

The Best Little Whorehouse In RPGs



**Everything you need to answer the eternal question,
*"Which way to the brothel?"***

THE BEST LITTLE WHOREHOUSE IN RPGs

WHAT DO YOU DO WHEN THE BARD ASKS “WHICH WAY TO THE BROTHEL?” THIS GUIDE WILL OFFER CULTURAL INFORMATION, PLOT HOOKS, ROLLING TABLES, PLAYER BACKGROUNDS, MAGIC ITEMS, AND ADVICE TO KEEP YOUR HOUSES OF ILL REPUTE ABOVE REPROACH.

BY ASHLEY MAY

This work was originally assembled using [The Homebrewery](#), a free tool provided by Scott Tolksdorf, then further edited by hand.

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INTRODUCTION

Writing and game-mastering are adventures in their own right. However, you would not expect an adventuring party to journey out into the wilds without equipment, or information about where they were going. Being prepared is the factor that sets the amateurs apart from professionals.

This document is designed to help you stay a step ahead of your players, when the question of 'affectionate entertainment' comes up at the table.

GAUGING PLAYER COMFORT LEVELS & KEEPING CONVERSATIONS TASTEFUL

Role-playing is after all, about fantasy and adventure. For some people, their adventurous fantasies bring up questions like "What would an elf be like in bed?"

Various forms of fantasy entertainment, from TV series to video games, have portrayed brothels as a valuable part of a town's economy. Much like taverns, they can be useful sources of information, and add flavor to any adventure. For some, they're just a fun way to spend their downtime.

However, depending on the players at your table, you may want to end the conversation there. Tabletop RPGs appeal to a wide range of players, some of whom may be minors, and it would be inappropriate to involve them in this subject matter. Some may be playing at the table with friends, co-workers, or family members that they're not comfortable discussing these things in front of. Furthermore, despite the 'moral panic' of days past, some of your players may be very religious or faithful, and not be comfortable having these kinds of conversations at the table.

It's also important to note that every individual has their own views, preconceived notions, and history with sexuality. For some people, this has created a very negative view of sex, and it's not your place as their GM to try to "work through it". As a game-master, it's your job to make sure all of your players are having fun. If a player is being made uncomfortable, you don't need to ask them why or require them to justify it. Just stop.

This doesn't have to mean a full-stop for the party as a whole. You can still pass notes to the bawdy pleasure-seekers in your party, and let them have their dalliances without letting it dominate the conversation.

This document is designed to help you build fun, unique, and sex-positive experiences for your role-playing group. Like with sex in the real world, it's only fun if everyone involved is giving their full and enthusiastic consent. Never be afraid to ask if someone needs a break, if you're going too far, or if someone is becoming uncomfortable. There's no shame in taking a step back!

WHAT YOU WON'T FIND IN THIS DOCUMENT

If you're looking for graphic descriptions of sex acts (or tables to roll them on), you'd best look elsewhere. You'll find no statistics for calculating endowment. This document also works on the premise that all of the sex-workers involved are consensual, so you won't find any references to coercion, sexual-slavery, or rape. While these topics may come up in discussions about sex work, they are considered too "heavy" for most groups' comfort levels, and well beyond the scope of this document. While you're free to include whatever content you wish in your own campaigns, we can only suggest that you tread lightly in darker subject matter.

Lastly, all sex-workers described within this book and advised for role-play are legal adults. While various races mature at different ages, your *players* are all human, and you should keep the ages of the characters they may interact with sexually above the legal age of consent in your jurisdiction (18+ for most).

SEX-POSITIVITY IN ROLEPLAY

Prostitution is referred to as "the world's oldest profession" for a reason. For as far back as history can record, sex-workers have used their skills and offerings to provide for themselves, and to barter for things they need or want. In many cultures and times throughout history, some of the most wealthy and independent women achieved their statuses through sex-work. Tablets dating back to 2100 BC even make references to sacred prostitution.

