

Casual Lewd Roleplaying Game

Welcome to Casual Lewd Roleplaying Game (or CLRPG)! This is a partial translation and alteration of the Japanese Novi Novi TTRPG (novice novice table talk roleplaying game) series of games, with a move towards the lewder side of things. It's intended to be a quick, easy way to get into roleplaying, either with a group or by yourself. This game is played similar to journaling RPG's, with the cards and accompanying dice rolls providing the prompts for roleplay. Given the very random nature of the system, you may have to work a bit to make things fit the overall narrative you are building. Other than that, all you need is some paper, up to six six-sided dice, and your imagination to play!

Note: This version will also require a random number generator, which will help you to randomly pick from the large tables and lists.

The Default Setting

CLRPG is a very random game due to the list (and eventual card) system. Having a setting or theme helps to tie together all the different scenarios the system sets up. Although you are encouraged to make your own setting for your game, with as much or as little detail as you desire, there is a default setting that you may use when playing this game.

The world was formed by the Goddess in a past long lost. Filled with love for all living things, she populated the land and sea and sky with all manner of plants and beasts and set them to live and multiply. Then she made humans.

At first, the Goddess was pleased with her new creations. She bid them to be caretakers of all lesser things. However, the humans soon outgrew their this purpose and perverted it. They expanded without care for plant or beast, and in taking more and more for themselves they eventually, and inevitably, came into conflict.

The Goddess torn by her love of her creations and the utter despair at their actions, split in two. A Dark Goddess was birthed in a cataclysmic uproar, filled with the same love as her mirror twin, but twisted by the depredations of her creations. Where her lighter side was shocked into inaction, the Dark Goddess immediately let her "love" flow into the world.

Beasts and humans both, touched by the dark "love", changed into forms more alike than apart. Human-like beasts tempted and preyed upon the human settlements, showering their victims with the Dark Goddess's "love". Humans, given monstrous forms, ripped apart communities in their frantic attempts to satiate their new, overwhelming urges.

Now, humans stay in their much smaller settlements, tending to their homesteads and warily eyeing the surrounding darkness – and each other. The Goddess, not knowing the thoughts of her other half, grants her gifts to her devout followers. The Dark Goddess, lost in lust and corruption, seeks to grant her own gifts to the world, and gladly does so...at a price.

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How to play:

Setup

Step 1: All players choose a Class card.

Step 2: Pick one player to be the GM (Game Master). This role will change frequently, but they will be the first person to take up the role.

Step 3: The GM draws an Introduction card and reads it out. Roleplay whatever additions seem fun.

Play

Step 1: The GM draws a Scene card. The player to their left becomes the scene PC (Player Character). The GM reads out the card and states what the scene PC will need to Check against (if needed). GM's may need to make the Scene fit the overall theme of the game session.

Step 2: The scene PC rolls (if needed) 2 six-sided dice and adds up the total. They then add their Power or Skill to that total, depending on what the Scene card requires. PC's may also use their Class abilities if they apply. If the Scene card or an ability says to roll more dice, they can do that. This is called a Check.

Step 3: The scene PC then chooses what Light or Dark Cards they currently have to use with their roll, and applies any bonuses given to the total number from Step 2. The Light or Dark Cards are not used up or discarded.

Step 4: If the scene PC's total number is higher than the Target Number listed on the Scene card, they succeed and gain a Light card. If they roll lower they fail the roll and gain a Dark card.

Step 5: The scene PC becomes the new GM, and the PC to their left becomes the new scene PC.

Step 6: Repeat 1-5 until everyone has been the GM three times.

Ending

Step 1: Once everyone has been GM three times, the new GM (who should be on their fourth time) draws a Climax Card and reads it out.

Step 2: Resolve the Climax according to the card.

Step 3: Roleplay the ending.

Step 4: Clean up and discuss your game.

Solo Play

Step 1: Pick a Class card. This will be your class for the entire game. No other Class cards are used.

Step 2: Proceed through the Play steps as normal. Continue until you have gone through 5 scenes.

Step 3: When you have gone through 5 scenes, draw the Climax Card. You don't need to resolve it as usual and can instead just describe how it all turns out. If you do roll, reduce the target number by 4.

Alternate Solo Play

Step 1: Pick a Class card. This will be your class for the entire game.

Step 2: Pick three other Class cards. These will be your NPC (Non Player Character) companions. They do not make checks or gain Light or Dark cards, but you may use their abilities. Continue until you have gone through 5 scenes.

Step 3: Proceed through the Play and Climax steps as normal.

