sargat

Weapon (sargat), legendary
(requires attunement by an Oath of the Indomitable Paladin)

A set of overly large Sargat, which feature a prominent 'X' shape worked into the imagery on their front.

You gain a +3 bonus to attack and damage rolls made with this weapon. Creatures bound to these Sargat (refer to the **Sargat Sanctuary** feature of the *Indomitable Oath Paladin*) are bound spread eagle upon the 'X' shapes, but the divine magic that protects them is reinforced to account for their more vulnerable position.

When a creature that is bound to these Sargat gains either Pleasure or Pain, you may as a reaction spend hit points from your *Lay on Hands* pool to give that creature an amount of temporary hit points equal to four times the total spent.

Submissive's Delight

Potion, rare

When you drink this potion you are overcome with a sense of safety and rejuvenated of the ordeals you have suffered. All of your superficial wounds are healed (such as bruises or muscle soreness), you gain temporary hit points equal to your current Pain and Pleasure combined, and for 1 minute if you would gain any amount of Pleasure or Pain you may choose to gain either 1 more or 1 less than that amount, to a minimum of 1.

Sunstone Adornment

Wondrous item, common

Pendants such as these are commonly found throughout Bundheim because they serve as symbols of a romantic bond, akin to a marriage ring in our world. Due to their highly personalized nature, they take many forms, such as a ring or pendant. Regardless, the common element is a sunstone featured prominently in the design. These items are summarily lightly enchanted, such that two pieces may be linked and one can feel the heartbeat of the creature wearing the matching adornment.

Switch's Dream

Potion, rare

When you drink this potion you feel a sense of freedom, in particular regarding your desires and definition of self. You may exchange any amount of your Pain for an equal amount of Pleasure, or vice versa. You gain the following effects until the end of your next turn:

- You gain a bonus to your armor class equal to half of your Pleasure.
- You gain a bonus to your attacks roll equal to half of your Pain.

Trainer's Clacking Stone

Wondrous Item, uncommon (requires attunement)

A smooth, palm-sized, unremarkable stone save for a small section of it that is separate from the rest, floating peacefully above the indent where it would otherwise sit. The smaller stone section can be pressed down to cause a loud click to emanate, the sound carrying a faint enchantment aiding in the training of others by associating the click with a particular behavior.

When you attune to this item you must both designate a creature within 5 feet of you to become your Trainer and choose a skill. If you are not proficient in that skill, you become proficient in it. If you are already proficient in that skill, you may double your proficiency bonus when making skill checks for that skill. From this point forward you need not have this item in your possession to gain its benefits but your Trainer must possess this item for you to gain its benefits.

When your Trainer takes the Help action to give you advantage on a check for the chosen skill, they may click the stone pieces of this item to give you a bonus on that check equal to their Charisma modifier.

Trans-Dimensional Amputators

Wondrous item, rare

A set of four leather belts with a pearlescent finish; they can be tightened around the upper portion of a creature's limbs to create an amputating effect without actually harming the creature. While a limb has one of these bands attached to it, the portion of the limb below the band is translocated to a pocket dimension. When a band is removed, the creature's limb is restored without any permanent damage.

Translocutory Rings

Wondrous item, rare

A pair of small metallic rings engraved with arcane sigils around their circumference and brackets on either side for attaching straps. The rings can be expanded or contracted via a command word to be as small as a pebble, or up to 6 inches in diameter. Another command word can be spoken to create an arcane portal in the rings, linking one to the other. As an action, the command word can be spoken once more to end the effect.

This item is commonly affixed to the pelvis of people with penises, allowing the penis to protrude from the accompanying ring which is then attached as a gag. Of course, one can get more creative in their application if they so choose.

Unending Anal Beads of Force

Wondrous item, rare

A string of linked beads enchanted with aetheric energy which can be inserted rectally. The wearer can pull on the string and extract a bead, which may be thrown to produce a small arcane explosion. The string magically produces beads inside the body when one is removed, for a seemingly infinite amount of them are available to be removed while it is worn.

However, each subsequent bead is larger than the last, making them more difficult to remove.

This item starts with 1 charge. As a bonus action while you are wearing this item, make a Constitution saving throw with a DC equal to 8 + the number of charges this item has. On a success you retrieve one bead from the string by pulling it from within you and you gain 1 Pleasure. When a bead is removed, this item gains 1 charge.

As an action you may throw a bead at a creature within 60 feet of you. Roll a number of d6 equal to the amount of charges this item had when that bead was removed, the targeted creature takes force damage equal to the result as the bead explodes.

When you finish a long rest, this item resets its size, returning to 1 charge.

While outside the body, this item seems to be a slightly magical string of anal beads, about 6 inches long. Beads may not be removed while this item is outside the body.

Vestments of Shiba'ri

Armor (leather armor), rare (requires attunement)

This armor is comprised of interwoven and knotted ropes which form a durable set of armor. The ropes have enchanted fibers woven through them such that they bolster the armor's defenses.



Vestments of Shiba'ri

While attuned to this item, you have a +1 bonus to your AC. In addition, your senses are enhanced giving you advantage on Wisdom (perception) checks that rely on hearing or smell.

Once per long rest you may transform into a Shiba Inu for up to 1 hour, using the statistics found in the *Bestiary* section.

Wand of Tremors

Wondrous item, rare

Made primarily of hewn stone, this wand's tip has a hard rubbery ball which floats gently above it. The ball is inscribed in faintly glowing sigils which causes it to hum with a gentle vibration.

While holding this wand, you can use an action to cause the ball to vibrate violently and unleash a mild constant rumbling in the ground around you. While you are doing so, all terrain within 20 feet of you is difficult terrain. Your movement speed is not slowed due to this effect. The tremors last for 1 minute, or until you end the effect as a bonus action.

Alternatively, you may apply the wand's vibrations to either yourself or a willing creature adjacent to you as a bonus action. When you do so, the creature gains 1 Pleasure. If this brings their total Pleasure to over their maximum, they gain resistance to bludgeoning, piercing, and slashing damage until the end of their next turn.

Willbreaker Implement

Weapon (striking cane, flogger, or whip) very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. At the end of your turn you may either have all creatures hit by an attack with this weapon gain 1 Pain or choose a creature hit by an attack with this weapon to make a Wisdom saving throw. On a failure, you may mark the creature to weaken its willpower.

Wisdom, Intelligence, or Charisma saving throws the marked creature makes are made with a penalty equal to half of the creature's Pain when they make it. The mark disappears when a creature fails one of these saving throws or after 1 minute, whichever happens first.

Only one creature may be marked by this weapon at a time. If you mark a creature while one is already marked, the previous mark fades.

Wings of Iron

Armor (chain mail), very rare (requires attunement)

This armor appears to be a slew of chain lengths which wind about and enwrap the wearer, forming a sturdy yet flexible protective barrier. One end of each chain is attached to the back of a vest that is hidden beneath them.

You have a +2 bonus to AC while wearing this armor. As a bonus action you may unfurl the chains, in the process animating them into a set of iron wings made of chain-link that can lift the wearer despite all laws of nature and aerodynamics. While the wings are unfurled, this armor counts as cloth armor instead of chain mail armor, the wearer loses the +2 bonus to their AC this item provides, and gains a flying speed of 60 feet.

As a bonus action the wearer may will the chains to wrap about them once more, losing the ability to fly but regaining the protective features of this item.



Bestiary of Bundheim

No matter where you may be in the planes of existence, there are monsters which need heroes to slay them. Some may be great horned terrors that stir fear from their mere mention. Yet others can be tamed and become integral to society (such as laticifex oozes).

Within this section you will find stat blocks and descriptions for some of the monsters that an adventurer in Bundheim might find. However, what you will not find here are the "mundane" monsters, even ones as powerful as Ancient Dragons. GMs who run a game set in Bundheim should feel free to pull monsters from other sources and populate the world with them.

As well, some of these monsters have sexualized attacks or effects. Of course, this can be a concern for consent. As noted in the *Pre-Word*, consent is king in Bundheim and as such any place where a monster uses a sexually involved ability, it should be assumed they are committing an Evil act. The one exception to this is if the player character is seeking out the monster for that ability or other attributes. For example perhaps someone particularly wants to have relations with a werewolf.

It is highly recommended before using these monsters as part of the story that GMs read through the Pre-Word and speak with their players about what activities they are comfortable with taking part in.

Amber Giants

Much like the rest of their giant kin, amber giants prefer to keep to the uninhabited edges of the world. In their solitude, amber giants work with their hands and the soil, cultivating idyllic gardens lush with all manner of fruit and vegetables. Visually, amber giants appear much like very large humans, if a bit on the gaunt side. They tend to have very sun-darkened skin due to their outdoor-centric lifestyle. They are also fond of ornate tattoos which they create using home-crafted ink and quills from the oversized porcupines that they ranch.

One should not assume however that these creatures are docile farmers because while their quiet nature may line up with that notion, they are fond of capturing people to create their favorite crop: Gilded Treacle. They do this by wrapping their victims in large blades of grass dipped sap, leaving them mummified and hung on racks. To these cocooned individuals they feed honey cultivated from bees that sup on the Abunsur flower. Over time, this diet causes their torsos to swell as their bodies process the Abunsur honey into Gilded Treacle.

The extraction process can range from lethal to excruciating. For the former, the giant simply squeezes the vessel until they pop like a berry. The latter involves bringing the bulbous victim to orgasm, as the treacle has replaced most bodily fluids and will be expelled when they climax. Of course, the unfortunate reality of this is the victim is left capable of producing more afterward, and so they get returned to the rack to repeat the process indefinitely.

Amber Giant

Huge Giant, Neutral

Armor Class 14
Hit Points 200 (16d12 + 96)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws CON +10, WIS +7, CHA +7
Skills Insight +7, Perception +7
Senses Passive Perception 17
Languages Common, Giant
Challenge 9 (5000 XP)

Keen Smell. The giant gains advantage on Wisdom (Perception) checks that rely on smell.

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: Charm Person, Entangle, Snare

3/day each: Earthbind, Hold Person, Wrath of Nature

1/day each: Barkskin, Tree Stride

Actions

Multiattack. The giant makes two Club attacks.

Club. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Hurl Honey. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage and the target becomes restrained. At the end of their turn, a creature can make a DC 15 Strength saving throw to break out from being restrained.

Angels of the Benefic Deities

Angels on Bundheim were once the helping hands of Svi'bice when they were partaking in their voyage of creation. When Svi'bice broke themself into many, the angels too were divided, devoting themselves to their new masters.

Aesthetically all angels begin with perfectly sculpted, androgynous bodies. Rather than their halos floating over the angel's head, the halos float surrounding their throat. From the neck intricate tattoos are etched across the skin forming large patches of designwork. However, each angel's appearance has been bent to match with the aesthetics of their god. For example, an angel of Leidastri might have flaming wings, an icy crown for Takmarka'rung, or the halo turned into a spiked collar of black necrotic energy for Ljudas.

Though angels are naturally androgynous, they need not remain without sex organs. At will they can reshape themselves to obtain any mixture of genitalia they desire, including multiple instances of the same type. How likely a given angel is to take part in sexual activity depends on the individual and the god they are bound to.

Angel of the All Soul

Much like its progenitor, the angels devoted to Parumen come in nearly all shapes and sizes. Most commonly they are found as small, silvery otters which flit about playfully, but in a flash they are capable of becoming some of the world's most dangerous creatures if the situation requires it. Many a wizard who has devoted their life to the study of transmutation has wished for but a small piece of the power such angels wield, but their mercurial nature makes them impossible to study.

Many who encounter such angels walk away confused, for the angel seems to work off an agenda only discernible to itself. Thanks to its shapechanging nature, most individuals who encounter these celestials indeed have no notion of having done so, for they experienced

Angel of the All Soul

Small Celestial (Of Parumen), Chaotic Neutral

Armor Class 17 (Natural Armor)
Hit Points 135 (18d6 + 72)
Speed 30 ft., fly 90 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws DEX +10, INT +9, WIS +11, CHA +11
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened
Senses Darkvision 120 ft., Passive Perception 15
Languages All, Telepathy 120 ft.
Challenge 17 (18,000 XP)

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

Innate Spellcasting. The angel innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Alter Self, Animal Shapes, Disguise Self, Polymorph, Shapechange

Fragment of All Forms. When the angel casts the Animal Shapes, Polymorph, or Shapechange spells it does not assume the hit points of its new form, but rather keeps its current hit points. The angel may also concentrate on up to 3 transmutation spells at once.

Self-Determination of Form. The angel may choose to be immune to any spell or effect that would alter its form.

Actions

Multiattack. The angel makes three melee attacks.

Paw. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 4) bludgeoning damage.

Reactions

Shifting Sentinel. When a creature within 30 feet of the angel is hit by an attack or fails a Dexterity saving throw, the angel may allow the creature to move up to its speed in a direction of the angel's choosing. This move may cause the target to be out of range of the attack or effect in which case they are not hit by the attack and the effect concludes without including the creature as a target.

Mercurial Manifestation. When a creature within 120 feet of the angel would change its form, the angel may choose what form the creature takes rather than what was originally intended. The choice must still be a valid choice for the effect causing the transformation.

Angel of the Maven

Much like their mistress, angels devoted to Takmarka'rung are outwardly cold-hearted and stern. This belies an aura of uncaring, but in truth such angels care tremendously for the mortals of the world. Their nature, much like that of their deity, stems from the desire to help those around them learn control over themselves, that they may be all the happier for it.

Aesthetically such angels often take the form of a tall, gray-skinned ice giant clad in robes of tightly woven iron chainmail. The chain motif continues to their wings where chains act in the place of feathers, in complete defiance to the laws of physics. Most often they are found wielding massive spears attached to a chain tether, which allows them to hurl it with their divine might before pulling it back for another strike.



Angel of the Maven

Large Celestial (of Takmarka'rung), Lawful Good

Armor Class 17 (Natural Armor)
Hit Points 133 (14d10 + 56)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws WIS +9, CHA +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Grappled, Frightened, Restrained, Unconscious
Senses Darkvision 120 ft., Passive Perception 15
Languages All, Telepathy 120 ft.
Challenge 11 (7,200 XP)

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

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Ensnaring Strike, Entangle (these spells manifest as chains rather than vines)

1/day each: Counterspell, Force Cage

Beneficial Bindings. Each creature that is restrained within 30 ft. of the angel has resistance to all damage.

Restraint Adept. The angel may concentrate on both Ensnaring Strike and Entangle at the same time, but may only concentrate on one instance of each when doing so.

Actions

Multiattack. The angel casts both Ensnaring Strike and Entangle then makes one weapon attack, or the angel makes two weapon attacks.

Chained Spear. *Melee Weapon Attack:* +8 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 18 (4d8) radiant damage. If the spear is thrown, after the attack is completed the angel may pull it back to its hand by the attached chain.

Banished to Bondage. The angel attempts to cast a creature it has trapped into a more permanent prison. A creature within 5 ft. of the angel must make a DC 17 Charisma saving throw. On a failure, the creature is pulled into a demiplane of subjugation. While in the demiplane the creature is restrained and under the effects of the *Silence* spell. At the start of each of its turns, it takes 3d6 cold damage and may repeat the saving throw. On a success, this effect ends and the target returns to the space from which it left, or the nearest unoccupied space if that space is occupied.

Reactions

Subjugating Sentinel. When a creature that is restrained within 5 ft. of the angel would take damage, the angel may have that creature become immune to bludgeoning, piercing, slashing, acid, fire, cold, lightning, and thunder damage until the start of the target's next turn.

Angel of the Radiant Chain

Resembling the most iconic image of an angel with large glowing golden wings and a halo of gently spinning luminescent chain, celestial agents devoted to Lancanos wield the ability to chasten and manipulate pleasure. As their master, Lancanos is consumed largely with maintaining the Lightborn Cage, angels of the Radiant Chain appear outwardly aloof or distracted much like their deity is similarly occupied. Yet when there is a need for them to take action they snap into a profound focus that stems from an overwhelming sense of duty.