Unfortunately, modern society often paints a negative view of sex-workers. Much of this comes from puritanical views; the religious and moral belief that sex is only proper when had between two individuals in love and/or in the bonds of marriage. This negativity has also spawned notions that prostitutes are somehow "lesser" people, and crimes against them are ignored or downplayed.

While it would be unrealistic to flip the script and say that everyone loves prostitutes and respects their work (various religious institutions, and spouses of philanderers most likely do not), it can create a terrible tone to introduce sex-workers as disposable, subhumanoid props for the party's enjoyment. While you can still write NPCs and law enforcement who hold a hatred for sex-workers, keep in mind that these are not considered to be good or heroic traits. A *good* person does not wish ill will upon someone who is causing no injury to others, and a *lawful* person may not tolerate the murder or abuse of others. From the view of Clerics, Paladins, and other religiously inclined folk, consider the phrase "Love the sinner, hate the sin." Even if they feel a personal dislike toward the profession, they can still find respect for the people involved.

The difference between a comfortable dialogue and an uncomfortable one can often be determined by the language you use. Talking about brothels and sex-workers will often elicit giggles and occasionally crass jokes from players. As the GM, you have the power to set the tone and create the mood you want. Consider your choice of words, and browse through the glossary of terms provided at the end of this document to help you craft the mood you're trying to set.

ABOUT SEX, GENDER, AND ORIENTATION

Throughout this book, you'll find that prostitutes are generally referred to as female, unless a special exception is being made (example, male prostitutes in the drow's matriarchal society). This is simply for ease of writing; male sex-workers *do* exist, and you should feel free to insert them into your settings where you see fit!

The question of sexual orientation may arise in your game. If you want to make it a non-issue, it's easy enough to suggest that your sex-workers are generally bisexual; even if they have preferences for one sex over another, a paying customer is a paying customer, and their cultural prejudices will likely cause more discomfort dealing with customers of different races than the same sexes.

That being said, you're welcome to involve prostitutes who are strictly straight, gay, lesbian, bisexual, pansexual, or any other orientation you please. Take special care if you're playing these ideas for drama or strife, as many LGBTQ players have had to deal with enough strife for their orientation, and introducing it into their fantasy game may sap the enjoyment out of it for them.

This advice is especially important if you want to involve transgender prostitutes in your story. Transgender individuals make up a noteworthy portion of sex-workers in the real world, and there is plenty of evidence to suggest that there have been transgender individuals going back throughout recorded history, so nothing about it would be anachronistic... And even if it were, we're playing a game involving dragons and elves, so *anachronism isn't really a thing*.

The question you need to ask is why you want to introduce these elements. If your answer is "for a joke", then you probably shouldn't. Not only is it sophomoric to roll the dice and shout, "Surprise, your hooker has a penis!", but it's incredibly disrespectful to individuals who have struggled with their gender identity.

The difference between "sex" (physical characteristics) and "gender" (one's personal identification and social role) is a distinct one, and not always easy to grasp. There are many people in the world who identify as non-binary individuals (neither male nor female), or who freely move between genders (genderfluid). This is even included in Forgotten Realms canon, as the elf god Corellon Larethian is often depicted as androgynous, or even hermaphroditic, and it is written that some elves are made in his image.

Though items and magic that influenced a character's sex have previously appeared in some fantasy games of days past, they've begun to fall out of fashion as society becomes more aware and sensitive toward sex and gender issues. We've come a long way since then, and it is this author's opinion that these elements should be reintroduced, as long as they are handled sensitively. You will find magic spells, potions, and magic items that affect a character's physical sex in this book, and they may be actively sought out by individuals who feel they were not born into a body that suits their identity.

If you want to introduce LGBTQ characters into a story to cater to the interests of any LGBTQ players you may be writing for, then you're doing it for the right reasons! Especially if you are an ally and not LGBTQ yourself, then take the time to ask your players how they feel about the content you're introducing, and how they feel you can improve. Take their suggestions to heart; you most likely have not had to face some of the difficulties that they have, and they are playing your game to have fun, not repeat real-life hardships.