Glossary of Terms

Check -	Whenever a Player Character rolls dice and compares the total against a Target Number, this is known as a Check.
Target Number -	Whenever making a Check, this is the number the Player Character is trying to equal or exceed (e.g. Power 10+ or Skill 10+).
xD -	The number of dice that need to be rolled. 1D is one die, 2D is two dice, etc.
Others -	The ability or card only affects others rather than the one using it.
Self -	The ability or card affects only the user.
Target -	The ability or card affects one specific, chosen person.
Always -	The ability or card is always active

Class Cards

	Class	Power	Skill	Ability
1	Minstrel	2	3	“Support” [Others] Roll 1D. Give another PC a bonus depending on what was rolled: 1: -3, 2: +0, 3: +1, 4: +1, 5: +2, 6: +3
2	Fighter	3	2	“Shield” [Others] You have a shield, and you are an expert in using it to protect others. Give a +2 bonus to an ally when they are in danger.
3	Mage	3	3	“Mana Burn” [Self] Once per game, you may Check with +4D.
4	Noble	2	2	“House Servants” [Others] Summon a servant to help someone. Give them a +2 bonus to their roll. You may not use this consecutively.
5	Villager	3	2	“Elbow Grease” [Self] When rolling for a Check, explain how it relates to your tasks around the village. You receive +2 to your roll.
6	Researcher	2	3	“Breakthrough” [Self] You have a grand project that you’re researching. If the check applies to your research, you may Check with 2D + 7 (Power/skill cannot be added).
7	Rogue	3	4	“Sleight of Hand” [Self] This ability can be used after any dice are rolled. You can adjust one die by +-1. The end total cannot be more than 7 or less than 0.
8	Barbarian	4	1	“Seeing Red” [Self] You may Check with 4D. However, if any result is a 1, you fail.
9	Merchant	2	3	“Discerning” [Self] When drawing a Light or Dark card, you may pick up 2 and choose one (the remaining one is shuffled back into the deck).
10	Hunter	3	4	“Precise” [Self] [Always] If you roll a 3 on a Power Check or a 4 on a Skill check, gain a +3 bonus to your roll.
11	Healer	2	3	“Please Take Care!” [Anyone] Just being nearby reassures everyone. +1 bonus to all Checks.
12	Tainted	5	3	“Tainted Blood” [Self] [Always] You roll with 3D instead of 2D on Checks. Discard the highest number.

Introductions 1-6

1. The Princess Has Been Captured

A dire message speeds through the kingdom. The princess has been captured! The king offers a handsome reward for any that can rescue her from her monstrous jailers.

What lengths will the PC's go to in order to get the reward?

2. A Dungeon Has Appeared

In the midst of a massive earthquake and hellish storms, the entrance to a strange dungeon has appeared! Monsters pour out daily, ravaging the nearby villages. Now, people prepare to delve its depths and look for a way to destroy it.

What did the PC's lose to drive them to the dungeon? What do they find inside?

3. Aspirant

Though twisted by the corruption, some brave centaurs fight against the darkness as knightly orders, chaining their beastly instincts with chivalry. One such centaur, an aspiring knight, has approached you requesting help on their journey to prove themselves. The pay is good, and how much trouble could one centaur get themselves into?

How does the knight-aspirant inspire the PC's in their own lives? Can the centaur prove themselves, or will they fall to their baser instincts?

4. Missing Family

Recently, people from a particular family have been going missing. No one knows why, but rumors abound and many think the bloodline cursed. One desperate member has approached the PC's, asking them to find out what happened to their missing kin.

Who or what has cursed this bloodline?

5. The Carnal Carnival

Bright lights, big sounds, lots of fun! A massive carnival has set up near your town. It's all fun and games...until people start to go missing. You explore the snaking pathways between the attractions as the carnival grows darker, stranger, and twisted.

Who did the PC's lose? What will they find in the center of the carnival?

6. Ill Met by Candlelight

One night, a hooded stranger gathers the PC's in a tavern. In a low voice they explain the plans for a big heist. Promising a vast reward, they send the PC out to recover a long lost, ancient treasure.

Why are the PC's willing to go along with this plan?

Introductions 7-12

7. A Deserted Village

While traveling along a well-worn path, the PC's come along a deserted village. Fresh food, clean laundry, and dropped toys show that people were still here not too long ago.

Where did the villagers go, and what happened to them?

8. Roaming Monsters

A horde of monsters troubles the nearby countryside, wreaking havoc everywhere they go. The townsfolk appoint you and yours to put an end to it, one way or another.

What motivates the PC's to stop the horde?

9. Hunted

You awaken in an enclosure with little more than the clothes on your back. Corruption and decay scent the air. As you try to get your bearings, a howl resounds in the distance. You are being hunted.

Can you escape that which follows?

10. The Wizard's Tower

A dark, monolithic tower rises on the horizon. Home to a nefarious dark wizard and purported repository of untold riches both mundane and magical, its halls are both a magnet and death trap for adventurers from far and wide.

What treasures does the tower hold? What dangers lie in wait for intruders? Why do the PC's go in?

11. Shipwrecked on a Deserted Island

The PC's survive a shipwreck, finding themselves on a beach with few supplies and fewer options for survival. As they pick through the wreckage along the shore, they find signs of life.

What do the PC's find, and will they escape from the island?

12. Diplomatic Escort

Randomly choose 1 NPC card. Their ability applies to all scene PC's. This NPC is a diplomat and needs an escort to a neighboring kingdom. The Demon Lord seeks to prevent this by any means. The PC's have been contracted to keep the diplomat safe. Can they accomplish this?

Scenes 1-4

1. Dark Mistress

Leather clad and radiating authority, SHE appears before you. She is looking for her pet. If they're not around, maybe you'll do...

You try to turn the tables on Her. How? Check Skill 11+.

You rebuff Her advances, at cost to yourself. Check Power or Skill 12+. What does it cost you?

Maybe playing along until She is bored will work. Check Power or Skill 10+. What does She make you do?

If you have the Collar Dark card, you automatically fail any choice. If another PC has the Collar Dark card, they add their Power or Skill to the relevant Check's target number.