Such angels are fond of wielding massive maces which are capables of inducing sensations of great pleasure in their foe. By overwhelming the mind of their foe, they make them more vulnerable to the angel's dominion. None but the most stalwart of individuals can survive this onslaught.

Angel of the Radiant Chain

Medium Celestial (of Lancanos), Neutral Good

Armor Class 17 (Natural Armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws WIS +9, CHA +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Unconscious
Senses Darkvision 120 ft., Passive Perception 15
Languages All, Telepathy 120 ft.
Challenge 11 (7,200 XP)

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

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Sunbeam

1/day each: Detect Thoughts, Globe of Invulnerability

Chastening Aura. When a creature would gain Pleasure within 30 feet of the angel, the angel gains an equal amount of chastity points instead. The angel may choose whether this aura is active or not at the beginning of its turn.

Actions

Multiattack. The angel makes two melee attacks.

Mace. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 18 (4d8) radiant damage. The target must succeed on a DC 17 Constitution saving throw or gain 2d6 Pleasure.

Overwhelming Release. The angel channels the pent up pleasurable sensations it has denied, directing them at a singular target. The angel chooses a creature within 5 ft. to brand, spending all of its chastity points to give the target an equal amount of Pleasure in the process (the angel's Chastening Aura has no effect on this). While branded, the creature has no maximum to the amount of Pleasure it can have and any effect that would cause it to lose Pleasure instead causes it to lose half the amount it normally would. Any creature that is branded in this way must make a Constitution saving throw at the beginning of its turn, with the DC equal to their Pleasure total. On a failure, the creature is stunned until the start of its next turn. The brand fades after 1 hour, or until it is ended via the Greater Restoration spell. Only one creature may be branded by the angel at a time.

Reactions

Numbing Sentinel. When a creature within 30 feet of the angel would take damage, and that creature has any amount of Pleasure, the angel may have that creature lose all of its Pleasure to gain resistance to all damage until the end of the angel's next turn.

Angel of the Relentless Shadow

To those unfamiliar with Bas'kema, the angels manifested in the Relentless Shadow's image are a terrifying affair. Dark of form and clothing, an array of inky tentacles spread from their back in a nightmarish facsimile of wings that allow them to fly all the same. A sickle of the darkest night's shades complete the ensemble, and with it the image of an eldritch grim reaper is complete.

Yet despite all this, such angels are well-intentioned. They are indeed more than capable of delivering death to those that defy them, but they are just as capable of fending off life's sudden end should the need arise. Further they are often seen working to vanquish the forces of the undead. From zombies to skeletons, from liches to mummies, all that drip in unlife are the highest enemy to those angels devoted to the Relentless Shadow.

Angel of the Relentless Shadow

Medium Celestial (of Baskema), Lawful Neutral

Armor Class 17 (Natural Armor)
Hit Points 136 (16d8 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	20 (+5)	20 (+5)

Saving Throws WIS +9, CHA +9
Damage Resistances Radiant; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Unconscious
Senses Darkvision 120 ft., Passive Perception 15
Languages All, Telepathy 120 ft.
Challenge 11 (7,200 XP)

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

Innate Spellcasting. The angel's innate spellcasting ability is Charisma (spell save DC 18, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Vampiric Touch

1/day each: Raise Dead, Revivify

Draw Upon Vitality. When a creature loses maximum hit points within 30 feet of the angel, the angel gains an equal amount of mortality points.

Actions

Multiattack. The angel makes two melee attacks, or makes one melee attack and uses its Dying Grasp.

Sickle. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 18 (4d8) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or have their maximum hit points reduced by half the amount of necrotic damage dealt. A creature regains its maximum hit points when it completes a long rest.

Dying Grasp. A creature within 5 ft. of the angel becomes grappled as it grabs them by the throat and holds them aloft. A creature that begins its turn grappled by the angel must succeed on a DC 17 Constitution saving throw or take 18 (4d8) necrotic damage and have their maximum hit points reduced by the same amount. The angel may only have one creature grappled at a time.

Reactions

Unyielding Sentinel. When a creature within 5 feet of the angel would be brought to 0 hit points and the angel has mortality points, the angel can expend all of their mortality points to have that creature be at 1 hit point and gain an amount of temporary hit points equal to the mortality points spent.

Booby Trap

Mimics are a common scourge for all adventurers, but the mimics of Bundheim have taken on a particularly pernicious form. Rather than replicating inanimate objects, the so-called booby trap has learned to take on the form of humanoids who have found themselves imprisoned, imperiled, or otherwise restrained. By tapping into the common desire to help those in need, the booby trap draws in prey that it might feast on their life essence.

To further help with this process, the booby trap is capable of sensing the desires of those that interact with it, so that it might be more effective in luring them towards it. More than a few adventurers have met their end after a chance encounter yielded a princess in peril or trussed up lad who just so happened to be trapped in a situation that the hero thought particularly enticing. Though to be fair to these unfortunate individuals, it is shockingly common in Bundheim for there to such an individual, vulnerable and in danger, in the middle of an otherwise hostile dungeon.



Booby Trap

Medium Monstrosity (Shapechanger), Neutral

Armor Class 15 (Natural Armor)
Hit Points 68 (8d12 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	8 (-1)

Skills Deception +3, Stealth +5
Damage Immunities Acid
Condition Immunities Prone
Senses Darkvision 60 ft., Passive Perception 11
Languages All, Telepathy 120 ft.
Challenge 3 (700 XP)

Shapechanger. The booby trap can use its action to polymorph into a bound humanoid or back into its true, amorphous form. Though it appears bound, the restraints are in fact part of its form and do not hinder the movement or actions of the booby trap. 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.

Limited Telepathy. If a creature communicates verbally with the booby trap, it learns that creature's carnal desires if it can see that creature.

False Appearance (Humanoid Form Only). While the booby trap is in its bound humanoid state, it is indistinguishable from an ordinary person.

Grappler. The booby trap has advantage on attack rolls against any creature grappled by it. Ability checks made to escape being grappled by the booby trap are made with disadvantage.

Actions

Enwrap. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the booby trap is in humanoid form, the target is grappled (escape DC 13).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) necrotic damage. If this attack is made against a grappled creature, the target loses maximum hit points equal to the necrotic damage taken and the booby trap regains an equal amount of hit points. An affected creature's maximum hit points return to normal when they finish a long rest.

Cubelings

Not all cubelings are friendly creatures, for some have fallen to the more feral nature presented by the denizens of the underdark. Unfortunately for those that happen upon them, they have organized into efficient hunting tribes. As such they are able to coordinate and attack in the same manner any humanoid would, but bring a heartier physicality to the fight than most other creatures of their size.

As cubelings are an alien race to much of Bundheim, there have been unfortunate incidents where otherwise friendly cubeling tribes have been assumed hostile. This in turn has done little to ingratiate wider society with cubelings, further isolating them. Yet some teratologists and mages have taken up the hard work as of late to foster understanding and kinship with these ooze-like humanoids. As such, a few have begun to fold themselves into civilization, and even taken up the mantle of adventurer.

Cubeling Brawler

Medium Ooze, Any Alignment

Armor Class 16 (Natural Armor)
Hit Points 93 (11d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws STR +6, CON +6, WIS +2
Damage Resistances Bludgeoning from Nonmagical attacks
Damage Immunities Acid
Senses Darkvision 60 ft., Passive Perception 11
Languages Common and Undercommon
Challenge 4 (1,100 XP)

Amorphous Shape. The cubeling can expand or shrink its size by one category as a bonus action, up to a maximum of large and down to a minimum of small.

Two-fisted. The cubeling can have up to two creatures grappled at a time.

Actions

Multiattack. The cubeling makes two melee attacks.

Hard Grab. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 15 (1d12 + 4) bludgeoning damage, then the target must succeed on a DC 13 Strength saving throw or become grappled by the cubeling.

Knock Together. The cubeling may use this action if it has two creatures grappled. The cubeling smashes both grappled creatures into each other. Each creature grappled by the cubeling takes 6 (1d12) bludgeoning damage and must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Fling (Recharge 5-6). The cubeling launches itself to a space it can see within 60 feet. Any creature occupying that space or an adjacent space must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. Any creature in the space the cubeling landed is moved to the closest unoccupied space as it is shoved aside.

Cubeling Fighter

Medium Ooze, Any Alignment

Armor Class 16 (Natural Armor)
Hit Points 65 (8d8 + 32)
Speed 30 ft.

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

Damage Resistances Bludgeoning from Nonmagical attacks
Senses Darkvision 60 ft., Passive Perception 11
Languages Common and Undercommon
Challenge 2 (450 XP)

Amorphous Shape. The cubeling can expand or shrink its size by one category as a bonus action, up to a maximum of large and down to a minimum of small.

Actions

Multiattack. The cubeling makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Fling (Recharge 5-6). The cubeling launches itself to a space it can see within 60 feet. Any creature occupying that space or an adjacent space must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. Any creature in the space the cubeling landed is moved to the closest unoccupied space as it is shoved aside.

Cubeling Mage

Medium Ooze, Any Alignment

Armor Class 14 (Natural Armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

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

Saving Throws INT +5, WIS +2
Damage Resistances Bludgeoning from Nonmagical attacks
Senses Darkvision 60 ft., Passive Perception 10
Languages Common and Undercommon
Challenge 3 (700 XP)

Amorphous Shape. The cubeling can expand or shrink its size by one category as a bonus action, up to a maximum of large and down to a minimum of small.

Spellcasting. The cubeling is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The cubeling has the following wizard spells prepared:

Cantrips (at-will): Acid Splash, Friends, Mage Hand

1st level (4 slots): Absorb Elements, Grease, Thunderwave

2nd level (3 slots): Acid Arrow, Alter Self, Enlarge/Reduce

3rd level (3 slots): Dispel Magic, Slow

4th level (1 slot): Vitriolic Sphere

Actions

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Fling (Recharge 5-6). The cubeling launches itself to a space it can see within 60 feet. Any creature occupying that space or an adjacent space must succeed on a DC 13 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. Any creature in the space the cubeling landed is moved to the closest unoccupied space as it is shoved aside.

Cubeling Assassin

Medium Ooze, Any Alignment

Armor Class 16 (Natural Armor)
Hit Points 84 (13d8 + 26)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	12 (+1)

Saving Throws DEX +7, INT +3
Skills Acrobatics +7, Athletics +3, Perception +4, Sleight of Hand +7, Stealth +7
Damage Resistances Bludgeoning from Nonmagical attacks
Senses Darkvision 60 ft., Passive Perception 13
Languages Common and Undercommon
Challenge 5 (1,800 XP)

Slippery Shape. The cubeling can expand or shrink its size by one category as a bonus action, up to a maximum of medium and down to a minimum of tiny.

Hard to Hit. While the cubeling's size is small or smaller and it is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the cubeling instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Miniscule. While the cubeling's size is tiny, it may move through a space as narrow as 1 inch without squeezing but has disadvantage on attack rolls.

Actions

Multiattack. The cubeling makes three weapon attacks.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 6 (1d4 + 4) piercing damage plus 3 (1d6) poison damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 3 (1d6) poison damage.

Fling (Recharge 5-6). The cubeling launches itself to a space it can see within 60 feet. Any creature occupying that space or an adjacent space must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) bludgeoning damage and be knocked prone. Any creature in the space the cubeling landed is moved to the closest unoccupied space as it is shoved aside.

Bonus Actions

Cunning Action. The cubeling takes the Dash, Disengage, or Hide action.



Dragons

Like many other realms, Bundheim is home to a fair few varieties of dragons. Some adhere to the traditional chromatic or metallic archetype, but several distinct variations have sprung forth thanks to the nature of the realm's denizens. The specific nature of the material these dragons are devoted to may seem strange at first, but they harken back to specific materials or practices common throughout Bundheim.

These entities range in alignment as well, for just like their more traditional kin they are naturally given over to attitudes which accompany their domain of power. For example, a dragon who takes on the aspect of leather might seek to bind and control those around them. Within this idea, however, resides a range of ways that attitude can manifest. Most obviously, such a dragon might seek personal power via those methods, but instead another dragon might take these ideals and employ them in a protective manner. Much like the attitudes of kink itself, dragons that take on those aspects can and do represent the breadth of experiences to be found.

That is not to say that Bundheim is without it's more traditional dragons. Indeed, both the members of the Sundered Scale and the Helene Pentarchy are comprised of dragons with chromatic and metallic compositions. Yet those aspects do not prevent such dragons from having their own kink-aligned ideals which they represent or pursue. Some scholars have posited that just as the deities of Bundheim are manifestations of Svi'bice's personality, the greater dragons inhabit a larger emotional ideal. However, as those greater dragons continue to live in and go about their business in Bundheim, the focus of study for such creaturs tends to be on their daily attitudes rather than their place in the larger metaphysical fabric of reality.

One major difference of the kink-oriented dragons does seem to be their ability to manipulate and manifest physical matter. Chromatic and metallic dragons wield potent mastery over the elemental forces, but many of the kink-oriented dragons achieve terrifying results by conjuring pseudo intelligent straps, chains, or even laticifex. Scholars are not entirely sure why there is this emphasis on the physical, but it does serve as a point of distinction that should be noted for any who seek to study these dragons.

Leather Dragons

Perhaps the most ubiquitous material in all of Bundheim is leather, at least where fashion is concerned. Even then, leather exists with a range of appearances depending on the aesthetic intent of the individual wearing it. A sharp crisp glossy black, for example, may exude an air of severity and tight ownership. In contrast a well worn dark brown fosters feelings of longevity and hominess. So too do leather dragons appear in two varieties, with demeanors to match the material they are devoted to.

Antiqued Leather Dragon

Huge Dragon, Neutral Good

Armor Class 18 (Natural Armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	14 (+2)	17 (+3)

Saving Throws DEX +6, CON +10, WIS +7, CHA +8
Skills Perception +12, Stealth +6, Intimidation +8
Damage Immunities Bludgeoning
Condition Immunities Frightened, Restrained
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22
Languages Common, Draconic
Challenge 14 (11,500 XP)

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

Seductive Smell. If a creature gains any amount of Pleasure while it is within 120 feet of the dragon and the creature can smell the dragon, the dragon may have them gain 1 additional Pleasure.

Actions

Multiattack. The dragon can use its Commanding Presence. It then makes three attacks: one with its Bite, one with its Claw, and one with its Paddled Tail.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus psychic damage equal to the target's Pleasure.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus bonus psychic damage equal to the dragon's Pleasure.

Paddled Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target must make a DC 18 Constitution saving throw. On a failure, the dragon may convert any amount of Pain on the target into Pleasure, or have the target gain 1 Pleasure if they have no Pain.

Commanding Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must make a DC 16 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature making these saving throws suffers a penalty to the result equal to half of their current Pleasure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Commanding Presence for the next 24 hours.

A creature charmed in this way makes attack rolls with disadvantage and they may not end their turn further from the dragon than where they began it.

Cuff Storm (Recharge 5-6). The dragon unleashes a flurry of semi-sentient leather cuffs which attempt to latch onto creatures nearby. Each creature of the dragon's choosing within 30 feet of the dragon must succeed on a DC 18 Dexterity saving throw. On a failure, the creature is restrained to the nearest floor or wall space as the cuffs pull them spread eagle. Creatures restrained in this way may attempt to escape by using an action and succeeding on a DC 18 Strength saving throw. In addition, such restrained creatures have disadvantage on saving throws to resist effects that give Pleasure, and gain 1 bonus Pleasure when they receive any amount of Pleasure.

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 all spent legendary actions on the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check. The dragon automatically succeeds on checks to perceive creatures with at least 2 Pleasure.