EMBRACE THE FANTASY

There is no such thing as "anachronism", there is only what you make of your world. Whatever it is, just make you and your players happy.

Art by **Jeff Brown**, published by Arcana Games, available on the [DM's Guild](#).



BROTHELS OF EVERY PRICE AND STYLE

Chances are, the brothel in the nobles' quarter doesn't look anything like the brothel by the fishermans' docks. It's also highly unlikely that the dwarven brothel will resemble the elven brothel, either in decor, or the workers housed in it. This chapter is intended to help you paint each locale with as much detail as a mysterious dungeon or majestic castle.

INCOME LEVELS

The System Reference Document 5.1 defines lifestyle expenses at various levels, ranging from Wretched to Aristocratic. As such, there could conceivably be brothels at every level, depending on the size of the town and the wealth of those living there. In order to find the actual prices, check the "The Cost Of A Good Time" table in the Tables & Lists chapter.

WRETCHED

Those who live wretched lifestyles are generally homeless and with few possessions to call their own. Sex-workers at this level usually don't work out of an established business, but instead travel with their own bedroll, to any secluded place or lodgings the client may have available to them. Even if they don't work in a brothel in the traditional sense, they may band together with other prostitutes to look out for one another. Though they always need money, wretched prostitutes are often willing to work in exchange for food, lodgings, or transportation to better towns. It's a very dangerous life, and these prostitutes are often plagued with disease and fatigue, but this is one of the few avenues to bettering their situation that are available to someone in a wretched lifestyle.

SQUALID

The brothel has a leaky roof, the beds are straw mats, and you can hear the rats in the rafters. The proprietor of such an establishment takes a cut of all of the profits to support their lifestyle, and likely puts very little back into the business, counting on the workers to take care of themselves and each other. Though their lives don't seem much better than the wretched, they at least have the security of shelter, comrades, and semi-reliable meals. Still, hunger and disease are common occurrences here, and the brothels are likely in areas that are not well policed.

POOR

In poor communities, the prostitutes may look luxurious to their neighbors. Their clothes are threadbare but colorful, and they tend to wear more makeup and fancier hairstyles than the farmers' and miners' wives. To anyone who knows better, their poverty is obvious, but to fellow poor folk, these sex-workers are blessed to not have dirt under their nails and calluses on their palms. They benefit from better legal protections, and the proprietor of their establishment may even be an influential figure in the town.

MODEST

A modest brothel isn't fancy, but at least it's clean. The sex-workers bathe frequently and eat regular meals, the sheets in the rooms are changed between customers, and the brothel may work in conjunction with an inn or tavern of mediocre quality. Most often, brothels at this level are treated like any other shop or service in the town, and the local guard will react to any theft, abuse, or complaints that arise.

COMFORTABLE

Though not luxurious places, they make a respectable attempt to appear to be better than they are. The cost to clothe workers in jewelry, perfume, and fine clothes, are simply considered the costs of running a business. Sex-workers at this level generally want for very little, and the business most likely employs additional services, like maids, bouncers, entertainers, and even accountants. The workers are clean, well fed, and diseases are rare and usually treated quickly as soon as they're discovered.

WEALTHY

Most wealthy brothels offer more than just sex-work, and are often built in conjunction with bars, theaters, or bath houses. At this level, the brothel is often a thriving part of the economy, and employs many people outside of just sex-work. The amount of money being made by the prostitutes, even after the proprietor has taken their cut, is often enough to support very comfortable lifestyles. Many sex workers at this income level could use their money to open shops or invest in other businesses, but are staying in the business because they enjoy the independence, freedom of schedule, and luxurious treatment, rather than needing to work here to make ends meet. Little luxuries like jewelry, cosmetics, or even having personal servants, are not out of the reach of wealthy prostitutes.