2. Orc War Party

While acting as mainline troops for the forces of darkness, Orcs are actually one of the more reasonable sort. Even when raiding, looting, and pillaging, they can be bargained with. Sometimes.

The GM rolls 2D. The scene PC rolls a Power or Skill check with the target number equal to the roll + 3.

Fight off the orcs. Check Power. Who gets wounded in the fight?

Outsmart the group and move around them. Check Skill. How do you mislead them?

Pay a toll to get them to leave. Check Power or Skill against Target Number -2. What do you pay?

3. Trap!

You find yourself in a trap! Can you get out in time?

Check Skill 10+ to get out of the trap. Describe the nature of the trap depending on the card you draw.

4. Suddenly, Tentacles!

You are walking along when, suddenly, a violent mob of tentacles swarm you! They squeeze and probe and poke into places better left untouched. Get them off!

Desperately fight them off. Check Power 11+. How does the nature of the tentacles complicate things?

Outlast the tentacles' assault. Check Power or Skill 10+. Does your character enjoy it?

Grab around for help before it's too late. Check Skill 11+. Who do you grab, and do they suffer the same fate?

Scenes 5-8

5. Mindless Beast of Desire

A roper comes out of nowhere, flailing its many arms and gibbering nonsense. It grabs a member of your party! Catch it before they're lost!

Pick a random NPC in play. If no NPC is present, randomly chose a PC. Check Power 12+ or Skill 12+ to catch the roper before it gets away. If the check is failed and the target was an NPC, replace them with a Dark Card in addition to drawing a Dark Card for the failed Check.

6. Enchanting Song

A haunting song fills the air. The melodic notes draw you forward without even thinking about it, even as a part of you tries to run away.

Plug your ears and power through the song. Check Skill 10+. What do you use to block your ears?

Work a charm to ward off the song's effects. Check Power 11+. Where did you learn this magic from?

Listen to the song. Draw a Dark card. What does the siren do once she has you in her power?

7. A Disturbing Dream

While resting one night, your dreams are invaded by an ethereal beauty. She promises your hearts deepest desires, if you'd but spend an evening with her.

Take control of your dreams and send her off. Check Power 12+. What does she tempt you with to get you to stop?

Live out your fantasies. It's just a dream after all. Draw a Dark card. What illicit acts do you perform with the dreamy temptress?

8. Hazardous Climb

You find yourself in front of a dangerous climb. In addition to the ridiculous height, a band of harpies also roost here, cawing and winging their around.

Climb through the hazards and harpies. Check Power 11+. How do you fight off the bird-like monsters while climbing?

Enlist the harpies' help. Check Skill 11+. What do you bribe them with?

Scout another way around. Check Skill 12+. How long does it take you to find a new path? Is it better or worse than the climb?

Scenes 9-12

9. Blockade

A simple but effective blockade bars your way. It's going to take some time to take it apart enough to move through. Or maybe there's a way around...?

Destroy the blockade. Check Power 12+. What does it take to destroy it?

Find a way through. Check Skill 11+. What flaw betrayed the blockade's builders?

10. Sexual Fog

A thick pink fog tinged with black corruption surrounds you. Sweet, cloying, and sexual scents drive your lusts wild as you search for a way through.

Power your way through the fog. Check Power 11+. What visions tempt you as you make your way through?

Dispel the fog. Check Skill 12+. What do you do to remove the fog?

Find relief with a party member. The scene PC picks another PC, and both roll 2D and compare. If the scene PC wins, they find relief without succumbing to corruption.

11. The Way is Barred

A giant gate stands in your way, blocked by an equally giant Minotaur. It huffs and flexes its rock hard muscles as it watches you approach. You get the feeling it won't let you through easily.

Match strength against the Minotaur. Check Power 12+. Do you fight or challenge it to a feat of strength?

Outsmart the beast. Check Skill 11+. How do you outwit it?

Negotiate your passage. Skill 10+. What does the Minotaur demand? What do you pay?

12. A Sudden Betrayal

One of your companions stumbles forward. As you go to help them, they attack you! While you fend them off, you see that their eyes are blank and unfocused. Can you snap them out of whatever is controlling them?

The GM picks one PC. The scene PC and the chosen PC roll 2D and compare. How do they attack you? What is controlling them?

Scenes 13-16

13. Goblin “War” Party

A troupe of attractive goblin women approach your party. They openly proposition you with lascivious smiles on their faces. They don't seem hostile, but will they take no for an answer?

Take the deal. Gain a Dark card and explain how it ties into the scene.

Refuse. Roll 1D. If even, the goblins leave peacefully and you gain a Light card. If odd, Check Power 10+ to fight them off.

14. An Open Coffin

You were inspecting a strange, open coffin when you heard a low, seductive voice tell you “Stay a while...”. Turning, you found yourself face to face with a lord of the undead, a vampire.

Fight the vampire. Check Power 12+. What helps you fight it off? What happens if you don't?

Outrun the vampire. Check Skill 11+. What tricks do you employ to get away? Does anyone fall behind?

Try to talk your way out. Make three Skill Checks of 10+, 11+, and 12+, as the vampire continually tries to overpower your will.

15. Freaky Friday

When tinkering with a magic trap, you suddenly find yourself looking through the eyes of one of your companions! You both share a look. This will make things complicated!