Tail Attack. The dragon makes a Paddled Tail attack.

Wing Beating (Costs 2 Actions). The dragon beats the thick leather of its wing against creatures nearby as it takes flight. 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 gain 2 Pain. The dragon can then fly up to half its fly speed.

Glossy Leather Dragon

Huge Dragon, Lawful Evil

Armor Class 19 (Natural Armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	18 (+4)	14 (+2)	20 (+5)

Saving Throws DEX +6, CON +13, WIS +8, CHA +11
Skills Perception +14, Stealth +6, Intimidation +11
Damage Immunities Bludgeoning
Condition Immunities Frightened, Restrained
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Common, Draconic
Challenge 18 (20,000 XP)

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

Dulled Senses. If the dragon were to gain any amount of Pain or Pleasure, it may choose to gain 1 less of that type instead.

Stabilizing Straps. The dragon is capable of lashing itself to the ground via the semi-sentient straps attached to it. No effect may force the dragon to move unless it wishes to do so.

Actions

Multiattack. The dragon can use its Domineering Presence. It then makes three attacks: one with its Bite, one with its Claw, and one with its Tawse-Tipped Tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus bonus piercing damage equal to the target's Pain.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus bonus necrotic damage equal to the dragon's Pain.

Tawse-Tipped Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage, and the target must succeed on a DC 22 Constitution saving throw or gain 1 Pain.

Domineering Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must make a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature making these saving throws suffers a penalty to the result equal to half of their current Pain. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Domineering Presence for the next 24 hours.

Binding Blast (Recharge 5-6). The dragon unleashes a torrent of semi-sentient leather straps from its hide upon all creatures within 20 feet of it. Each creature in range must make a DC 21 Dexterity saving throw. On a failure the creature suffers 42 (12d6) bludgeoning damage and becomes restrained. On a success the creature takes half damage and is not restrained. A creature restrained this way takes 2d6 bludgeoning damage at the start of each of its turns, may not move away from the dragon, and may make a DC 21 Strength or Dexterity saving throw at the end of its turn (the creature chooses which), ending the effect on a success.

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 all spent legendary actions on the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check. The dragon automatically succeeds on checks to perceive creatures with at least 2 Pain.

Tail Attack. The dragon makes a Tawse-Tipped Tail attack.

Wing Straps (Costs 2 Actions). The straps on the dragon's wings attempt to ensnare creatures around it, before it makes a burst of movement with its wings. Each creature of the dragon's choosing within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or become restrained. The dragon then flies up to half its flying speed, dragging restrained creatures with it as it moves. A creature restrained this way takes 15 (2d6 + 8) bludgeoning damage when the dragon lands, is knocked prone, and then is released.

Dreadful Dragon

An oddity among dragons in that dreadful dragons do not contain an aspect of any given material or color. Rather, they seem to be devoted to expressing the primal attributes of nature. Some theorize these features come from being raised in close proximity to the Apex Alpha Retutti. Such dragons are well regarded among furfolk in particular.

Dreadful Dragon

Huge Dragon, Chaotic Neutral

Armor Class 18 (Natural Armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., burrow 30 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	14 (+2)	12 (+1)

Saving Throws DEX +5, CON +11, WIS +7, CHA +6
Skills Perception +12, Stealth +5
Damage Immunities Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Frightened
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23
Languages Common, Draconic
Challenge 14 (11,500 XP)

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

Carnal Joy. If the dragon attacks a beast, it may gain 1 Pleasure after it completes the attack. The dragon can have a maximum amount of Pleasure equal to its Constitution score (22) rather than the normal amount.

Actions

Multiattack. The dragon can use its Primal Essence. It then makes two attacks: one with its Bite and one with its Claw.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage, and the target gains 1 point of Pain or Pleasure (the dragon chooses which).

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 6) slashing damage plus bonus slashing damage equal to the dragon's Pleasure.

Prehensile Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target must succeed on a DC 19 Dexterity saving throw or become grappled. The dragon may only have one creature grappled in this way and any tail attacks made with a creature grappled by the tail deal damage to the grappled creature in addition to its target.

Primal Essence. The dragon shifts its features to take on the attributes of a beast and uses one of the following abilities.

- **Squid Lash.** The dragon sprouts tentacles which lash out around it. All creatures within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 7 (2d6) bludgeoning damage and gain 1 Pleasure.
- **Wolf Strike.** The dragon moves up to half its speed, then makes a Claw attack.
- **Bull Rush.** Until the start of its next turn, the dragon may move without provoking opportunity attacks and may move through the spaces of hostile creatures. Any creature whose space the dragon moves through must succeed on a DC 19 Strength saving throw or be knocked prone.
- **Avian Dive.** Until the start of its next turn, the dragon makes attack rolls with advantage against creatures who were lower vertically than the dragon at the start of its turn.

Feral Roar (Recharge 5-6). The dragon unleashes a cacophonous roar in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 32 (8d8) thunder damage on a failed save, or half as much damage on a successful one.

Any creature that fails the saving throw also becomes feral. A feral creature may only take the Attack action, gains 1 Pleasure when they hit a creature with an attack, and has resistance to bludgeoning, piercing, and slashing damage. A feral creature may make a DC 19 Wisdom saving throw at the end of each of its turns, ending the effect on a success.

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 all spent legendary actions on the start of its turn.

Awaken. The dragon casts the Polymorph spell without expending a spell slot. The challenge rating of the chosen form must be at least half the maximum allowed by the spell.

Tail Attack. The dragon makes a Prehensile Tail attack.

Pounce (Costs 2 Actions). The dragon leaps at a location within 40 feet of it, attempting to grasp a creature at its destination. All creatures within 10 feet of the destination must make a DC 19 Dexterity saving throw, taking 13 (2d6 + 6) bludgeoning damage and being knocked prone on a failure, or half as much damage on a success. The dragon may choose to grapple a single creature that failed this saving throw with one of its claws. No matter the saving throw result, all creatures within 10 feet of the destination are pushed 10 feet away from it.

Laticifex Dragon

Between the predilections of Bundheim's denizens and the common practice of breeding laticifex oozes for fashion, it was perhaps inevitable that somewhere along the way a dragon would be born devoted to laticifex as an aspect. That makes its existence no less frightening however, as such a creature possesses the most vicious aspect of both its progenitors. Any adventurer that encounters this foe would count themselves lucky to merely be mauled to death by its teeth and claws rather than driven insane as their bodies are ravaged with endless intense sensation.

Laticifex Dragon

Huge Dragon, Chaotic Evil

Armor Class 17 (Natural Armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	16 (+3)	16 (+3)	18 (+4)

Saving Throws DEX +6, CON +8, WIS +7, CHA +8
Skills Perception +7, Stealth +10, Intimidation +8
Damage Immunities Piercing
Damage Resistances Bludgeoning from Nonmagical Attacks
Condition Immunities Charmed, Frightened, Poisoned, Restrained
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 17
Languages Common, Draconic, Undercommon
Challenge 11 (7,200 XP)

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

Unfeeling. The dragon does not have enough nerve sensitivity to experience physical sensation beyond basic haptic feedback. As such, the dragon can gain neither Pleasure nor Pain.

Adhesive Hide. Any creature that hits the dragon with a melee attack must succeed on a DC 17 Strength saving throw after completing the attack. On a failure the weapon used to strike the dragon sticks to its hide. A stuck weapon can be freed as a bonus action by succeeding on a DC 17 Strength (Athletics) check.

Actions

Multiattack. The dragon can use its Pheromone Cloud. It then makes three attacks: one with its Bite, one with its Claw, and one with its Pseudopod Tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage, then the dragon gains temporary hit points equal to the target's Pleasure.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Pseudopod Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage, and the target must make a DC 17 Strength saving throw. On a failure, the dragon may push the target 15 feet in a direction of its choosing, then the target is knocked prone.

Pheromone Cloud. Each creature of the dragon's choice that is within 60 feet of the dragon and is breathing must make a DC 17 Wisdom saving throw or become charmed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. A creature making these saving throws suffers a penalty to the result equal to half of their current Pleasure. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Pheromone Cloud for the next 24 hours. A creature charmed in this way gains 1 additional Pleasure when it gains any amount of Pleasure and makes Constitution saving throws for exceeding their maximum Pleasure with disadvantage.

Engulfing Breath (Recharge 5-6). The dragon shoots forth a mess of sticky laticifex in a 60-foot cone, attempting to reel in any targets it finds. Each creature in that area must make a DC 17 Dexterity saving throw. On a failed save the creature takes 33 (6d10) psychic damage and becomes engulfed by the dragon. Engulfed creatures are restrained, have total cover, are able to breathe, gain 1 Pleasure at the beginning of their turn, and take 12 (2d6 + 5) plus 1d6 psychic damage for the each point of Pleasure it has at the start of each of the dragon's turns. The dragon may have only 3 creatures engulfed at time. When the dragon moves, engulfed creatures move with it. An engulfed creature may attempt to escape by taking an action to make a DC 17 Strength (Athletics) check, subtracting their Pleasure from the roll. On a success, the creature escapes and enters a space of its choice within 5 feet of the dragon. If the dragon takes 30 or more damage in a turn, it must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all engulfed creatures, which fall prone in a space within 10 feet of the dragon.

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 all spent legendary actions on the start of its turn.

Exciting Command. The dragon attempts to exert influence over the mind of a creature within 30 feet of it that it can see. The target must succeed on a DC 17 Wisdom saving throw or use its reaction to pleasure itself, gaining 1 Pleasure as it does so.

Tail Attack. The dragon makes a Pseudopod Tail attack.

Goopy Launch (Costs 2 Actions). The dragon hurls its nebulous mass to a space it can see within 40 feet of it. All creatures within 10 feet of the destination must succeed on a DC 17 Dexterity saving throw or take 17 (5d6) bludgeoning damage. Regardless of whether a creature succeeds or fails on the saving throw, they are moved to a space adjacent to the dragon's new position.

Hardened Laticifex Dragon

In contrast with their average cousin, dragons comprised of hardened laticifex lack the plasticity and stickiness normally attributed to their kin. While this makes the dragon much tougher, it also brings a surprising aspect to its powerset. As hardened laticifex is often used in gags - particularly ball gags - they have taken dominion over the capacity for speech. It should go without saying that this can have huge impacts on spellwork, but also makes for terrifyingly silent encounters where the combatants struggle with nary a sound. Thankfully these capabilities come at a cost, as this draconic variant lacks the ability to fly, effectively trading mobility for durability.

Hardened Laticifex Dragon

Huge Dragon, Chaotic Evil

Armor Class 20 (Natural Armor)
Hit Points 345 (30d12+150)
Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	16 (+3)	16 (+3)	18 (+4)

Saving Throws DEX +6, CON +11, WIS +9, CHA +10
Damage Immunities Bludgeoning
Damage Resistances Piercing from Nonmagical Attacks
Condition Immunities Charmed, Frightened, Paralyzed, Poisoned, Stunned
Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 13
Languages Common, Draconic, Undercommon
Challenge 18 (20,000 XP)

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

Unfeeling. The dragon does not have enough nerve sensitivity to experience physical sensation beyond basic haptic feedback. As such, the dragon can gain neither Pleasure nor Pain.

Bouncy Hide. Any creature that misses the dragon with a nonmagical ranged attack must succeed on a DC 18 Dexterity saving throw after completing the attack. On a failure the creature takes the damage the attack would have inflicted if it had hit the dragon.

Actions

Multiattack. The dragon can use its Command Silence. It then makes three attacks: one with its Bite, one with its Claw, and one with its Club Tail.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Club Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage, and the target must make a DC 20 Strength saving throw. On a failure, the target is knocked prone and gains 1 Pain.

Command Silence. The dragon casts the Silence spell centered on itself, extending the range to a 120 foot radius sphere. The area of effect remains centered on the dragon as it moves.

Beating Blast (Recharge 6). The dragon fires a tangle of hardened laticifex straps from its gullet in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 35 (10d6) plus 1d6 bludgeoning damage for each point of Pain it has on a failed save, or half as much on a successful one. Regardless of the result, each creature gains 1 Pain.

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 all spent legendary actions on the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check. The dragon automatically succeeds on checks to perceive creatures that are making any sound, including via breathing.

Tail Attack. The dragon makes a Club Tail attack.

Bouncing Launch (Costs 2 Actions). The dragon hurls its mass to a space it can see within 40 feet of it. All creatures within 10 feet of the destination must succeed on a DC 18 Dexterity saving throw or take 20 (6d6) bludgeoning damage and be pushed 10 feet away from the point of impact. A creature that succeeds is pushed but takes no damage.

Ero Squid

Huge Monstrosity, Chaotic Evil

Armor Class 17 (Natural Armor)
Hit Points 172 (15d12 + 75)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	20 (+5)	11 (+0)	15 (+2)	15 (+2)

Saving Throws STR +11, CON +9, INT +4, WIS +6, CHA +6
Condition Immunities Frightened, Paralyzed
Senses Darkvision 120 ft., Passive Perception 12
Languages --
Challenge 10 (5,900 XP)

Amphibious. The ero squid can breathe both air and water.

Thick Hide. If the ero squid would gain any amount of Pain or Pleasure it gains 1 fewer Pain or Pleasure, to a minimum of 1.

Bone Meal. Any creature swallowed by the ero squid with 0 hit points at the beginning of the squid's turn dies and is rendered to bone by the many tongues inside it. If the squid finishes a long rest with the bones inside of it, they are dissolved and the squid has 50 temporary hit points for the next week.

Actions

Multiattack. The ero squid makes three Tentacle attacks. One of them can be replaced with a Bite attack and one of them can be replaced with a Lapping Abyss attack.
Bite. *Melee Weapon Attack:* +11 to hit, reach 5ft., one grappled target. *Hit:* 14 (2d8 + 7) piercing damage. If the target is a Medium or smaller creature, it must succeed on DC 16 Dexterity saving throw or be swallowed by the squid. A swallowed creature is blinded and restrained, and has total cover against attacks and other effects outside the squid. Only one creature may be swallowed by the squid at a time.

If the squid takes 30 damage or more on a single turn from a creature inside it, the squid must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate the swallowed creature which falls prone in a space within 10 feet of the squid. If the squid dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack:* +11 to hit, reach 20ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage and the target is grappled (escape DC 16). Until this grapple ends, the target is restrained. The ero squid has ten tentacles, each of which can grapple one target.

Lapping Abyss. A creature swallowed by the squid must make a DC 16 Constitution saving throw. On a failed save, the creature suffers 23 (4d8 + 7) acid damage plus an extra 1d6 acid damage for each point of Pleasure it has and then gains 1 Pleasure. On a success the creature suffers half as much damage and does not gain any Pleasure.



Ero Squid

A tale told by sailors worldwide is that of the fearsome ero squid. A humongous aquatic beast that outwardly resembles a squid with a vaguely translucent head, the ero squid has a penchant for ensnaring its prey before swallowing them whole. Once engulfed, creatures are trapped within the head, held fast by many half-tongue half-tentacle pseudopods. These appendages lap at the ensnared meal, slowly dissolving them in a maelstrom of tentacular activity. Though pleasurable, in short order the creature is reduced to bone from these ministrations. Thus cleaned, the squid consumes the bones to fuel its massive physique while it searches for its next meal.

Fiends of the Malitic Deities

While the angels of the Benefic Deities have largely retained their humanoid shape, the angels that fell with the Malitic Deities and became fiends have twisted into wild horrors shaped in the image of their god.

To a fault, each is devoted to furthering the agenda of their deity. To better achieve this they have adapted to act as envoys of the psychic suffering their patrons wish to exert upon the world. Due to this, many have lost their ability to configure themselves at will and are instead locked into a form that most suits their god.