ARISTOCRATIC

You most likely won't simply *walk into* an aristocratic brothel. If it has an established place of business at all, it will most likely be by invitation only. Luxurious suites are to be found within, along with finely appointed sitting rooms for potential clients to meet with the proprietors and workers. In aristocratic brothels, one does not simply purchase an hour or two of fun, but they most likely meet with the proprietor to negotiate an escort to a party, or set up a series of meetings with a prostitute, who is more likely to be called a "courtesan". Courtesans have more freedom to decline clients that they simply don't like, and may exercise this freedom of choice in order to make themselves seem more exclusive and desirable.

Some courtesans may not work under the umbrella of a brothel, but instead be sponsored by a wealthy patron. These courtesans may live in a guest house on a noble's property, or live in a small but luxurious home of their own that is paid for by the noble. It is not uncommon for such courtesans to bare the children of their patrons, who might even be raised openly as the children of nobility.

CULTURAL DIFFERENCES

Depending on your particular campaign world, you may take different views of various races and cultures. The cultural differences between brothels listed here are to be taken merely as suggestions, to help you craft more immersive descriptions.

DWARVES

Dwarves, on the whole, are a proud people, and this extends to their sex-workers. Many dwarven women are proud of their bountiful breasts and luxurious hair; many dwarven men are proud of their thick muscles and well groomed beards, and sex-workers have no qualms with putting their best assets on display. Though short, dwarves are reputed to have sturdy bodies and strong constitutions. They are remarkably resilient, building the reputation of dwarven prostitutes being more than some outsiders can handle, leading to thrown-out backs and bruised pelvises abound. Their hardy constitutions make them into enthusiastic, if not demanding lovers. Dwarven sex-workers treat their businesses with the same sense of tradition and devotion that a blacksmith or stonemason might.

A dwarven brothel is likely to be a boisterous place, with laughter, bawdy jokes, and occasionally some *enthusiastic sounds* echoing down the halls. Proprietors of such establishments often run tight ships, and have no qualms with throwing out a rude or violent customer. Throwing around a little extra coin can go a long way in a dwarven establishment, and dwarven proprietors put extra attention into cultivating lifetime customers.

ELVES

Not only are the elves known for their ethereal grace and otherworldly beauty, but elven sex-workers are keenly aware of how valuable those things can be. Whereas a dwarven prostitute might be willing to flash her breasts to make jaws drop, an elven sex-worker is more prone to practice alluring glances and shy smiles. Because of their love of the arts, an elven prostitute might consider singing, musical performance, or poetry reading, to be a normal part of their time spent entertaining a client. City elves in particular may be haughty and selective, and may require two or three meetings with a client involving conversation, and/or exchange of poetry, before sex is even offered. Elves from a rural background, meanwhile, are more closely attuned with nature, and consider freely expressed sex to be a very natural thing... among elves. Many rural elves have a natural tendency to xenophobia, and be less likely to consort with non-elvish clientele.

Elven brothels are generally peaceful places, with lute music echoing down the halls, and available workers lounging elegantly near the entryway. Decor often consists of fragrant flowering plants, and small fountains to let the sound of running water help cover the sounds of lovers meeting in nearby rooms. The proprietors of elvish brothels consider haggling to be completely unacceptable, and highly encourage tipping, as an elf's romantic attentions are considered to be nearly priceless, and you should be grateful for the opportunity.

The drow are a unique exception to most elves. Drow society is a highly matriarchal one, to the extent that males are considered nearly worthless. As such, there tend to be far more male prostitutes than female among the drow. As relentless opportunists, most drow sex-workers attempt to use their work to attach themselves to more powerful matriarchs that will raise their own status in the world. Even outside of the matriarchal society of their underground homes, male drow sex-workers tend to be more submissive, while female drow sex-workers are generally very dominant, and whips and chains are considered a part of the package.