The GM picks the PC to the scene PC's left or right. They and the scene PC swap Power, Skill, and all Dark and Light cards. Then, the scene PC makes a Skill 13+ check.

16. “Dairy” Farm

You come upon a normal looking farm. In one of the barns, you find a group of cow-like monster girls hooked up to milking machines. A cheerful but strange farm girl notices you. “You milking or getting milked, hon?”

Take part in milking. Pick a “cow” and have at it. Check Skill 10+. How do you do? What payment do you receive?

Get milked by one of the “farmers” – Pick a stall. Check Power 9+. How long do you last? Do you get embarrassed? What are you offered to stay?

Attempt to leave the place. Check Power or Skill 11+. The “farmers” try to stop you. How? How do you get away?

Scenes 17-21

17. Lascivious Lessons

You wake up suddenly, sitting in a desk that you can't seem to get out of, in a classroom you can't see the exit of. A cheery demon girl dressed as a sexy teacher looks up from her desk and says that you'll make such a wonderful pet once your lessons are done. Can you get loose before you get turned into a pet?

Fight free of your restraints. Check Power 11+. What do you use to get free?

Play along without getting brainwashed. Check Skill 10+. What do the "lessons" entail? Did they have any effect?

18. Giggling Goop

While creeping carefully along a dark hallway, a slime girl falls on you! Giggling, she starts to seep around your clothing, tightening around your limbs.

Attempt to fight free. Check Power or Skill 12+. How do you get the sticky goo off of you?

19. Spirals Upon Spirals

*A hypnotic loop draws your attention... *SNAP* You wake up and scramble for an exit. You look to the side and a hypnotic loop draws your attention... *SNAP* You wake up and...*

Escape the loop. Check Skill 13+ to escape the ensnaring loops. What behaviors do they impart? Who set up the traps?

20. Duel

An imposing warrior challenges you to a fight. For honor or pride, they intend to see you fall.

Fight the duel. Check Power 12+ to fight them. Explain who they were and why they had it out for you. What do you get if you win? What do they get?

Run Away. Check Skill 11+ as they call out your cowardice. How do you escape such close pursuit?

21. Purified Soul

A corrupted soul begs you for help. Sitting on the threshold of light and dark, it needs your help to move on.

RP: Choose where to send the soul. Gain a Light Card if you send it to the light. Gain dark card if you send it to the darkness.

Scenes 22-25

22. Dark Enchanted Woods

Corrupted nectar drips from shadowed tree trunks, and the air is filled with the scent of flowers and lust. A dark dryad, slathered in the excesses of nature, reclines atop the nearest branch and offers temporary respite from your travels.

Decline her offer. Check Skill 10+. If you succeed, make a Power 12+ to fight your way through the forest. How does the dryad try to stop you from leaving?

Accept her offer – Draw a Dark card. What do you and the dryad do? Do you manage to get any rest?

23. Campfire Chaos

In what should be a time of rest, tempers flare, desires awaken, and time for settling things comes to pass. Will this make or break your party?

The GM randomly chooses one PC. They and the scene PC roll 2D and compare totals. Both may play any Dark cards they have. Describe the scene and the grievances aired based on the cards played.

24. Footsteps

You're moving along a pathway when you hear the faint patter of footsteps behind you. You turn, but don't see anything. When you start walking again, the steps return.

Scene PC rolls 1D. If odd, they gain a Light card. If even, they gain a Dark card. Explain what was following based on the card.

25. Chase

For whatever reason, you're being chased. You turn and run as fast as you can to lose your pursuit.

Run hard and fast to outpace your pursuit. Check Power 10+. How long does the chase take? What does it take out of you?

Move evasively and try to lose them. Check Skill 11+. What obstacles do you take advantage of? How do you hide away if they get close?

Scenes 26-29

26. Corruption

A dark, wavy mist of corruption fills the air. It won't be long before this place is turned from the light. Can you do something about this darkening cloud?

Check Power or Skill 12+ to purify the area. What rituals do you enact? What is sacrificed to purify the area?

27. Sticky

It's...sticky. You don't know what it is, but you can't move easily in it, and it's EVERYWHERE. At least it doesn't stink.

Check Power 10+ to remove the stuff. Based on the result, what was it, and why was it there?

28. Abandoned Statue

The PCs find a statue of the Goddess, bare breasted and suggestive. A seductively demonic voice calls out from inside. A powerful succubus, trapped in the statue for centuries, offers her favor if the PCs will just release her...

Accept her offer. Draw a Dark card. Explain what your request is. Does the demon hold to its word?

Refuse her offer. Check Skill 11+ as the succubus tries to compel you to reconsider. Do you resist?

Strengthen the seal. Check Skill 12+ as the succubus fights to get free. How does she fight back? How long will your seal last?

29. Sealed Doorway

A locked door blocks your way. It shouldn't be too hard to unlock it, with a bit of effort.

Force it open. Check Power 10+. Does your actions draw attention?

Pick the lock. Check Skill 11+. How old is the lock? Are there any traps attached?

Scenes 30-33

30. Knocking at the Door

You're in a safe place. Or so you think until something knocks on the door. You weren't expecting anyone, but it could be someone friendly.