Fellesion Cloaker

The people of Tshi Vorrag know all too well the bat-like horrors that pour forth from the Fellesion Starspire, known appropriately as fellesion cloakers. With vast leathery wings the cloakers ensnare their prey, which then makes them vulnerable to further assault from the ivory talons that festoon the cloaker's underside. As though this was not enough, the Scar Lord's influence on these fiends ensures each and every assault remains a fresh trauma on the victim's psyche.

However, thanks to the efforts of Tshi Vorrag in containing the Fellesion Starspire, the general populace of Bundheim has little chance to encounter such terrible foes.

Fellesion Cloaker

Large Fiend (of Travma), Chaotic Evil

Armor Class 14 (Natural Armor)
Hit Points 78 (12d10 + 12)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Skills Stealth +5
Damage Immunities Psychic
Condition Immunities Charmed, Frightened
Senses Darkvision 60 ft., Passive Perception 11
Languages Abyssal, Telepathy 120 ft.
Challenge 8 (3,900 XP)

Unforgettable Horror. Any negative experiences had within 30 feet of the cloaker are unforgettable and will be dreamed about intermittently for the rest of that creature's life.

Actions

Multiattack. The cloaker makes two Claw attacks.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) piercing damage and if the target is Large or smaller, the cloaker grapples it (escape DC 13). This attack deals an additional 1d6 psychic damage to grappled creatures.

Scream. Each creature within 60 feet of the cloaker that can hear its scream and isn't a fiend must succeed on a DC 13 Wisdom saving throw or take 2d6 psychic damage and become frightened until the end of the cloaker's next turn. An already frightened creature is immune to this effect and takes no damage.

Reactions

Isolating Demise. When the cloaker falls to 0 hit points, the creature that dealt the killing blow must succeed on a DC 13 Wisdom saving throw or be frightened of its allies for the next hour.

Magistrix

While every bit the aggressive devilish entity one would expect from an agent of Rasha, the real danger of the magistrix lies in the effect it has on those around it. Acting as a channel for Rasha's malevolent will, the magistrix incites rage at the perceived injustices one has suffered in life. Through this the magistrix can swing the tide of society until violent uprising is all but inevitable. Any who wish to bring low a magistrix must not only contend with their fearsome physique, but also their own rage. Even the most pious and strong of willpower may find themselves taking up an axe during the fray, rather than taking the time to work intricate spells.

Much like their master, magistrix generally take on a male humanoid devil appearance, with crimson skin and dark black hair. To accompany this, and bolster them against the violence that follows them, they wear hardy plate mail of infernal metal. There have been cases of female and non-binary magistrix, but most often they take on a male appearance for a reason determined only by Rasha himself.

Magistrix

Large Fiend (of Rasha), Chaotic Evil

Armor Class 18 (Plate Armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	12 (+1)	16 (+3)	18 (+4)

Saving Throws DEX +7, CON +8, WIS +7, CHA +8
Damage Immunities Fire, Poison
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Truesight 120 ft., Passive Perception 13
Languages Infernal, Telepathy 120 ft.
Challenge 12 (8,400 XP)

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

Enraging Aura. A creature that starts its turn within 15 feet of the magistrix must succeed on DC 14 Wisdom saving throw or begin to rage. While raging, a creature has advantage on Strength checks and Strength saving throws, gains a +3 bonus to its damage rolls for attacks made with weapons, and can neither cast nor concentrate on spells. This rage ends after 1 minute, when the creature falls unconscious, or their turn ends and they haven't taken damage since their previous turn.

When a creature begins to rage in this way, the magistrix learns what it perceives to be the injustices and unfairness it has experienced in its life.

Actions

Multiattack. The magistrix makes three attacks.

Greatsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) fire damage. After taking damage, a creature hit by this weapon gains 1 Pain.

Barbed Javelin. *Ranged Weapon Attack:* +7 to hit, range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 13 (3d8) fire damage and the target gains 1 Pain. The javelin returns to the magistrix after this attack is completed.

Foster Fury. The magistrix attempts to break down the willpower of a creature so it will succumb to its pent up fury. Target creature within 30 feet that the magistrix can see must make a DC 17 Charisma saving throw. On a failure, the creature is cursed for 1 minute by the magistrix. While cursed, it suffers a penalty to any Wisdom saving throws it makes equal to its Pain. This curse can be removed by the Remove Curse spell. If a cursed creature doesn't deal damage or make any attacks during its turn, the curse ends early.

Reactions

Invoke Injustice. When a creature that is raging due to the magistrix's aura hits the magistrix with an attack, the magistrix may telepathically remind them of a past injustice they suffered from an ally. The target must make a DC 17 Wisdom saving throw. On a failure the creature becomes charmed by the magistrix for 1 minute. While charmed by the magistrix, a creature uses its movement to move as close as it can to a random creature that is not the magistrix, and uses its action to make a melee attack against them. This charm can be removed by the Lesser Restoration spell or similar magic. If a charmed creature takes damage, it may repeat the saving throw to end the charm.

Sonellion

Pernicious in form and ideal, the sonellion is one of a rare breed of monster where it need not be present to wreak havoc on its foes. Thanks to the gifts granted by its dark patron Braega, the sonellion appears to each individual as who they most trust. Though helpful in committing treachery, the real danger is psychological for the sonellion prefers not to attack outright but rather foster shame in its victim. By utilizing this trusted connection, the sonellion aims to bring about the destruction of its foe by coercing it into destroying itself. Even should one be successful in vanquishing a sonellion, their experience of the encounter can leave traumatic scars which last a lifetime as the victim's doubts about themselves echo in their mind.

Sonellion

Medium Fiend (of Braega), Neutral Evil

Armor Class 16 (Natural Armor)
Hit Points 127 (17d8 + 51)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	16 (+3)	19 (+4)	16 (+3)	20 (+5)

Saving Throws DEX +7, INT +8, WIS +7, CHA +9
Skills Stealth +7
Damage Resistances Acid, Cold, Fire, Lightning, Necrotic, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Darkvision 120 ft., Passive Perception 13
Languages Abyssal, Telepathy 120 ft.
Challenge 8 (3,900 XP)

Barely Tangible. The sonellion can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Silence Sensitivity. While under the effects of the Silence spell, the sonellion loses its damage resistances.

Perceived Form. The sonellion may have creatures perceive it as the person they trust the most.

Actions

Multiattack. The sonellion makes two melee attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 13 (3d8) psychic damage.

Horrifying Desires (Recharge 6). The sonellion whispers doubts and shame into the ear of a creature within 5 feet that can hear it. The creature must make a DC 17 Wisdom saving throw. On a failure, the creature rolls a d6 for each Pleasure and Pain point it has, then takes psychic damage equal to the result. On a success, the creature takes half as much damage.

Reactions

Shameful Act. When a creature within 60 feet of the sonellion that can hear it receives either Pleasure or Pain from the effects or actions of either itself or an ally, it must succeed on a DC 17 Wisdom saving throw or become stunned until the end of its next turn. If the Pleasure or Pain that triggered this reaction is from the creature being targeted, it has disadvantage on the saving throw.

Heretics of Mis & Dis

While Mis & Dis are well renowned as tricksters with an ambiguous moral code, there are fey who devote themselves to either Mis or Dis but are too zealous for either of the powerful fey to condone their actions. Utilizing various conjured items, these heretics like to create situations where the outcome is extremely perilous, rather than embarrassing. Any who find themselves attacked by such creatures are advised to step carefully and think about their actions, lest they bring ruin upon themselves by their own hand.

Gagglepuss

Small Fey, Chaotic Evil

Armor Class 14 (Cloth Armor)
Hit Points 45 (6d6 + 24)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +7, Perception +3, Sleight of Hand +7, Stealth +7
Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Sylvan
Challenge 3 (700 XP)

Actions

Multiattack. The gagglepuss makes two Dagger attacks.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Burning Ball Gag. The gagglepuss summons a ballgag attached to an ungagged creature it can see within 60 feet. The ball of this gag is made of a thin membrane which holds inside it a amber-colored, combustible gel. While gagged in this manner, if the creature takes damage it must make a DC 13 Strength saving throw in an attempt to keep its jaw under control. On a failure, the gag ruptures and causes the goo to combust, dealing 20 (3d10 + 4) fire damage to the creature. A creature may attempt to remove the gag as an action, and requires a successful DC 13 Dexterity (Sleight of Hand) check to do so.

Poison Vial Gag. The gagglepuss summons a bit gag attached to an ungagged creature it can see within 60 feet. The bit is made from a glass vial filled with a brackish green poison. While gagged in this manner, if the creature moves more than half its speed on its turn it must make a DC 13 Strength saving throw in an attempt to keep its jaw under control. On a failure, the gag shatters and the creature takes 9 (2d4 + 4) poison damage and becomes poisoned for 1 hour. A creature may attempt to remove the gag as an action, and requires a successful DC 13 Dexterity (Sleight of Hand) check to do so.

Maniacle

Small Fey, Chaotic Evil

Armor Class 14 (Cloth Armor)
Hit Points 45 (6d6 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	20 (+5)	13 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +7, Perception +3, Sleight of Hand +7, Stealth +87Senses Darkvision 60 ft., Passive Perception 15
Languages Common, Sylvan
Challenge 3 (700 XP)

Actions

Multiattack. The maniacle makes two Dagger attacks.

Dagger. *Melee Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Skyward Manacles. The maniacle summons manacles attached to a creature within 60 feet that has its wrists free. These manacles have swirling runes made of cloud wisps that circle them in a whirlwind and bind them together. While clad in these manacles, if the creature hits with a melee attack it is thrown 60 feet upward by a burst of air as the manacles vanish. A creature may attempt to remove the manacles as an action, and requires a successful DC 13 Dexterity (Sleight of Hand) check to do so.

Grounded Shackles. The maniacle summons shackles attached to a creature within 60 feet that has its ankles free. The shackles have a chain of stone that bind them together and hobble the wearer. If a creature wearing the shackles moves over half its speed during its turn, they are pulled into the ground as the earth swallows them up to the waist, taking 14 (2d10 + 4) bludgeoning damage and becoming grappled (escape DC 13) when they do so. A creature may attempt to remove the shackles as an action, and requires a successful DC 13 Dexterity (Sleight of Hand) check to do so.

Humanoids

The following stat blocks are appropriate for a wide range of Non-Player Characters, both friend and foe. They need not apply to any specific race, gender, background, or lore and you should feel free to alter them as needed to fit a desired character.

Dom / Domina

Medium Humanoid (Any Race), Any Alignment

Armor Class 17 (Leather Armor)
Hit Points 66 (12d8 + 12)
Speed 30 ft.

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

Skills Acrobatics +6, Athletics +4, Intimidation +6
Senses Passive Perception 11
Languages any one language (usually Common)
Challenge 3 (700 XP)

Empowered by Pain. If a creature with at least 1 Pain, other than this creature, is within 10 feet of it, this creature has advantage on ability checks.

Actions

Multiattack. This creature makes three melee attacks.

Whip. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus bonus slashing damage equal to the target's Pain. If this attack hits the same target more than once during this creature's turn, the target gains 1 Pain at the end of this creature's turn.

Bola. *Ranged Weapon Attack:* +6 to hit, range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) bludgeoning damage. A large or smaller creature hit by this attack is grappled (escape DC 10).

Reactions

Protect What's Yours. When an ally of this creature gains either Pain or Pleasure from a hostile creature, this creature may mark that hostile creature. Until the end of this creature's next turn, this creature has advantage on attack rolls against the marked creature.

Sub

Medium Humanoid (Any Race), Any Alignment

Armor Class 17 (Leather Armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Saving Throws CON +4, WIS +2
Senses Passive Perception 10
Languages any one language (usually Common)
Challenge 3 (700 XP)

High Threshold. This creature has advantage on Constitution saving throws.

Preferred Inconvenience. If this creature is restrained, it moves at half speed rather than 0 and its attack rolls do not have disadvantage.

Actions

Multiattack. This creature makes two melee attacks.

Manacles. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Frenzied Strike. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage. This creature may only use this attack if it has at least 3 points of any combination of Pleasure or Pain.

Reactions

Take It. This creature may become the target of an attack rather than the original target. This creature may choose to use this reaction when an adjacent creature is hit by an attack as long as the attacker is visible to this creature.

Dilemmaturge

Wizards who study the art of utilizing choice to empower their spellcasting take on the title of Dilemmaturge. This specialization is closely tied to the use of predicament bondage. As they allow the targets of their spells to have a dgeree of choice in their fate, the Dilemmaturge can bring a larger amount of arcane power to bear. This in turns makes a favorable outcome all but certain.

Dilemmaturge

Medium Humanoid (Any Race), Any Alignment

Armor Class 12 (15 with mage armor)
Hit Points 90 (20d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	18 (+4)	12 (+1)	11 (+0)

Saving Throws INT +7, WIS +4
Skills Arcana +7, History +7
Senses Passive Perception 11
Languages any three languages
Challenge 8 (3,900 XP)

Spellcasting. The dilemmaturge casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: Mage Hand, Message, Prestidigitation

2/day each: Bestow Curse, Hideous Laughter, Mage Armor, Ray of Enfeeblement, Silencing Counter

1/day each: Postpone Punishment

Actions

Multiattack. The dilemmaturge makes three Arcane Burst attacks.

Arcane Blast. *Melee or Ranged Spell Attack:* +7 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 20 (3d10 + 4) force damage.

Predicament Cast. The dilemmaturge chooses two spells they know with a casting time of 1 action and a single target, then chooses a creature within range of both spells. The target chooses one of the two spells, then the dilemmaturge casts the chosen spell on the target. The dilemmaturge has advantage on attack rolls for the chosen spell, and the target has disadvantage on saving throws for the chosen spell.

Soulfire Mage

Same mages have found themselves afflicted by the curse known as Soulfire (see the Soulfire section of the Bestiary for more information). Such mages wield potent pyromantic powers, making them incredibly dangerous foes. However, they pose a greater threat should the bonds that keep their affliction at bay be removed. In such cases, it is advised all nearby should make a hasty escape.

Soulfire Mage

Medium Humanoid (Any Race), Any Alignment

Armor Class 12 (15 with mage armor)
Hit Points 40 (9d8)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Saving Throws CHA +6, WIS +4
Skills Arcana +6, History +6
Damage Resistances Fire
Senses Passive Perception 11
Languages any two languages
Challenge 6 (2,300 XP)

Safely Bound. The mage is restrained by rune-engraved Quenching Bonds. While restrained this way, the mage ignores the verbal and somatic components of spells. If the mage is freed from their bonds they transform permanently into a Soulfire creature with a CR of 3 or less.

Charred Conduit. When the mage is dealt fire damage, all creatures within 15 feet of the mage take the same amount of fire damage.

Innate Spellcasting. The mage casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: Levitate, Mage Hand, Prestidigitation

3/day each: Flame Shield, Flaming Sphere, Hellish Rebuke, Mage Armor, Scorching Ray

2/day each: Fireball, Immolation

Actions

Multiattack. The mage makes three Soulfire Blast attacks.

Soulfire Blast. *Melee or Ranged Spell Attack:* +6 to hit, reach 5 ft. or range 120 ft., one target. *Hit:* 15 (3d8 + 3) fire damage.

Kpoggi Plants

Native to the jungles of Macenje and Izbor, the kpoggi species of flora are among the most dangerous plants on the continent due in no small part to their carnivorous nature. On the one hand, this helps with clearing up all manner of corpses but explorers need to be wary lest they fall victim to their hunger.

Impalers

Though kpoggi come in many forms, the impaler variety is particularly feared for the horrifying death that awaits those who run afoul of it. After restraining its victims, it impales them from the bottom upon a barbed bark-like conical structure that arises from its center. From there, it shoots acid coated tendrils from its tip, up into the body of its prey. Once it breaches the mouth, the tendrils blossom, releasing pollen on the breeze.