Drow brothels in their native land are far beyond the view of most adventurers, but drow sex-workers abroad maintain many of the characteristics of their society. It is generally understood that if a customer seeks the services of a female drow sex-worker, it's because they have a desire to be dominated, and no gentler alternatives will be offered.

HALFLINGS

A halfling wants nothing more than to live a life of comfort, and halfling sex-workers have decided that their hedonistic careers will suit them best. The halflings' curious and adventurous natures make them into enthusiastic and creative lovers. Most halflings consider the comforts of home and hearth to be the best things they can offer, and it's not uncommon for a halfling sex-worker to address their clients as 'dearie' or 'sweetheart', behaving in some ways like a rental-spouse. Halflings will often offer foot rubs or back rubs for clients as a part of any visit, and will keep up with how their returning clients are doing, often asking them about how their lives have been since their last visits.

Food and drink are often available at halfling brothels, and even a squalid brothel will keep a bowl of dried berries and roasted nuts next to the hearth, while a wealthy brothel will practically keep a feasting table stocked at all times. Halfling proprietors of brothels are often friendly and jovial folk who make themselves out to be the 'mamas' or 'papas' of a household, rather than simply business owners.

HUMANS

As the most adaptable and varied race, humans tend to function like 'cultural sponges', picking up many of the traditions of other races around them. Their myriad ethnicities tend to have more influence on their brothels than the fact they're simply human, and human sex-workers are experts at blending in with whatever the desires and needs the local clientele may express.

Human-run brothels often consider their adaptability to be their strongest trait, and will often collect prostitutes from various other races in order to cater to a wide range of tastes and fetishes. Likewise, human brothels tend to have less social hangups about others, and will be less averse to entertaining people from various other races.

DRAGONBORN

The fact that dragonborn put such a strong emphasis on the importance of their clan, even before their devotion to the gods or their own lives, means that many dragonborn don't need to independently employ themselves as sex-workers. That being said, there are always exceptions to the rule. Though a 300lb scale-covered lover may not be one person's idea of a good time, it may be another's wildest fantasy. Though their teeth and talons can be frightening for many, some adventurous clients are willing to work past that for the opportunity to sleep with a *dragon* (sort of).

Though a 'dragonborn brothel' may be an exceedingly rare concept, a large enough city may offer such a unique treat. Expect to find extremely sturdy beds, plenty of draconic motifs, and a proprietor who will breathe any number of terrible things on you if you don't pay your bills.

GNOMES

Few things in the world shine as brightly as gnomish enthusiasm and ingenuity. Every gnome seeks to live life to the fullest, and gnomish prostitutes consider sex-work to be a great way to meet lots of different people, learn lots of different techniques, and travel the world with a profession that can make money anywhere. Woodland gnomes are rarely seen outside of their hidden communities, but when they do turn up in brothels, they are often fun-loving and free-thinking lovers who consider sex to be a beautiful part of nature. The more common and plentiful rock gnomes often maintain their side-interests as engineers, inventors, and tinkerers, even if sex-work is their day (or night) job. As such, rock gnomes are eager to experiment with a variety of toys, trinkets, and devices to enhance a sexual encounter... Though be forewarned, these experiments may still be very early in the process of working out the glitches.

A HUMAN "LADY OF THE NIGHT"

Illustration by **Joyce Maureira**, published by Arcana Games, available on the [DM's Guild](#).



Gnomish brothels are lively places, full of laughter, excited squeals, and occasionally broken furniture as experimental experiences go awry... But that's half of the fun! Most gnomish prostitutes have a 'working name' that's either given to them by the proprietor of their establishment, or earned by some talent or crazy experience they've had.

HALF-ELVES

Half-elves don't tend to have societies of their own, but instead vacillate between living in human and elven communities. A half-elf prostitute may be a unique delight in a human brothel, while in an elvish brothel, they may serve non-elven clientele who don't understand the unique social structure of elvish sex-work. Not truly fitting in with either world, a half-elf sex-worker will often move about however they please.