The scene PC rolls 1D. If even, the door is opened. If odd, the door remains closed. The GM then rolls 1D. If the numbers match, it's a friendly face on the other side and the PC succeeds the Check. Who is it on the other side?

31. Entrance to an Odd Building

The place is abandoned and gives you the creeps. Just looking at it makes you want to leave, but you have to go in. The entryway is blocked, though. Maybe for a good reason.

Break the barricades to get in. Check Power 11+. Are there any signs of who made the barrier?

Search for an easier way in. Check Skill 10+. What side entrance do you use? Did someone else also come this way?

32. Figure in a Dark Hallway

You catch sight of...someone, while walking in a hallway. You turn, but no one is there. You continue down the hallway, ready for anything...

The scene PC rolls 1D. If even, it's a monster, and you get a Dark Card. If odd, it's just a statue, a shadow, or an illusion of some sort, and you gain a Light card. Depending on what you draw, describe what it is you saw.

33. Giant Chest Ahead

It's a giant chest, and it looks loaded with treasure. You reach for the shiny loot, but the chest comes alive and starts to suck you in! It's a mimic!

Fight your way out. Check Power 10+. What adaptations does the mimic have to keep its prey in?

Grab some loot before trying to get out. Check Skill 11+. What do you manage to grab? What does your greed cost you?

Scenes 34-38

34. A Dance by Firelight

Shining coins jingle on hips gyrating about the campfire. Dusky skin from a foreign land presses close. Painted lips offer a night of wonders, all in the name of a dark goddess.

If you accept, draw a Dark card. If you refuse, draw a Light card. The stranger accepts your choice either way and departs in the morning. Where did they come from?

35. Shadow Clone

Strange magics shape liquid corruption into a familiar form. You face yourself, twisted into the worst possible version.

The GM chooses Power or Skill and rolls 2D against the scene PC. The scene PC Checks against that target number + the number of Dark cards they have. How do you best yourself?

36. The Orgy Pit of Chaos

Writhing bodies engage in wild and debauched acts in a steaming, glowing pit. Howls of pain and pleasure mix with the scent of corruption, drawing one's attention constantly. Can you navigate the narrow gap above the pit?

Check Skill 12+ to pass the pit safely. If you fail, make a Power 14+ check to get out. What corrupted acts catch your eye in the pit? If you fall in, how do you make it out safely?

37. Suspicious Medicine

After a fight, an odd woman in a healer's garb tends to you after a fight. You don't recognize her, and she meets your protests with a smile as she applies some strange, bubbling medicine.

Fight her off and remove the "medicine", Check Power 10+. What is the true nature of the stranger? Was the stuff actually helpful? How long does it take you to heal without it?

38. Breathe Together

Everyone takes a moment to stop and gather their breath. It's rough going, but if you can pull together, you can make it!

Everyone rolls 1D. If any two numbers match, they succeed and the scene PC gains a Light Card.

Scenes 39-42

39. The Lustful Gargoyles

Living stone grasps you in giant hands. Glowing, hypnotic eyes seek yours in turn, to turn you into a vessel for its insatiable lusts.

Escape their grasp. Check Power or Skill 12+. How do you escape cold, hard stone?

40. Stolen Supplies

Short, green thieves have stolen your supplies. You have tracked the offending goblins down, but in return for your supplies they demand satisfaction, one way or another.

Take your stuff back by force. Check Power 11+. How hard do you have to fight to get your stuff back?

Pay the goblins. Check Skill 10+. What do you pay with?

41. Haunted Brothel

Blank eyes stare from lovely, but tired, faces. Haunting moans strain slender throats. Ghosts of the past, inhabiting the lustful flesh of the present, seek to gain in death what they lacked in life.

Banish the ghosts while fighting the possessed. Check Power or Skill 12+. How do you remove the ghosts without hurting their hosts?

Satisfy the ghosts. Check Power or Skill 10+. Do you recognize anyone among the possessed?

42. Lullaby

A half-remembered tune surfaces in your memory. In a moment of fancy, you hum a few notes as you try to remember the whole thing.

The scene PC chooses 3 light and/or Dark cards in play to make the title of a lullaby. If the party approves, they get a Light card. If not, they gain a Dark card.

Scenes 43-46

43. Gambler

Dice clatter against the ground as a widely grinning old man beckons the party closer. "Come, come, let us play a game!" What could the party win? What could they lose?

The scene PC challenges all the other PC's to a dice game. The GM determines how they play. If they win against everyone, they get a Light card. Otherwise, they get a Dark card. What does the party win? What do they lose?

44. Bath

Every so often, it's just nice to take a bath.

The scene PC gains a Light card. Describe how everyone takes advantage of this rare moment of peace.

45. Body Swap Trap

A puff of smoke precedes a sense of disorientation. When it clears, you find yourself seeing things from a different point of view.

Check against Power 11+. If the scene PC fails, in addition to drawing a Dark Card, they and the current GM swap class cards.

46. The Joined

A multitude of bodies move as one, guided by something...other. The controlling mind wants more, and you are its next target.

Fight off the horde. Check Power 12+. What does it take to fight many beings that act as one?

Disrupt the hive mind and escape. Check Skill 12+. What contraption or process does it take to separate the joined minds?

Scenes 47-50

47. Nymph

Long golden hair tops a divine beauty. Stricken by her appearance, you almost miss her offer. Formed in the shape of the goddess herself, the nymph's attentions are a blessing she seeks to share.