Kpoggi Impaler

Large Plant, Unaligned

Armor Class 12
Hit Points 132 (16d10 + 45)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	7 (-2)	15 (+2)	3 (-4)

Condition Immunities Blinded, Deafened
Senses Blindsight 30ft. (blind beyond this radius), Passive Perception 12
Languages --
Challenge 8 (3,900 XP)

False Appearance. While the impaler remains motionless, it is indistinguishable from an ordinary jungle plant.

Actions

Multiattack. The impaler makes three Vine attacks, uses Reel, and uses Impale.

Vine. *Melee Weapon Attack:* +8 to hit, reach 15ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage and the target must make a DC 15 Strength saving throw. On a failure, the target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and saving throws. The impaler may only have one creatured grappled at a time and may choose to release any previously-grappled creatures when another creature would be grappled by it.

Reel. The impaler pulls a creature it has grappled up to 15 feet straight toward it.

Impale. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature grappled by the impaler. *Hit:* 9 (2d6 + 2) piercing damage and the target becomes impaled. While impaled, the target is restrained and has disadvantage on Strength checks and saving throws. A creature can be freed from being impaled if another creature takes an action and succeeds on a DC 15 Strength check. Only one creature may be impaled by this creature at a time.

Blossom. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature impaled by the impaler. *Hit:* 50 (10d10) acid damage. If this damage reduces the target to 0 hit points, the impaler kills the target by burrowing blossoming tendrils through their body and out their mouth, dissolving their insides as it does so.

Dissolvers

Where kpoggi impalers seek to use their victims for enhancing their bloom, thus propagating the species, kpoggi dissolvers work to nourish the other kpoggi connected to its root network. They do this by ensnaring their prey within large pods made of thick leather-like material. Once immobilized, the victim is dissolved via the acid which coats the inside of the pod's walls, allowing it to break down the prey's essence into base nourishment which it absorbs directly.

Kpoggi Dissolver

Huge Plant, Unaligned

Armor Class 16 (Natural Armor)
Hit Points 92 (8d12 + 40)
Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	20 (+5)	7 (-2)	13 (+1)	3 (-4)

Condition Immunities Blinded, Deafened
Senses Blindsight 30ft. (blind beyond this radius), Passive Perception 11
Languages --
Challenge 7 (2,900 XP)

False Appearance. While the dissolver remains motionless, it is indistinguishable from an ordinary jungle plant.

Vulnerable Prey. While it is ensnaring a creature, the dissolver takes only half the damage dealt to it, and the creature ensnared by the dissolver takes the other half.

Actions

Multiattack. The dissolver makes three Vine attacks, uses Reel, and uses Ensnaring Pod.

Vine. *Melee Weapon Attack:* +7 to hit, reach 15ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and must make a DC 15 Strength saving throw. On a failure, the target is grappled (escape DC 15). Until the grapple ends, the target is restrained, and has disadvantage on Strength checks and saving throws. The dissolver may only have one creatured grappled at a time and may choose to release any previously-grappled creatures when another creature would be grappled by it.

Reel. The dissolver pulls a creature it has grappled up to 15 feet straight toward it.

Ensnaring Pod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature grappled by the dissolver. *Hit:* the target becomes folded into the thick leathery pod of the dissolver (escape DC 15). While ensnared, the target is restrained, blinded, and at risk of suffocating.

Dissolve. A creature ensnared by the dissolver takes 22 (5d8) acid damage. Other Kpoggi within 60 feet of the dissolver regain hit points equal to half the amount of damage dealt. If this damage reduces the target to 0 hit points, the dissolver kills the target as it is reduced to a viscous, nutrient-rich sludge.



Root Minds

The most pernicious of all the kpoggi variety, thanks to the incredible difficulty in detecting and destroying it as a threat, the kpoggi root mind exists as a nodule of highly intelligent fibers buried in the earth which links into the root network of surrounding kpoggi. Though not innately a threat, as it possesses no means to directly attack or defend itself, the root mind emboldens its comrades with a fearsome tactical intelligence. Whole sections of deep forest have been known to become completely impassable due to the presence of a singular root mind.

Kpoggi Root Mind

Tiny Plant, Unaligned

Armor Class 20 (Natural Armor)
Hit Points 80 (32d4)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	1 (-5)	10 (+0)	18 (+4)	17 (+3)	18 (+4)

Saving Throws INT +9, WIS +8, CHA +9
Condition Immunities Blinded, Deafened
Senses Tremorsense 300ft. (blind beyond this radius), Passive Perception 13
Languages --
Challenge 13 (10,000 XP)

Buried. The root mind lives buried beneath the earth, usually 10 feet down, attached to the larger kpoggi root network. While buried it has total cover.

Shared Intelligence. All creatures that share a root system with the root mind may use the root mind's senses. Such kpoggi also use the Intelligence, Wisdom, and Charisma scores of the root mind, and use the root mind's bonuses when making saving throws related to any of those attributes.

Actions

Focus Attention. The root mind brings its full intelligence to bear on one of the kpoggi connected to it. One kpoggi within 300 feet of the root mind gains resistance to all non-fire damage and has advantage on attack rolls and saving throws until the end of the root mind's next turn.

Stupefying Blooms (Recharge 5-6). The root mind sends forth tendrils which rise above ground and rapidly bloom, releasing mind altering spores into the air around them. Choose 3 locations within 120 feet of the root mind. Creatures within 5 feet of the chosen places must make a DC 18 Wisdom saving throw. On a failure the creature uses its reaction to move its speed toward the nearest kpoggi creature it can see, then it becomes stunned until the end of its next turn.

Lair Actions

Any area where a root mind is present is also considered the lair of the root mind, as it cannot move out of the area. On initiative count 20 (losing initiative ties), the root mind takes a lair action to cause one of the following effects:

- A 50-foot square area within 120 feet of the root mind sprouts with questing foliage which seeks to entangle prey. Each non-plant creature must succeed on a DC 18 Strength saving throw or get pulled prone and become grappled. Escaping requires a successful DC 18 Strength (Athletics) or Dexterity (Acrobatics) check as an action.
- The root mind urges the other kpoggi around it to embolden their hunting efforts. Choose up to 2 kpoggi creatures within 300 feet of the root mind. The range of those creatures' *Vine* attacks is doubled and they may move a creature double the normal distance when using their Reel action.
- The tendrils of the root mind bolster the defenses of the other kpoggi attached to it by erupting in sharp spikes that surround them. Each kpoggi creature within 300 feet of the root mind gains +2 to its AC. In addition, the area within 15 feet of the affected kpoggi is considered difficult terrain and non-plant creatures that move through this terrain suffer 4 piercing damage for each 5 feet they move.

Regional Effects

The region containing a root mind is warped by its presence, which creates one or more of the following effects:

- Jungles and forests in the affected region grow particularly thick, so that they may better hide the kpoggi among the other foliage. Any travel through this region is done at half speed and any Wisdom (Survival) checks to navigate through it are made with disadvantage.
- The kpoggi occupy the top of the natural food chain, and as such have consumed most of the mid-sized or smaller game, making hunting all the more difficult. Any skill checks to gather food in the area are made with disadvantage. A savvy survivalist might notice the lack of wildlife within such regions.

Laticifex Oozes

A family of glossy opaque oozes that, while dangerous in nature, have been domesticated to be processed into a semi-soft rubbery material known as latex. However, the threat posed by a wild laticifex ooze is not to be underestimated, much like any of their cousins in the ooze family. Adventurers caught unaware by laticifex oozes run the danger of being captured fully encased inside their tough slime bodies. In such cases, laticifex oozes don't prefer to digest their prey but rather they fill every orifice and feed off the psychic energy from ravaging them.

Laticifex Ooze

Large Ooze, Unaligned

Armor Class 8
Hit Points 84 (8d10 + 40)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages --
Challenge 2 (450 XP)

Unfeeling. The ooze does not possess enough intelligence to be affected by higher brain sensation. As such, it cannot gain Pleasure or Pain points.

Entrapping Ooze. Other creatures can enter the ooze's space, but a creature that does so is subjected to the ooze's Engulf and has disadvantage on the saving throw.

Creatures inside the ooze have total cover.

A creature within 5 feet of the ooze can take an action to pull a creature or object out of the ooze. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) psychic damage.

The ooze can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Actions

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 12 (3d6 + 2) bludgeoning damage.

Engulf. The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the ooze enters the creature's space, and the creature takes 10 (3d6) psychic damage, is engulfed, and gains 1 Pleasure. The engulfed creature is able to breathe, but is restrained and takes 7 (2d6) plus 1d6 psychic damage for each point of Pleasure it has at the start of each of the ooze's turns. If a creature starts their turn engulfed, add 1 Pleasure to that creature. When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check, subtracting half of their Pleasure from the roll. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Laticifex Colony

Variable Ooze, Unaligned

Armor Class 16 (natural armor)
Hit Points 115 (10d12 + 50)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	3 (-4)	21 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages --
Challenge 10 (5,900 XP)

Unfeeling. The ooze does not possess enough intelligence to be affected by higher brain sensation. As such, it cannot gain Pleasure or Pain points.

Growing Danger. A laticifex colony expands at the start of each of its turns. When it does so, choose a number of spaces equal to the colony's current hit points divided by 10 (rounded up) that are not already occupied by this creature. The colony expands to cover the surfaces of those spaces and it gains hit points equal to the number of spaces it grew by times 5. If two or more independent colonies ever become adjacent to each other, they merge into one entity. When merging, add the hit points of the smaller or weaker colony into the larger or stronger one, and from that point on they are considered one creature. The colony may not be moved other than by expanding as it adheres to the surfaces it covers.

Sticky. Spaces occupied by the colony are difficult terrain. If a creature ends its turn on a section of floor or adjacent to a wall occupied by the colony, it must make a Strength saving throw. On a failure the creature becomes grappled by the colony (escape DC 18).

Actions

Erupt. Choose 3 points within 30 feet of the colony. The colony spurts globs of new ooze at those points, creating 3 new Laticifex Colonies. These new creatures have 11 hit points, but otherwise have the same statistics as this creature.

Envelop. All creatures grappled by the colony must make a DC 18 Strength saving throw. On a failure the ooze grows to fully engulf the creature. An engulfed creature is blinded and restrained, but can breathe normally. A creature that begins its turn engulfed must make a DC 18 Wisdom saving throw. On a failure the creature takes 10 (3d6) plus 1d6 psychic damage for each point of Pleasure it has and then gains 1 Pleasure. On a success the creature takes half damage and does not gain any Pleasure.

An engulfed creature can try to escape by taking an action to make a DC 18 Strength check, subtracting half of their Pleasure from the roll. On a success, the creature escapes and enters a space of its choice within 5 feet of the where it was engulfed, and is no longer grappled, restrained, or blinded.

Laticifex Ooze
(Ranger Variant)

Medium Ooze, Unaligned

Armor Class 8
Hit Points see Bonded Companion below
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone
Senses Blindsight 60 ft. (blind beyond this radius), Passive Perception 8
Languages --
Challenge N/A

Unfeeling. The ooze does not possess enough intelligence to be affected by higher brain sensation. As such, it cannot gain Pleasure or Pain points.

Bonded Companion. The maximum Hit Points of this creature are equal to its player companion's level multiplied by 10. Similarly, its attack roll bonus and save DC are equal to its companion's spell attack bonus and spell save DC.

Adhesive Body. The ooze can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Fluorescent Essence. The ooze can cause itself to emit low light in a 30-foot radius. It can either begin or end this effect as a bonus action.

Actions

Pseudopod. *Melee Weapon Attack:* +X to hit where X is equal to the ooze's player companion's spell attack roll modifier, reach 5 ft., one creature. *Hit:* 1d6 + the ooze's Strength modifier (2) plus its companion's proficiency modifier bludgeoning damage.

Miscellaneous

The following two creatures are one-offs in that they do not fit a particular creature type nor thematic setting. Both would be good options for encounters at the beginning of a campaign as they are of a lower challenge rating than some of the other creatures found in this book. However, they also can be brought into other encounters as minions or filler.

Strait Jacket

Native to waterways where two large bodies of water meet, these large wasp-like carnivorous insects prefer to first drown their prey before eating them. Often they are found in large colonies which make their homes burrowed along the shoreline. To aid in hunting, they have a long vertical slit on the underside of their torso, which allows a tough leathery set of flaps to open and ensare their victims. Once wrapped up in the torso of the straitjacket, they fly their prey to the nearest water and dive under the surface, waiting for the creature to drown. From there, they can enjoy an easy meal.

Straitjacket

Large Beast, Unaligned

Armor Class 12
Hit Points 11 (2d10)
Speed 10 ft., fly 50 ft., swim 30 ft.

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

Senses Passive Perception 10
Languages --
Challenge 1/2 (100 XP)

Amphibious. The straitjacket can breathe both air and water.

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and the target must make a DC 11 Constitution saving throw, becoming poisoned on a failed saving throw. A poisoned creature must repeat the saving throw at the start of their turns. If they fail 3 saving throws on consecutive turns, they become paralyzed for 1 hour. If the creature instead succeeds on this saving throw, they are no longer poisoned.

Enwrap. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* if the target is of straitjacket's size or smaller, it becomes grappled (escape DC 11). While grappled by the straitjacket, the target is also restrained and has disadvantage on Strength checks and saving throws.

Tumblelink

No one is quite sure what hellish arcane experiment went awry and resulted in the tumblelink, but it certainly has made traversing open landscapes far more interesting and dangerous. Much like their tumbleweed cousins, the tumblelink is a much larger ball of loosely connected chains that roll around seemingly randomly. Unlike tumbleweeds, tumblelinks seem to follow their own internal pseudo-intelligence and aren't beholden to the whims of the wind.

Upon making contact with a creature, the manacle clasps at the end of the chains snag onto any appendages they can make purchase upon. From there, the restrained creature is pulled, whipped, and slammed as the tumblelink continues to wander. There seems no malice in this act, for the tumblelink doesn't seem to even notice it's snagged someone, it simply rolls on.

Tumblelink

Large Construct, Neutral

Armor Class 18
Hit Points 39 (6d10 + 6)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	13 (+1)	1 (-5)	3 (-4)	1 (-5)

Damage Immunities Poison, Psychic
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Sense Blindsight 60 ft. (blind beyond this radius), passive Perception 6
Languages --
Challenge 1 (200 XP)

Ever Wandering. The tumblelink must move its full speed each turn, if possible. It may not move through the same space twice on any single turn. In addition, the tumblelink is not slowed while moving when it is grappling creatures.

Whirling Slam. If the tumblelink moves during its turn, any creatures that were moved as a result of being grappled and dragged by it take 7 (1d6 + 4) bludgeoning damage at the end of the tumblelink's turn.

Actions

Multiattack. The tumblelink makes two melee attacks.

Clasping Cuffs. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* the target is grappled (escape DC 10). Until the grapple ends, the target is restrained and has disadvantage on Strength and Dexterity checks and saving throws.

Null Visage Stalker

There are no common legends about null visage stalkers, for so few ever perceive them. The rare few accounts that have been recorded speak of a dark black skinned creature with a surprisingly shiny exterior, almost as though it was covered in latex. Even those records come from side-eyed glances because the documentarian's brain struggled to gain purchase on the creature's features.

An aberration from outside the bounds of reality, their purpose is unknown. Some seem to be content simply observing the world around them while others stalk prey, leaving behind mindless husks of people who remain alive with little behind their eyes to speak of intelligence or personality. What is known is that a rare order of assassins have taken inspiration and power from these creatures, wielding a portion of their abilities for their own ends. On their part, these assassins refuse to speak on how they gained these powers, for they are just as secretive as the creatures that inspired them.

Null Visage Stalker

Medium Aberration, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 71 (13d8 + 13)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	19 (+4)	17 (+3)	17 (+3)

Saving Throws DEX +6, INT +7, WIS +6, CHA +6
Skills Deception +6, Insight +6, Perception +6, Persuasion +6, Sleight of Hand +6, Stealth +6
Damage Resistances Psychic
Condition Immunities Charmed, Frightened
Senses Darkvision 120 ft., passive Perception 16
Languages All languages, Telepathy 120 ft.
Challenge 7 (2,900 XP)

Vague Existence. The stalker exists in a pseudo-tangible state, making it more elusive than normal creatures. Attack rolls against the stalker have disadvantage and if it is subjected to an effect that allows it to make a saving throw to take half damage, it instead takes no damage if it succeeds on the saving throw and only half damage if it fails.

Unimportant. If there are 10 or more humanoids within 30 feet of the stalker, it may automatically hide without making a Dexterity (Stealth) check. If the stalker remains still for 1 minute it may make a Dexterity (Stealth) check with a +10 bonus to become hidden. This allows the stalker to hide in plain sight as other creatures' perception refuses to accept the stalker as a living creature and instead sees a piece of furniture or another unimportant object.

Innate Spellcasting (Psionics). The stalker's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: Detect Thoughts, Vicious Mockery

1/day each: Dissonant Whispers, Phantasmal Force

Actions

Multiattack. The stalker makes two melee attacks.

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

Empty Out (Recharge 5-6). The stalker enters the mind of a creature within 60 feet of it, attempting to wipe away their personality. The target must succeed on a DC 15 Intelligence saving throw or become charmed. While charmed the target is incapacitated and has a speed of 0.

At the end of its turns, creatures charmed in this way may repeat the saving throw, regaining their senses and ending the effect on a success. If a creature fails this saving throw while incapacitated from this effect they become paralyzed instead. If a creature fails this saving throw while paralyzed from this effect their Intelligence, Wisdom, and Charisma scores become 1 and they can't cast spells, activate magic items, understand language, or communicate in any intelligible way. While this effect persists the creature is considered charmed by all creatures it perceives.

When this happens the creature is freed from the paralysis and can no longer make saving throws to end the effect. From this point forward, this effect lasts for 30 days or until it is ended by Greater Restoration, Heal, or Wish.

Pleasure Demons

Though not strictly affiliated with any of the Malitic Deities, demons of the abyss operate in a similar manner in regards to their attitude towards mortals. Thanks to the nature of the emotional activities the denizens of Bundheim desire, some of the most dangerous demons are those devoted to feeding on pleasure or pain. Respectively named the ziicubus and ziicubarre, both are able to change their form and gender at will to better entice those they feed on. Many of those who have gone searching for the apex of sensation have met their end at the hands of one such demon.

Ziicubus

While their form is as fluid as needed to prey upon their target, ziicubi always operate by inducing as much pleasure as they can before feeding. This pleasure they consume by taking a portion of their victim's life essence directly.

Paragon Ziicubus

Medium Fiend (Shapechanger), Neutral Evil

Armor Class 17 (Natural Armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	15 (+2)	14 (+2)	20 (+5)

Saving Throws DEX +7, CON +8, WIS +6, CHA +9
Damage Resistances Cold, Fire, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Poisoned
Senses Darkvision 120 ft., passive Perception 12
Languages Abyssal, Common, Infernal, Telepathy 60 ft.
Challenge 12 (8,400 XP)

Telepathic Bond. The ziicubus 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 ziicubus can use its action to transform into a Small or Medium humanoid, or back into its true form. Without wings, the ziicubus 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.

Maestrix of Ecstasy. The ziicubus automatically succeeds on the Constitution saving throw required for surpassing its maximum Pain or Pleasure. Creatures within 15 feet of it that surpass their maximum Pleasure make the Constitution saving throw with disadvantage.

Actions

Multiattack. The ziicubus makes two melee attacks and one attack with its Lovelorn Lash.

Sublime Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus bonus psychic damage equal to the target's Pleasure. If this attack hits a charmed target, the target gains 1 Pleasure and they make any saving throws related to ending charm effects with disadvantage until the end of their next turn.

Lovelorn Lash. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the target gains 1 Pleasure.

Seduce. One humanoid the ziicubus can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The target suffers a penalty to the result equal to half their current Pleasure. A charmed target obeys the ziicubus' 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.

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

Draining Kiss. The ziicubus kisses a creature charmed by it or a willing creature. The target must make a DC 16 Charisma saving throw, taking 32 (5d10 + 5) plus 1d6 psychic damage for each point of Pleasure it has 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 and the ziicubus regains hit points equal to half that amount. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Ziicubarre

In comparison to their sibling the ziicubus, ziicubarre have a much more complicated feeding routine. To such demons the path to the most delicious pleasure lies through suffering. By tormenting their victims first they can feed almost endlessly upon the same person as the process does not kill them. Rather than draining life's essence, ziicubarres sup on willpower itself. This can create a vicious cycle as the victim cannot muster the mental defenses to fend off subsequent feedings and manipulation.

Paragon Ziicubarre

Medium Fiend (Shapechanger), Neutral Evil

Armor Class 17 (Natural Armor)
Hit Points 153 (18d8 + 72)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	15 (+2)	14 (+2)	20 (+5)

Saving Throws DEX +7, CON +8, WIS +6, CHA +9
Damage Resistances Cold, Fire, Lightning, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Poisoned
Senses Darkvision 120 ft., passive Perception 12
Languages Abyssal, Common, Infernal, Telepathy 60 ft.
Challenge 12 (8,400 XP)

Telepathic Bond. The ziicubarre 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 ziicubarre can use its action to transform into a Small or Medium humanoid, or back into its true form. Without wings, the ziicubarre 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.

Maestrix of Suffering. The ziicubarre automatically succeeds on the Constitution saving throw required for surpassing its maximum Pain or Pleasure. Creatures within 15 feet of it that surpass their maximum Pain make the Constitution saving throw with disadvantage.

Actions

Multiattack. The ziicubarre makes two melee attacks and one attack with its Paramour Blade.

Torturous Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus bonus psychic damage equal to the target's Pain. The target also gains 1 Pain and then must make a DC 16 Constitution saving throw. On a failure, the target makes all ability checks and attack rolls with disadvantage until the end of its next turn.

Paramour Blade. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage and the ziicubarre may convert any amount of Pain the target has into Pleasure.

Subjugate. One humanoid the ziicubarre can see within 30 feet of it must succeed on a DC 16 Wisdom saving throw or be magically charmed for 1 day. The target suffers a penalty to the result equal to half of their current Pleasure. A charmed target obeys the ziicubarre'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.

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

Draining Caress. The ziicubarre gently touches a creature charmed by it, or a willing creature. The target must make a DC 16 Charisma saving throw, taking 32 (5d10 + 5) plus 1d6 psychic damage for each point of Pleasure the target has, and their Wisdom and Charisma scores are lowered by 4 on a failed save, or half as much damage and those ability scores are instead reduced by 2 on a successful save. The ziicubarre regains hit points equal to half the amount of damage taken. The target's Wisdom and Charisma scores return to normal after finishing a long rest.

Reidastor

Rage is a common currency for those that utilize martial techniques. Barbarians for example use this emotion to great effect, but Path of the Titan barbarians have learned to channel their rage to physically increase their size and strength. This trick came about in no small part thanks to the reidastor, a breed of giants who harness their emotions to achieve physical feats beyond what others could dream of. This makes them incredibly tough foes, for as they receive damage they grow more angry, and thus harder to kill. More terrifying is their penchant for eating things that are smaller than them whole, another technique the barbarians have mastered.

Reidastor

Variable Giant, Neutral

Armor Class 17 (Natural Armor)
Hit Points 138 (12d12 + 60)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws CON +8, WIS +3, CHA +4
Damage Resistances See Growing Rage trait
Condition Immunities See Growing Rage trait
Senses Darkvision 120 ft., passive Perception 10
Languages Common, Giant
Challenge 8 (3,900 XP)

Growing Rage. As the giant becomes more damaged, it grows more angry. As it does so, it grows in size, gains damage type resistances, and immunities to specific conditions according to the table below. Rage levels are achieved based upon the amount of hit points the giant possesses, with the lowest row of the table applying. For example a reidastor with 43 hit points would be Furious, and all of the traits on that row would apply.

Rage (HP)	Size	Resistances	Condition Immunities
Neutral (<200)	Medium	None	None
Miffed (<100)	Large	Bludgeoning, Piercing, and Slashing	Frightened
Furious (<50)	Huge	Acid, Bludgeoning, Cold, Fire, Lighting, Piercing, and Slashing	Frightened, Charmed, Stunned
Enraged (<25)	Huge	All	All

Coming Through. The reidastor can move through the space of any creature that is smaller than it without being slowed.

Actions

Multiattack. The reidastor makes two melee attacks, only one of which may be a Bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 28 (4d10 + 6) piercing damage. The reidastor has advantage for this attack if it is made against a creature that is smaller than it. If the creature is at least two sizes smaller than it, the attack critically succeeds on a roll of 19 or higher.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 25 (3d12 + 6) bludgeoning damage. The reach of this attack is increased by 5 feet if the reidastor is Huge or larger.

Bonus Actions

Barrel Down. All creatures whose space the reidastor moved through this turn and that are at least one size smaller than it must make a DC 15 Strength saving throw. On a failure, the creature takes 2d6 bludgeoning damage and is knocked prone. On a success, they take half damage and remain standing.

Scourge of Alune

Alune, former priestess of Takmarka'rung, spent her last moments gasping for breath hanging from the gallows while standing atop a block of ice on a hot summer day. As the ice melted and the pressure about her throat increased, she uttered curse after curse until she could breathe and speak no longer.

Though her end was justified by those who killed her due to the atrocities she had committed, it marked the beginning of a terrible scourge of undeath and ice which ravages a portion of Macenje to this day. Her undead legion knows only vengeance and hatred, each carrying with it a piece of her malice as they roam the countryside.

Alune has not left her place of execution, even today she remains swinging from the gallows and her reach inches outward year by year. Each body that dies seeking to end Alune's terror only serves to bolster her forces as they are reanimated to join the scourge.

Scourge Warrior

Remnants of the Thumari warriors that have fallen to the scourge of Alune, these frigid bodies carry a fragment of the soundless death that met Alune. Disconcertingly, attacks by these creatures are utterly silent affairs as each moves about the battlefield without making a sound.

Scourge Warrior

Medium Undead, Chaotic Evil

Armor Class 18 (Chain Mail, Shield)
Hit Points 37 (5d8 + 15)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	10 (+0)	12 (+1)	10 (+0)

Saving Throws WIS +3
Skills Perception +3
Damage Resistances Cold
Condition Immunities Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 13
Languages Common
Challenge 1 (200 XP)

Rime-laden Fortitude. While within a cold environment, the warrior gains 5 temporary hit points at the start of its turn.

Silent Aura. An area of silence surrounds the warrior. All creatures within 5 feet of the warrior suffer the effects of the Silence spell.

Actions

Multiattack. The warrior makes two melee attacks.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Scourge Choker

A hulking mass of multiple corpses frozen together, this undead horror has a thick collar of ice fashioned about its throat and is imbued with the need for others to experience the choking death that befell Alune.

Scourge Choker

Large Undead, Chaotic Evil

Armor Class 12 (Natural Armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Resistances Cold
Condition Immunities Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., Passive Perception 9
Languages Common
Challenge 2 (450 XP)

Rime-laden Fortitude. While within a cold environment, the choker gains 5 temporary hit points at the start of its turn.

Monstrous Fists. The choker may have up to two creatures grappled at a time, one with each hand.

Actions

Multiattack. The choker makes two melee attacks.

Clutch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. The target must succeed on a DC 14 Dexterity saving throw or become grappled. While grappled by the choker the creature is unable to speak or breathe. Another creature may attempt to break the choker's grip as an action by making a DC 14 Strength check.

Scourge Ice Warden

Ice wardens are thought to be the former mages of the Thumari Enclave. Though they seem to have lost the ability to cast spells directly, they channel Alune's power more intensely than other scourge creatures, bringing an intense arctic atmosphere with them. They are able to tap into Alune's curse directly, and enact a facsimile of its nature in a wide area.

Scourge Ice Warden

Medium Undead, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 36 (8d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	10 (+0)	14 (+2)	12 (+1)	16 (+3)

Saving Throws INT +4, WIS +3
Damage Resistances Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., passive Perception 11
Languages Common
Challenge 4 (1,100 XP)

Rime-laden Fortitude. While within a cold environment, the ice warden gains 5 temporary hit points at the start of its turn.

Turn Resistance. The ice warden has advantage on saving throws against any effect that turns undead.

Scourge's Reach. The area within 30 feet of the ice warden is chilled to become a cold environment irrespective of the natural weather.

Actions

Multiattack. The ice warden makes two melee or Ice Bolt attacks.

Frozen Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) cold damage.

Ice Bolt. *Ranged Spell Attack:* +5 to hit, reach 120 ft., one target. *Hit:* 14 (2d10 + 3) cold damage and the target's speed is reduced by 10 feet.

Curse of the Breathless. The ice warden channels Alune's power to a point it can see within 120 feet. All creatures within a 20 foot radius sphere centered on that point must make a DC 13 Constitution saving throw. On a failure the creature takes 2d6 cold damage and becomes silenced. While silenced in this way a creature suffers 2d6 cold damage at the beginning of its turn and cannot breathe. A creature may repeat the saving throw at the end of its turn to end this effect. On a success the creature takes 2d6 cold damage and the effect ends.

Scourge Bond Brawler

Conglomerations of frozen meat bound in chains of solid ice, bond brawlers are hulking juggernauts wandering the rime wastes in search of prey to trap using the very chains that keep it held together.

Scourge Bond Brawler

Large Undead, Chaotic Evil

Armor Class 15 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	4 (-3)	6 (-2)	6 (-2)

Saving Throws WIS +1
Damage Resistances Cold
Condition Immunities Exhaustion, Frightened, Poisoned
Senses Darkvision 60 ft., passive Perception 8
Languages Common
Challenge 5 (1,800 XP)

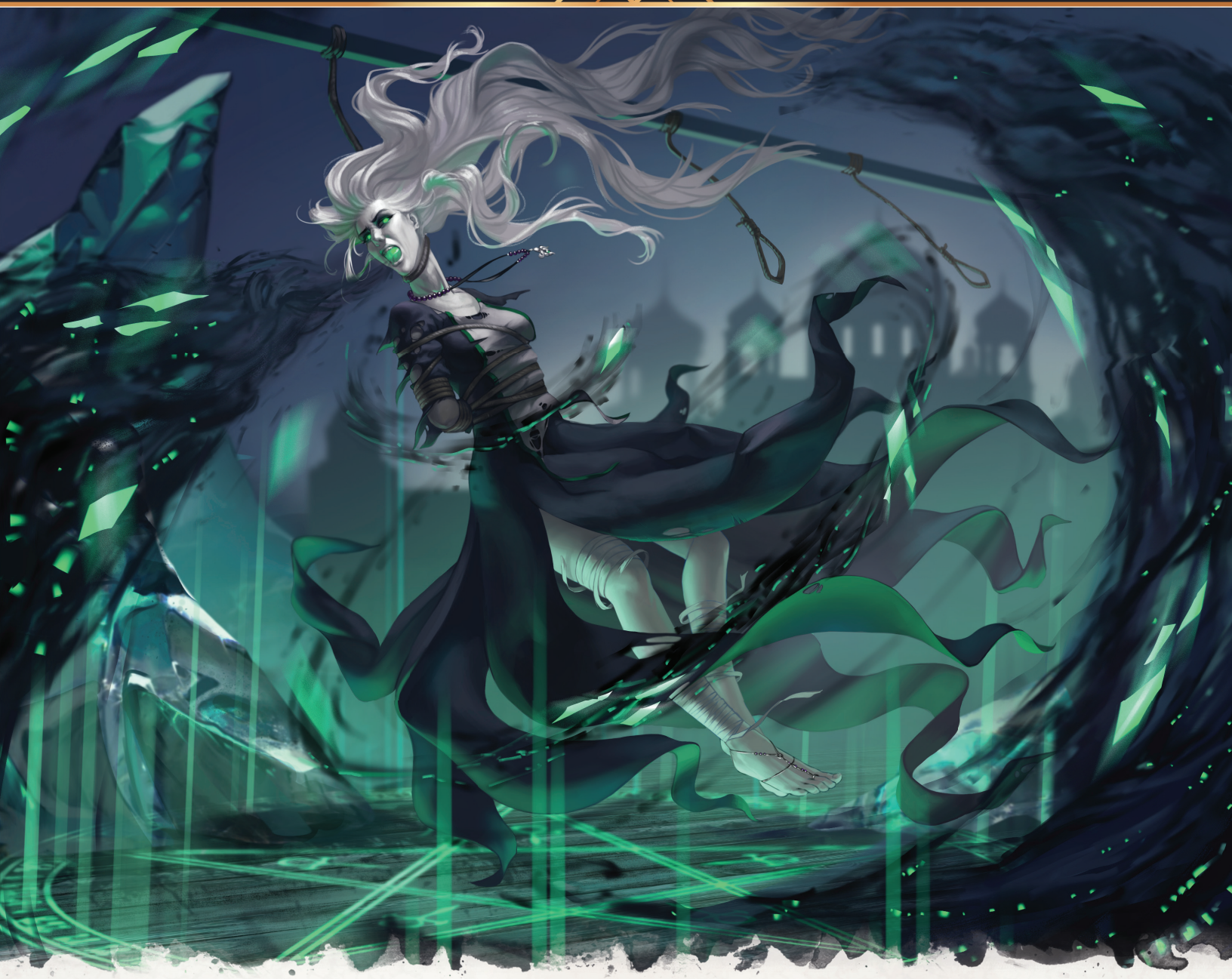
Greater Rime-laden Fortitude. While within a cold environment, the bond brawler gains 10 temporary hit points at the start of its turn.