Accept her offer Check. Power or Skill 13+. What "blessings" does the nymph give? Do you have the stamina to last?

Leave the beauty behind. Roll 1D. If even, gain a Light Card and describe the goddess's blessing. If odd, gain a Dark card and explain what new urges were inspired by the encounter.

48. Love in Bloom

The air is heavy with pollen and the scent of flowers. Vines, tight and strong, wrap about you as an alraune draws you closer to her flowering blossom.

Struggle free of her grasp. Check Power 11+. How do you escape the vines?

Try to talk your way free. Check Skill 12+. What does it take to smooth-talk an alraune?

Offer to "pollinate" her. Check Power or Skill 10+. Do you avoid corruption while tending to her? What attentions does the alraune give you in return?

49. Old Diary

An old diary with faded pages, worn edges, and barely legible writing. Maybe some useful information lies within?

Check Skill 11+ to decipher the words and find something useful to your current situation. What information do you find?

50. Innawoods Orgy

Among the dark trees and shaded groves you find a group of druids. At first, you presume they are performing innocent rituals of nature. Soon, you realize that they are engaged in various acts of debauchery and sexual experimentation.

Join in the ritual. Draw a Dark card. Describe the rituals the dark druids enact.

Disperse the crowds. Check Power 12+. Do they resist, or are they too out of it to put up a fight?

Disrupt the ritual. Check Skill 13+. How do you unbalance the magical forces gathered? What happens when you do?

Scenes 51-54

51. Clockwork Trap

Gears, levers, and pistons all form a rather...invasive contraption, fueled by liquid corruption. Unfortunately, it has someone trapped. Though it doesn't seem lethal, do you have time to waste to save them?

Break the trap and free the captive. Check Power 12+. Do you free them in time? Do you get them out without injury or embarrassment?

Let it run its course and leave. Gain a Dark Card. Describe what it does to the poor captive as you leave them at its mercy.

52. Waking Dream

Visions assault your senses, half real and half dream, taunting you with actions yet taken, pleasures yet sampled. The illusions grow stronger by the moment, blurring the veil between reality and dreams.

Power through the illusions. Check Power 12+. What do you see in the images? How do you keep focused?

Dispel the dream magic. Check Skill 13+. What distractions try to stop you?

Live out the dreams. Choose another PC. They and the scene PC roll 2D and compare. If the selected PC wins, they hold off the scene PC, who gains a Light Card. If they fail, they both succumb to the illusions and act them out, and the scene PC gains a Dark Card.

53. Moving Armor

The set of ancient armor stands against a wall, weapon in lifeless hands and facing forward at attention. Could you salvage something from this, or is it a trap of some sort?

The Scene PC rolls 2D. If 5 or more, the armor attacks and becomes a Power 11+ Check. Otherwise, they gain a Light Card.

54. Seductive Shadows

Dancing shadows both familiar and foreign tempt you with obscene acts, while dark whispers urge you to make them real.

Dispel the shadows. Check Skill 12+. What means, magic or mundane, do you use to remove them?

Clear your head. Check Skill 10 + all the Dark Cards you currently have. What do you focus on to remove the temptations?

Scenes 55-58

55. Impure Blessings

A temple to the Goddess above grants blessing to her followers. Dark thoughts consume those that receive it, however, tempting them to ravish the priestesses within. If you can resist the compulsion, the test, then a greater strength awaits.

Resist the urges. Check Power or Skill 12+. How do you keep away from the temple? What do you do to distract yourself until the “blessing” fades?

Accost the priestesses – Roll 1D. If even, the draw a Dark card. If odd, the priestesses were monsters! Make a Power or Skill 12+ Check to fight them and cleanse the temple.

56. Ruins

Stony remnants of a long dead past litter the ground around you. Forgotten traps, collapsed paths, and hidden dangers lie in wait.

Check Skill 9+ to find your way through the ruins safely. What used to be here? How did these ruins come to be?

57. Clockwork Extractor

Lithe, bronzed limbs support an inhumanly slender body. Short, jerky movements betray its mechanical nature. The dripping, fleshy extensions show its purpose. It reaches towards you, ready to fulfill its purpose.

Break the automaton. Check Power 11+. What powers it? Who made the contraption?

Use the extractor. Check Power or Skill 10+. What breaks first, you or the machine? What devious devices does It employ?

58. Lost Statue

Something isn't right about this statue. It's out of place, and for whatever reason you can't figure out why. You take a closer look, hoping to spot something different...

Check Skill 10+ to find a clue on the statue relating to your current situation. How does the statue connect to what's going on?

Scenes 59-60

59. Foxfire

Bright blue fire glows invitingly just off in the distance. You feel the sudden urge to follow it and see where it leads. Do you follow?

Follow the lights. Roll 1D. If even, gain a Light Card. If odd, gain a Dark Card. What do you find when the fires fade? Are you able to find your way back?

Ignore the lights. Check Power or Skill 11+ as they try to mesmerize you. Are you able to find your way along with the distraction?

60. Draining Mist

A pleasing aroma reveals an insidious trap as treacherous poisons leach your strength. Now, limp and pliant, you must fight to regain your strength before something comes along to take advantage.

Check Power 12+ to regain your strength before something else comes along.