Vigilant Fighter. Creatures provoke opportunity attacks from the bond brawler even if they take the Disengage action before leaving its reach.

Actions

Multiattack. The bond brawler makes two melee attacks.

Chain Lash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d6 + 4) bludgeoning damage and 7 (2d6) cold damage. If this attack is used as part of an opportunity attack, the target's speed becomes 0 until the end of their turn.



Alune

The threat of the hanged priestess remains, despite her death. Thankfully she seems either unwilling or unable to move from her gallows in the ruins of the Thumari citadel. One should not mistake her inability to move for weakness, for she remains the foremost undead threat on the face of Bundheim.

Those few who have ventured to the Rime-laden Citadel and returned report an unending frost which permeates the area along with a disconcerting silence that lends an eerie sense of stillness to the undead that wander the ruins. Between her prowess with ice magic and the large undead forces she commands, there exists every chance that Alune will remain a threat to Macenje for ages to come.

Regional Effects

The region surrounding Alune has been tainted by her scourge of ice, creating the following effects:

- All creatures that attempting to complete a long rest in this region must make a Constitution saving throw. On a failure, the creature regains hit points as normal but it does not remove its levels of exhaustion and instead gains 1 level of exhaustion. Constructs and undead creatures are immune to this effect.

- Each group member seeking to travel through this region must make their own individual DC 10 Wisdom (Survival) check while traveling. Any creature that fails this check moves at half speed and slows down the group to their speed.

- Food in this region does not spoil but takes twice as long to eat due to it needing to be thawed or heated before being consumed. Food that is not cooked immediately prior to consumption is inedible.

Alune, Hanged Priestess

Medium Undead, Chaotic Evil

Armor Class 17 (Natural Armor)
Hit Points 199 (21d8 + 105)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	27 (+8)	21 (+5)	24 (+7)

Saving Throws CON +12, INT +15, WIS +12
Skills Religion +12, History +15, Insight +12, Perception +12
Damage Immunities Cold, Necrotic, Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Resistances Lightning
Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned
Senses Truesight 120 ft., Passive Perception 22
Languages Common plus up to three other languages
Challenge 22 (41,000 XP)

Legendary Resistance (3/Day). If Alune fails a saving throw, she can choose to succeed instead.

Turn Resistance. Alune has advantage on saving throws against any effect that turns undead.

Power Unrestrained. Alune is perpetually restrained by the bonds she died in. Despite this, she does not suffer any of the negative effects of being restrained other than having her movement speed reduced to 0. In addition, she may not be moved under any circumstances, including being teleported or transported to another plane of existence.

Hanged Priestess' Blessing. Alune may choose whether a creature within 120 feet of her is immune or resistant to cold damage. This allows her to both grant and remove immunity or resistance, and no effect may override her choice.

Echoing Demise. The method of Alune's death permeates the area around her. Creatures within 30 feet of Alune can neither speak nor breathe.

Actions

Grasping Ice. *Ranged Spell Attack:* +15 to hit, reach 120ft., one target. *Hit:* 26 (4d8 + 8) cold damage and the target's speed is reduced by 20 feet until the end of its next turn.

Chilling Prayer. Alune targets up to three creatures she can see within 120 feet of her. Each target must succeed on a DC 20 Wisdom saving throw. On a failure the target begins to kneel in reverence to Alune and is stunned until the end of their next turn.

Inexorable Freeze (Recharge 5-6). Alune focuses the might of her freezing scourge into an area around her. Each creature within 60 feet of Alune must make a DC 20 Constitution saving throw. On a failed save, a creature takes 35 (10d6) cold damage and becomes trapped in ice and restrained as the moisture in the air around them freezes into frigid bonds. A trapped creature can use an action to make a DC 20 Strength check to break free. A trapped creature has resistance to fire damage and if they suffer fire damage they are also freed. On a successful save, the creature takes half damage and is not trapped.

Legendary Actions

Alune 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. Alune regains spent legendary actions at the start of her turn.

Grasping Ice. Alune makes one Grasping Ice attack.

Directed Scorn. Alune chooses a creature within 120 feet of her. That creature immediately takes its reaction to use an action it could use on its turn. If Alune targets an unwilling creature with this effect it costs 2 actions instead and she chooses which action the target takes.

Thumari Remnants (Costs 2 Actions). Alune targets a corpse or a pile of bones within 120 feet of her. The target animates as an undead creature from the Scourge of Alune section of this Bestiary of CR 2 or less and is directly under Alune's control, acting immediately after her in the initiative order. If the target is trapped in ice when it is animated, it is freed as part of this effect.

Inexorable Freeze (Costs 3 Actions). Alune recharges her Inexorable Freeze and uses it.

Lair Actions

For an additional challenge, Alune may be considered to be within her lair. This area includes the ruins she inhabits. On initiative count 20 (losing initiative ties), the Alune takes a lair action to cause one of the following effects:

- Alune empowers the freezing energy in a 50-foot square area within 120 feet of her, causing the ice to grasp for everyone in the area. All undead creatures in that space gain 5 temporary hit points and all non-undead creatures must make a DC 15 Constitution saving throw. On a failure, during its next turn, if the creature moves more than half its movement speed, it suffers 1d6 cold damage for every 5 feet over half its movement speed it moves.

- Manifesting her wrath, Alune pulls the breath from everyone in the vicinity. All non-undead creatures within 120 feet of Alune immediately run out of breath. If a creature in range is concentrating on a spell, they must make a concentration check to maintain it.

- The frigid restraints utilized by Alune and her minions draw the strength from their victims. All non-undead creatures within 120 feet of Alune that are restrained or grappled must make a DC 15 Strength saving throw. On a failure, the creature becomes prone.

Shiba Inu

A loveable companion to some, and an adorable canine to all, the shiba inu is beloved the world over. This stat block is primarily used in conjunction with the **Vestments of Shiba'ri** (refer to the *Magic Items* section).

Shiba Inu

Small Beast, Unaligned

Armor Class 12
Hit Points 4 (1d6 + 1)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3
Senses Passive Perception 13
Languages --
Challenge 1/8 (25 XP)

Keen Hearing and Smell. The shiba inu has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Adorable Visage. While the shiba inu is within 5 ft. of an ally, the ally has advantage when making Charisma (Persuasion) checks.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Soulfire Creatures

In the Age of Black Stars, as the dark spheres made manifest floated across the land, a strange new affliction began to spread through the populace. To this day, the exact cause is a topic of great debate. Some insist it came from one of the Black Stars, a nightmare made real, preying on the power of those in tune with the arcane. Others proclaim it is the means by which Ljudas siphoned energy to power the Black Stars themselves. Regardless of the source, the affliction known as soulfire remained even after the last Black Star vanished.

Soulfire manifests as a consuming inferno which cocoons its victim in aetheric bands of sigilry and takes the shape of a beast or monster. The specific color of the flames and the form taken depend on the person succumbing to the soulfire. From this point onward, the victim is merely a bound fuel source for the soulfire, and the creature wanders the world with one goal: to consume.

There is no known cure for soulfire, other than to kill the person at the center of the blaze. However, one possessing the malady can be captured by encompassing them in vacuum, thus snuffing out the flames. From there bonds designed specifically for keeping the soulfire at bay can be affixed, and the person can learn to live a semi-normal life. Of course, this process is easier said than done, for one cannot breathe in vacuum and thus those seeking to help must move quickly once the victim is subdued.

Condition: Soulfire

When a person afflicted with soulfire has spent spell slots equal to ten times their level they become consumed by the curse and transform into a soulfire creature of the GM's choice. While transformed in this way, this creature is under the control of the GM.

Converting a Soulfire Creature

Any creature stat block may be made into a soulfire creature by adding 1 to the CR and adding the following features:

Inferno Essence. If this creature is surrounded by vacuum, it becomes incapacitated until it leaves the vacuum. In addition, this creature is resistant to fire damage.

Detonating Demise. If this creature begins its turn with 10 or fewer hit points, all creatures within 30 ft. must make a DC 12 Dexterity saving throw. On a failed save those creatures take 4d6 fire damage, or half as much on a success.

Consume Spirit. All attacks by this creature that hit deal 1d6 additional fire damage for each point of Pain the target has and adds 1 Pain to the target.

As an example, below is a Nightmare converted to be a soulfire creature.

Soulfire Mare

Large Fiend, Neutral Evil

Armor Class 13 (Natural Armor)
Hit Points 68 (8d10 + 24)
Speed 60ft., fly 90ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities Fire
Senses Passive Perception 11
Languages Common and Infernal, but can't speak
Challenge 4 (1,100 XP)

Inferno Essence. If this creature is surrounded by vacuum, it becomes incapacitated until it leaves the vacuum.

Detonating Demise. If this creature begins its turn with 10 or fewer hit points, all creatures within 30 ft. must make a DC 12 Dexterity saving throw. On a failed save those creatures take 4d6 fire damage, or half as much on a success.

Actions

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus a bonus 1d6 fire damage for each point of Pain the target has, then the target gains 1 Pain.

Sudjinn

Of all the elemental forces that threaten Bundheim, none are as maniacal and ingenious as the djinn. Problematically, slaying a djinn via normal means yields only their reincarnation and inevitable revenge. As such, mages who specialize in hunting djinn have devised a means of imprisoning them, for if the foe cannot be killed it is far better to lock them away.

To accomplish this, artificers craft large golem-like constructs which can bind a djinn's physical form and then neutralize their elemental powers by channeling them harmlessly into the earth. Of course, having such constructs be mobile aids tremendously with transporting these captives to a secure holding place.

Unfortunately, the prime elemental entities bound by Svi'bice can sometimes utilize the weakness of the djinn while bound in these constructs. In doing this, they first decimate the mind of the djinn and then impart a fragment of their own will into the amalgamation. This new entity is known as a sudjinn. Though they are rare, they pose a tremendous threat. The sudjinn keeps its djinn power source bound to itself, but rather than channeling their elemental energies into the earth to dispel them, they wield them as a weapon. It is cautioned that only the most adept of elemental hunters endeavor to bring down a foe as dangerous as the sudjinn.

Glacier Sudjinn

Large Elemental, Neutral Evil

Armor Class 20 (Natural Armor)
Hit Points 150 (12d10 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws INT +7, WIS +6, CHA +7
Damage Immunities Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Aquan
Challenge 12 (8,400 XP)

Cold Absorption. Whenever the glacier sudjinn is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage it would have taken.

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

Freeing Demise. If the sudjinn dies, the djinn is released to reincarnate on the appropriate elemental plane after 24 hours.

Innate Spellcasting. The glacier sudjinn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Ice Storm, Ray of Frost

Actions

Multiattack. The glacier sudjinn makes two melee attacks, or casts Ray of Frost and makes one melee attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Frozen Armor (Recharge 5-6). The glacier sudjinn gains 50 temporary hit points. If a creature hits it with a melee attack while it has these hit points, the creature suffers 15 cold damage.

Bonus Actions

Release Djinn. The sudjinn unbinds the djinn it holds within it to a space it can see within 30 feet of it. The djinn has an AC of 17, 100 hit points, a move speed of 30 feet, and its ability scores and saving throws match those of the sudjinn. If the djinn is reduced to 0 hit points, the sudjinn rebinds it per the Bind Djinn ability.

When a creature moves to within 15 feet of the djinn or begins its turn there, it takes 10 cold damage. Any creature within 15 feet of the djinn has its movement speed halved.

While the djinn is unbound, the sudjinn may not use its Innate Spellcasting or Frozen Armor abilities. The sudjinn is never affected by the abilities of the djinn. The djinn cannot use actions or reactions on its own.

Order Djinn. The djinn moves up to its speed.

Bind Djinn. The djinn is removed from the battlefield, becoming locked in the sudjinn once more. The sudjinn regains the use of its Innate Spellcasting and Frozen Armor abilities.



Inferno Sudjinn

Large Elemental, Neutral Evil

Armor Class 20 (Natural Armor)
Hit Points 150 (12d10 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws INT +7, WIS +6, CHA +7
Damage Immunities Fire; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Ignan
Challenge 12 (8,400 XP)

Fire Absorption. Whenever the inferno sudjinn is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage it would have taken.

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

Freeing Demise. If the sudjinn dies, the djinn is released to reincarnate on the appropriate elemental plane after 24 hours.

Innate Spellcasting. The inferno sudjinn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Hellish Rebuke, Scorching Ray

Actions

Multiattack. The inferno sudjinn makes two melee attacks, or casts Scorching Ray and makes one melee attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Combustion Charge (Recharge 5-6). The inferno sudjinn ignites in a fiery plume and rushes forward. The inferno sudjinn moves up to its speed, and can move through the spaces of other creatures without provoking attacks of opportunity as it does so. All creatures the inferno sudjinn moves within 5 feet of during this move must make a DC 15 Dexterity saving throw. On a failure a creature takes 6d6 fire damage and is knocked prone, or takes half damage and remains upright on a success.

Bonus Actions

Release Djinn. The sudjinn unbinds the djinn it holds within it to a space it can see within 30 feet of it. The djinn has an AC of 17, 100 hit points, a move speed of 30 feet, and its ability scores and saving throws match those of the sudjinn. If the djinn is reduced to 0 hit points, the sudjinn rebinds it per the Bind Djinn ability.

All metal objects within 15 feet of the djinn become red-hot. At their start of their turn, any creature in contact with these objects takes 2d8 fire damage. If the object is being held, the creature holding it must succeed on a DC 15 Constitution saving throw or drop it. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of its next turn.

While the djinn is unbound, the sudjinn may not use its Innate Spellcasting or Combustion Charge abilities. The sudjinn is never affected by the abilities of the djinn. The djinn cannot use actions or reactions on its own.

Order Djinn. The djinn moves up to its speed.

Bind Djinn. The djinn is removed from the battlefield, becoming locked in the sudjinn once more. The sudjinn regains the use of its Innate Spellcasting and Combustion Charge abilities.