Climaxes 1-4

1. Visitors from the Sky

Strange beings unlike even the corrupted stand before your party. Clad in strange garments and wielding stranger weapons, they study and probe everything around them with childish curiosity. Somehow, they've been behind the events. How have they done this? Can they be stopped or sent away?

Everyone rolls a total of 5D (pick who rolls) and succeeds with 25 or more. Choose one of the Dark cards on the field and add its bonus x5.

2. The Avatar

Cultists gather in their masses, chanting ear-splitting fragments of ancient magics. They seek to summon the embodiment of their dark master and cloak it in flesh. To this end they have worked in ways both subtle and overt. What have they done for their dark ritual? How will the PC's stop them?

Everyone rolls a total of 5D (pick who rolls) and succeeds with 25 or more. You can choose a total of 5 Light or Dark cards and add the total of their bonuses as a bonus.

3. Ancient Curse

Heavy, sordid magics bespeak an ancient curse. Little more than corruption given motivation, still it worms its way into the hearts and minds of those around it. How has this curse affected things, and who has it been using as its main means of affecting change? Can the PC's dispel the curse?

Pick one PC to roll 2D. All other PC's may add their Power or Skill to the roll, as well as all of their Light Cards. Check against 20+.

4. The Demon Lord Draws Nigh

A deep laugh fills the air around you. "Have you enjoyed yourselves?" asks a deep voice. From the mists appears a large, imposing figure, wreathed in power. They must be behind everything. Is there anything you can do against someone like this? There has to be a way...

Draw scene cards until you get one that requires a check. Increase the target number by 5 (maximum of 16). Each player checks against this target number like normal. If even one player succeeds, the scene is a success.

Climaxes 5-8

5. Was Everything a Dream?

A sorceress, wild and wise in the ways of dream magic, traps her victims in whispers of half remembered lives and fleeting consummations of their hearts' desires. She is trapping all of these people for a reason. What is it? Can you stop her before you become her next victims?

Each player rolls 1D. Everyone chooses one Light or Dark card from the winning player. It was that card that saved you. Based on that, discuss how the story ends.

6. The Corrupted

Those that abandon themselves to the corruption are little more than beasts, acting on instinct tinged with a shadow of their former intelligence. This group has been making more trouble than they rightly should. Why? Can you take them on? At what cost?

The GM rolls 5D. All PC's check against that as the target number. Treat each check as an individual scene.

7. Dark Laboratory

A cackling form cavorts amidst bubbling tubes and odorous vapors. Driven mad by the corrupt knowledge dredged from the depths of man and monster alike, the once respected researcher now delves into the forbidden secrets known only to the darkest gods. No price is too high to pay. What have they been researching? Can you stop their unholy project before it's done?

Draw a Dark Card. Explain what the researcher was looking into based on the card drawn. Increase the Target Number by 4 and have all PC's Check with Power or Skill.

8. Cleansing Ritual

With your task done, now is the time for cleansing. With the blessing of those above, you and your party may indulge in the things you would not dare think of before, ritually purging them and the corruption they represent.

Pick one PC to start. They chose a Dark Card they have in play, and discuss how their PC comes to terms with it. Other PC's may be involved if they allow it. Then they discard the Dark Card. Once the first PC is done, the one to their left takes a turn. Keep going around until all Dark Cards have been discarded.

Climaxes 9-12

9. Fallen Hero, Fateful Fight

The former hero stands there, reeking of corruption. Swollen with pride, they draw the unsuspecting to them to prove their superiority. They challenge your strongest with an upraised sword. Who answers the call? Will they be able to face down their former idol?

The PC's choose one PC to represent them. That PC checks against 13 + number of Dark cards in play. Each PC may roll 1D and add that to the scene PC's roll.

10. It Was Me All Along!

A sinister laugh is your only warning as one of your companions betrays you! They proudly claim that they've had you fooled this whole time. Everything that you have been through was because of them. How have they accomplished this? What have they done, and why?

The GM chooses one active NPC card (or one from the deck if none are in play) and draws from the Scene deck until a Judgment card is drawn. All PC's check against the Judgment as normal.

11. One Final Test

As the final threat falls before your party a spasm of dark magics reaches out. It grabs everyone and everything nearby, pulling them towards a dark, pulsating center. Can the PC's escape before they get pulled in?

Each PC Checks against Power or Skill 10 + the number of Dark Cards in play. Each person's attempt is treated as a scene.

12. Get to the Boat

Your task is done. A light cuts through the darkness. The sounds of an approaching boat drift by. Escape is near. Run!

Each PC checks against Skill: 11 or higher. Each person's attempt is treated as a scene. You may add +1 for every Dark card in play. If everyone succeeds, the escape is successful.