Maelstrom Sudjinn

Large Elemental, Neutral Evil

Armor Class 20 (Natural Armor)
Hit Points 150 (12d10 + 84)
Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws INT +7, WIS +6, CHA +7
Damage Immunities Lighting, Thunder; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Auran
Challenge 12 (8,400 XP)

Storm Absorption. Whenever the maelstrom sudjinn is subjected to lightning or thunder damage, it takes no damage and instead regains a number of hit points equal to the lightning and thunder damage it would have taken.

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

Freeing Demise. If the sudjinn dies, the djinn is released to reincarnate on the appropriate elemental plane after 24 hours.

Innate Spellcasting. The maelstrom sudjinn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Thunder Wave, Chain Lightning

Actions

Multiattack. The maelstrom sudjinn makes two melee attacks, or casts Thunder Wave and makes one melee attack.

Slam. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Storm's Path (Recharge 5-6). The sudjinn shifts into a rushing gale and charges forward. The maelstrom sudjinn moves up to 90 feet, and can move through the spaces of other creatures without provoking attacks of opportunity as it does so. All creatures that the maelstrom sudjinn passes through or that are within 10 feet of it when it ends its movement must make a DC 15 Constitution saving throw. On a failure a creature takes 5d6 thunder damage and is knocked prone. On a success, they take half as much damage and remain standing.

Bonus Actions

Release Djinn. The sudjinn unbinds the djinn it holds within it to a space it can see within 30 feet of it. The djinn has an AC of 17, 100 hit points, a move speed of 30 feet, and its ability scores and saving throws match those of the sudjinn. If the djinn is reduced to 0 hit points, the sudjinn rebinds it per the Bind Djinn ability.

When a creature moves to within 15 feet of the djinn or begins its turn there, it must make a DC 15 Strength saving throw. On a failure the creature takes 3d8 bludgeoning damage and is knocked prone, or takes half as much damage and remains upright on a success. Any non-magical projectiles that pass within 15 feet of the djinn are knocked upward and automatically miss.

While the djinn is unbound, the sudjinn may not use its Innate Spellcasting or Storm's Path abilities. The sudjinn is never affected by the abilities of the djinn. The djinn cannot use actions or reactions on its own.

Order Djinn. The djinn moves up to its speed.

Bind Djinn. The djinn is removed from the battlefield, becoming locked in the sudjinn once more. The sudjinn regains the use of its Innate Spellcasting and Storm's Path abilities.

Bedrock Sudjinn

Large Elemental, Neutral Evil

Armor Class 20 (Natural Armor)
Hit Points 150 (12d10 + 84)
Speed 30 ft., fly 15 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	16 (+3)	15 (+2)	16 (+3)

Saving Throws INT +7, WIS +6, CHA +7
Damage Immunities Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Damage Resistances Bludgeoning, Piercing, and Slashing
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 120 ft., Passive Perception 12
Languages Terran
Challenge 12 (8,400 XP)

Hard As Stone. At the start of its turn, the bedrock sudjinn gains 10 temporary hit points.

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

Earth Glide. The bedrock sudjinn can burrow through nonmagical, unworked earth and stone. While doing so, it doesn't disturb the material it moves through.

Freeing Demise. If the sudjinn dies, the djinn is released to reincarnate on the appropriate elemental plane after 24 hours.

Innate Spellcasting. The bedrock sudjinn's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: Shatter, Stone Shape

Actions

Multiattack. The bedrock sudjinn makes two melee attacks, or casts Shatter and makes one melee attack.

Slam. Melee Weapon Attack: +11 to hit, reach 5ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

All Will Be Dust (Recharge 5-6). The bedrock sudjinn casts Flesh to Stone, but changes the range to a 60 foot sphere centered on itself.

Bonus Actions

Release Djinn. The sudjinn unbinds the djinn it holds within it to a space it can see within 30 feet of it. The djinn has an AC of 17, 100 hit points, a move speed of 30 feet, and its ability scores and saving throws match those of the sudjinn. If the djinn is reduced to 0 hit points, the sudjinn rebinds it per the Bind Djinn ability.

When a creature moves to within 15 feet of the djinn or begins its turn there, it must make a DC 15 Strength saving throw. On a failure it is pulled partially into the earth, taking 3d8 bludgeoning damage and becoming restrained as it does so. On a success, it takes half damage and isn't restrained. A creature restrained in this way may use an action to repeat the saving throw to free itself.

While the djinn is unbound, the sudjinn may not use its Innate Spellcasting or All Will Be Dust abilities. The sudjinn is never affected by the abilities of the djinn. The djinn cannot use actions or reactions on its own.

Order Djinn. The djinn moves up to its speed.

Bind Djinn. The djinn is removed from the battlefield, becoming locked in the sudjinn once more. The sudjinn regains the use of its Innate Spellcasting and All Will Be Dust abilities.

The Tinker King's Toys

The Mad Tinker King Davni Bronzecraft was not always all that mad, though he did indeed hold the title of Tinker King. Once he was sought after far and wide for his incredible clockwork machines. By his hand devices of incredible torture and delight were churned out one after the other with any noble who had the coin vying for a single piece to be the crown jewel of their dungeons.

Alas, perfection has no bounds, and in pursuit of the ideal torture device, the Tinker King began to go off the rails in his designs. Delightful stinging and strain turned to bodily harm and horror. Sadly, before his reign of terror was brought to a halt, he created his magnum opus: The Ferrous Regent.

The Ferrous Regent

One half sentient golem, one half iron maiden whose gazing features of unmoving metal rests atop a hulking monstrosity built for imprisonment which belches flames and soot. While meeting your fate at the sharp end of many needles is horrifying, the true danger comes from the Soulfire engine that drives it. Once consumed by the Regent's spike-lined torso, the victim's soul burns everlong in the engine, suffering in agony much in the same manner it died. Perhaps here we see the Tinker King's true intention for the machine: to provide an everlasting torture device that supersedes even death itself.

Thankfully, if the Regent goes long enough without consuming, it will go dormant until it senses a creature it can feed upon. Unfortunately, its whereabouts are not currently known, which will make for a nice surprise for an unsuspecting victim.

Ferrous Regent

Huge Construct, Chaotic Evil

Armor Class 18 (Natural Armor)
Hit Points 216(16d12 + 112)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	24 (+7)	8 (-1)	10 (+0)	1 (-5)

Saving Throws DEX +9, WIS +6
Damage Immunities Fire, Poison
Damage Resistances Cold, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned, Stunned, Unconscious
Senses Darkvision 120 ft., Passive Perception 10
Languages Understands Common and Gnomish but can't speak
Challenge 18 (20,000 XP)

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

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

Fire Absorption. Whenever the Ferrous Regent is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage it would have taken.

Magic Weapons. The Ferrous Regent's weapon attacks are magical.

Feed The Everburning Engine. If a creature dies while imprisoned in the Ferrous Regent, their body is destroyed and their soul is trapped within the soulfire engine at the heart of the Ferrous Regent. If the engine is destroyed, all souls trapped within are released.

Actions

Multiattack. The Ferrous Regent makes two weapon attacks, then it may use its Imprison action.

Grabbing Slam. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage. The target must make a DC 19 Strength saving throw. On a failure, the target is grappled. The Ferrous Regent may grapple up to 2 creatures at a time.

Imprison. The Ferrous Regent imprisons a creature it has grappled. If the target is a Large or smaller creature, it must make a DC 19 Dexterity saving throw or be imprisoned in the chest of the Ferrous Regent. Only 1 creature can be imprisoned at a time. An imprisoned creature is blinded and restrained, and has total cover against attacks and other effects outside the Ferrous Regent. In addition, at the start of each of their turns an imprisoned creature takes 6d6 piercing damage and gains 1 Pain.

A creature may attempt to free another from the Ferrous Regent's torso using an action. That creature must succeed on a DC 19 Strength check to pull the imprisoned creature free, which falls prone in a space within 5 ft. of the Ferrous Regent.

Legendary Actions

The Ferrous Regent 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 Ferrous Regent regains spent legendary actions at the start of its turn.

Slam Attack. The Ferrous Regent makes a Grabbing Slam attack.

Charge. The Ferrous Regent moves up to its speed. If the distance moved is at least 15 feet, the Ferrous Regent can have 1 creature within 5 feet of it make a DC 19 Strength saving throw. On a failure, that creature takes 3d8 + 5 bludgeoning damage. Regardless of the result, that creature is knocked prone.

Absorb Suffering (Costs 2 Actions). Roll 2d6 for every Pain point on a creature imprisoned by the Ferrous Regent. The Ferrous Regent gains temporary hit points equal to the result.

Duke of Decapitation

Another of the Tinker King's devious devices, the duke of decapitation began as a simple guillotine. Some days after delivery, the woodwork began to creak and pop as it reshaped itself into a humanoid form. Resembling a horrific scarecrow, the arms retain the boxy frame shape of the guillotine, but now the blade rides down its arm, the piston-like motion adding further severing force to its blows.

As yet, none have destroyed the duke of decapitation. Every so often it will appear in some isolated farmstead under the cover of darkness before reaping its terrible bloody toll. Few know why it moves on when it does, but those that remain gain great relief from the ordeal ending.

Duke of Decapitation

Large Construct, Chaotic Evil

Armor Class 16 (Natural Armor)
Hit Points 82 (11d10 + 22)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	15 (+2)	8 (-1)	10 (+0)	1 (-5)

Damage Resistances Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered
Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Darkvision 60 ft., Passive Perception 10
Languages --
Challenge 7 (2,900 XP)

Magic Resistance. The duke of decapitation has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The duke of decapitation makes two Sharp Strike attacks, or one Sharp Strike attack and one Clamping Strike attack.

Sharp Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 20 (3d10 + 4) slashing damage.

Clamping Strike. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. If the target is Medium size or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Constitution saving throw or be stunned until the end of the duke of decapitation's next turn.

Separate. *Melee Weapon Attack:* +7 to hit, reach 5ft., one stunned humanoid grappled by the duke of decapitation. *Hit:* 55 (10d10) slashing damage. If this damage reduces the target to 0 hit points, the duke of decapitation kills the target by removing its head from its body.

Yankcranks

The Tinker King, it seems, was very fond of the rack as a torture device. Taking great inspiration from it, he crafted an unknown amount of constructs known as yankcranks. Wielding chains which terminate in manacles, the constructs first ensnare a limb of their victims. That accomplished, two or more work in tandem to pull the bound individual apart.

Yankcrank

Medium Construct, Chaotic Evil

Armor Class 17 (Natural Armor)
Hit Points 30 (4d8 + 12)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	1 (-5)

Damage Immunities Poison
Condition Immunities Charmed, Exhaustion, Poisoned
Senses Passive Perception 10
Languages --
Challenge 1 (200 XP)

Actions

Lash. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target becomes grappled by the yankcrank. Only one creature can be grappled by the yankcrank at a time. A creature may have up to 4 yankcranks grappling it at once.

Stretch. The yankcrank may use this action if it and another yankcrank have the same creature grappled. The grappled creature must succeed on a DC 12 Strength saving throw. On a failure, roll a number of d6 equal to the number of yankcranks grappled to the target, the target takes force damage equal to the result + 3. On a success, the target takes half as much damage.

Man of Iron

The most common of the Tinker King's creations, these lanky facsimiles of men are comprised of interlocking bands of iron. Speedy for their weight, men of iron have a singular goal: to run down and entrap creatures within the very iron bands they are made of. Once locked in this unyielding mobile exoskeleton, other creatures or constructs are free to do as they please with their now very vulnerable prey.

Recent encounters with these terrors have shown an overarching goal to their movements. As of late, they seem to be springing up throughout Skickain and dragging off individuals to only the gods know where. Between this and rumors of the Tinker King's employ within the Dauntless Mandate, there is a growing concern among those in the know that the Tinker King is gathering subjects for a new magnificent project. Based on how the last magnum opus of his turned out, this has led to a growing investigation into what these contstructs might be working toward.

Man of Iron

Medium Construct, Chaotic Evil

Armor Class 14 (Natural Armor)
Hit Points 68 (8d8 + 32)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	10 (+0)	10 (+0)	1 (-5)

Condition Immunities Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned
Senses Passive Perception 10
Languages --
Challenge 3 (700 XP)

Purpose Fulfilled. While the man of iron has a creature grappled, it may only move or take action to transport the creature toward its preset destination, as determined by the GM. If the man of iron has no preset destination, it instead takes no action nor moves until the creature is released.

Collateral Damage. While the man of iron has a creature grappled, creatures attacking it are at risk of hitting that which is trapped within it. If an attack misses while targeting the man of iron, the attacker rolls damage as normal, but the creature being grappled takes the damage instead of the man of iron.

Actions

Multiattack. The man of iron makes two Latch attacks.

Latch. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage. On a hit, if the target is Large or smaller they must succeed a DC 14 Dexterity saving throw or become grappled by the man of iron (escape DC 14). While grappled in this way the target is restrained and forced to kneel with their arms pulled behind their back.

Another creature may try to free a creature grappled by the man of iron by using an action and succeeding on a DC 14 Strength check. Alternatively a creature that is both proficient with and possesses either thieves' tools or a tinker's kit may succeed on a DC 14 Dexterity check using those tools to free the creature.

Wax Elemental

Many higher power arcanists find summoning and binding elementals to themselves to be highly beneficial in their endeavors. Of course, with the predilections the denizens of Bundheim possess, it is only natural they would seek to venture beyond the traditional elements. As such, those who have the desire have found ways of manifesting elementals of boiling wax.

Wax Elemental

Large Elemental, Neutral

Armor Class 14 (Natural Armor)
Hit Points 114 (12d10 + 48)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Immunities Fire
Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks
Condition Immunities Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., Passive Perception 10
Languages Ignan
Challenge 5 (1,800 XP)

Molten Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage plus an amount of fire damage equal to its current Pain.

Fueled By Heat. When the elemental is subjected to fire damage, it deals an additional 7 (2d6) fire damage when it hits with its slam attack until the end of its next turn.

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 plus fire damage equal to the target's Pain, then the target gains 1 Pain.

Drench. The elemental hurls a chunk of itself at its target. A creature the elemental can see within 30 ft. must make a DC 15 Dexterity saving throw. On a failure the creature takes 8 (1d8 + 4) bludgeoning damage and 8 (1d8 + 4) fire damage, then becomes covered in molten wax. While covered in wax the creature halves its speed, takes 5 (1d10) fire and gains 1 Pain at the start of each of its turns. On a success the creature takes half damage and is not covered in wax. The covered creature or another creature within 5 feet of it can attempt to remove it by taking an action to make a DC 15 Strength check and succeeding.

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Welcome to Bundheim, a world where kink takes center stage. Whether you are well versed in your desires or wish to explore them for the very first time, this 5e compatible supplement will provide the tools you need to bring such topics into a tabletop roleplaying game. From bondage and discipline, to domination and submission, or even sadism and masochism, Kinks & Cantrips covers a wide swath of kinks — with much more to left to cover besides.

Written by an experienced kink practitioner and illustrated by some of the best artists in the space, this book brings to life a vibrant world where these topics feel at home.

Within, you can expect to find:

- A fully fleshed out world with characters and locations built to cover kink topics and provide a believable setting to set campaigns in, along with adventure hooks to make creating a campaign easy.
- Expanded character options, including a new class, the Escapologist. Alongside this are 31 subclasses, 5 races/species, 3 lineages, and 7 backgrounds.
- A whole host of new spells, 93 in total, that allow you to dominate your foes or submit to your destiny.
- New items, including 53 magic items. Sprinkled throughout these are homages to pieces of media which feature kink along with legendary items to empower you in your adventures.
- An enormous bestiary with 53 new creatures to aid in making dynamic encounters for players.
- Notes and explainers along the way, each discussing a kink concept which is being represented on the page.

So grab your dice, grab your rope, and let the adventure begin!