Light Cards

	Light Card	Description
1	Divine Blessing	[Self] +3 bonus to all rolls. Each Dark Card you have decreases the bonus by -1.
2	Patron	[Self] Power +1 or Skill +1 bonus.
3	Holy Sword	[Self] Power +1 bonus per Light Card you have (including this card).
4	Barrier	[Self] When in danger, the scene PC may roll 6D instead of making a normal check. They succeed if they roll four consecutive numbers (2,3,4,5). They may attempt this up to 4 times per scene.
5	Lovers	[Target][Self] Target and self gain +1 bonus to all rolls.
6	Recovery Potion	[Self] Power +1 bonus.
7	Toolkit	[Self] Skill +1 bonus.
8	Cook	[Others] RP how you make a meal in this scene. If plausible, you may give a +2 bonus to someone.
9	Guardian	[Target] Before drawing a card, if your target PC would receive a Dark card, they may receive a Light card instead. Describe how it costs you. You may not use this ability consecutively.
10	Torch	[Self] +1 bonus to all checks.
11	Entertaining	[Others] Power +1 bonus. RP what you do to keep their spirits up.
12	Family	[Target][Self] Target and self gain Skill +1 bonus to all rolls.
13	Lucky	[Self] The scene PC may adjust one die that shows a "1" to show a "6" instead.
14	Catgirl (NPC)	[Self] Power +1 bonus.
15	Elf (NPC)	[Self] Skill +1 bonus.
16	Foreigner	[Self – Skill Check] Describe how you do things differently where you come from. You gain a +1 bonus.
17	Inner Toughness	[Self – Power Check] Describe how you pull on your inner strength to overcome this obstacle. You may Check with +1D, drop the lowest die.
18	Backpack	[Self] Skill +1 bonus.
19	Yer a Wizard	[Self] You may turn all Power checks into Skill checks.
20	Runner	[Self] If running would help in the current scene, you gain a +1 bonus to your roll.
21	Group Parent	[Anyone] Skill +1 bonus to all rolls.
22	Inventor	[Self] RP how you make an invention in this scene. If plausible, you gain a +1 bonus to you roll.
23	Riding Crop	[Self] Power +1
24	Refreshing Personality	[Others] Skill +1
25	Skintight Armor	[Self] Power +1

26	Climber	[Self] If climbing would help in the current scene, you gain a +1 bonus to your roll.
27	Well Endowed	Power -1, Skill; +1
28	Crush	[Target] You may apply a bonus of half of your Power or Skill scores (rounded up) to your target during checks.
29	Scout	[Anyone] When drawing a card, you may draw two and select one. Shuffle the other one back into its deck.
30	Cute	[Self] Skill +1. If being cute would help in a check, gain a Skill +2 bonus instead

Dark Cards

	Dark Card	Description
1	Collar	[Self] Power +2 bonus when acting submissive. Power +1 bonus when acting dominant.
2	Dark Patron	[Self] Power +1 or Skill +1 bonus. Roll 1D when used. If odd, your patron demands payment in the form of something lewd, humiliating, or otherwise costly.
3	Glowing Crest	[Self] Skill + 1 bonus.
4	Demonic Blood	[Self] +1D bonus, drop the lowest die. If you roll three 6's, you automatically fail.
5	Yandere	[Target] [Always] You may substitute your Power or Skill for your Target's during a check. The Target may not take any NPC cards (they draw a new card instead)
6	Fetish	[Self] The scene PC rolls 1D. If even, they gain a +1 bonus. If odd, they get a -1.
7	Coin on a String	[Self] Skill +1. Roll 1D. If you roll a 1, you mesmerize yourself and automatically fail.
8	Demon Girl (NPC)	[Self] Power +1 or Skill +1 bonus. When used, the demon girl demands payment in some form. Describe how you pay the cost.
9	Strange Potion	[Self] Roll 1D. If even, gain Power +1. If odd, gain Skill +1
10	Cursed Armor	[Self] Roll 1D. If 1 or 2, you gain -2 as the armor shifts into something embarrassing. Otherwise, gain Power +1
11	Obsidian Piercing	Skill +2, but you may not make Power checks.
12	Blackmail	[Target] Roll 1D. If even, the target gains a +2 bonus to their roll. If odd, they gain a -2.
13	Blindfold	[Self] Power +1, but you automatically fail Skill Checks.
14	Leashed	[Target] You may use your Target's Light or Dark cards when making a Check.
15	Parasite	[Self] Power -1, Skill +1
16	Gag	[Self] Power +1, Skill -2

17	Masochist	[Self] +1D bonus to rolls for every Dark card (up to 6D). If you roll a 1 you fail automatically.
18	Clockwork Companion (NPC)	[Self][Others] Power +1 or Skill +1 bonus. Roll a 1D when used. If you roll a 1, the Companion shuts down and cannot be used.
19	Mad Inventor	[Self] Roll 1D and describe an item you just created for this situation. If the roll is even, you get a +1 bonus. If odd, you get a -1.
20	Amnesia	[Self] Roll 1D. If even, you remember something helpful and get a Skill +2 bonus. Otherwise, you only get a Skill +1 bonus.
21	Wild Thing	Change the Check type to Power and increase the target number by 2.
22	Criminal	[Self] Power +1
23	Pursued	You have someone chasing you, and they've just crashed the scene. Describe who they are and why they're chasing you. Change the current Check to "Power 13+".
24	Enthralled	[Target] Your target PC may use your Light or Dark cards during a check.
25	Immortal	[Others] You may add your Power or Skill to a PC's roll during a check.
26	Priestess (NPC)	[Self] Skill + 1
27	Cursed Blade	[Self] Power +2
28	Scarred	[Self] Skill +1
29	Occultist (NPC)	[Self] Power or Skill +1 in occult situations.
30	Corrupted	[Self] Power and Skill +2 when taking dark or lewd actions. Power and Skill +1 otherwise.

Example of Play