HALF-ORCS

While half-orcs are generally unwelcome in most societies outside of orcish tribes, some have found their places fitting in with humans, or among other social outcasts. For half-orc sex workers, they acknowledge that they're seen by some as an unusual, if not fetishized sexual experience. Using their large sizes and strong bodies to their advantage, half-orcs are a unique sight in any brothel.

TIEFLINGS

Though tieflings are often met with mistrust, stares, and insults on the street, a tiefling sex-worker may be able to find success in their otherworldly appearance and mysterious, vaguely dangerous atmosphere. Their infernal legacy enables them to add to their image, by letting them change the color of candles, cause their eyes to glow, or surround their customer in ominous whispers. Their fiendish appearance alone makes them seem like a naughty, forbidden fruit, and many tiefling sex-workers are eager to take advantage of this asset.

UNCOMMON AND MONSTROUS RACES

Beyond the common races, it's rare to see sex-workers. Some beings are born with a celestial purpose, and that generally doesn't involve prostitution. However, they still have free will, and may turn away from their path and choose their own. This path might, rarely, involve selling sexual services. Demonic creatures may be more drawn to sex work, feeding off of the vices of others.

Particularly nature-based races often have little interest in the societies of other races, so the idea of using reproductive acts to barter makes little sense to them. Monstrous races often stand too far outside of the joint civilization of others to have any interest in participating in formal prostitution.

IN ASSOCIATION WITH...

Businesses do not exist within a vacuum. The economy of any village, town, or city, is built on money flowing between networks of different businesses that both employ and serve their community. For example, a mining town will often have metalworkers, gem cutters, and stonemasons spring up to benefit from the mines. Dealers of sturdy clothes, and tough boots and gloves will set up shop. There will be grocers to feed the miners' families, and taverns to give them a place to blow off steam after work.

Brothels are not “niche” businesses. Their appeal is wide, and unless their business is inhibited by social or religious pressure, they can flourish in any place that has any amount of money and free time. Still, it can be beneficial for brothels to work in conjunction with other businesses. In most role-playing games, it's often assumed that most taverns will offer inn rooms as well. It's not unreasonable for inns and taverns to also offer the services of prostitutes.

But the options don't end there! This chapter will provide additional ideas for various businesses and institutions that may be coupled with brothels.

THIEVES' GUILDS

The concept of “honor among thieves” drives many cutpurses, burglars, con men, and tricksters to band together. Much the same way a craftsmen's guild supports one another and ensures their reputation by only including skilled and upstanding craftsmen, a thieves' guild provides protection and resources for their members, so long as they contribute to the guild's network. In this way, a flourishing thieves' guild may be involved with taverns, gambling dens, and yes, even brothels.

A thieves' guild can offer a unique form of protection for a brothel that cannot be obtained through legitimate means. While a bouncer can throw out a rowdy patron, only a thieves' guild enforcer could properly deal with a wealthy patron who is above the law, or a high ranking town guardsman who believes the law doesn't apply to him.

In exchange, a brothel can be a source of information for the thieves' guild, providing intimate details about people that the thieves' guild may want to learn about, track, or even blackmail.

It's actually rather uncommon for prostitutes to engage directly in thievery. If clients were afraid they'd be robbed with their pants down, they would be less inclined to seek out a sex-worker's services. However, a wiley and nimble prostitute may be contracted by the thieves' guild to steal items from a client when they least suspect, ranging from signet rings, to marks of rank, to family heirlooms.

MERCHANT QUARTERS

At first glance, this may not seem like much of a stretch. Brothels are businesses, and they make money, so being aligned with merchant associations makes sense. However, the *degree* to which they're aligned can be a point of interest. While most traditional brothels lay off the beaten path, a brothel that is supported by a powerful merchant association may have a prime location on a busy street. In some cities, brothels may be regulated to the point that a designated “pleasure district” forms around them.

In a plutocracy controlled by the wealthiest citizens, a “merchant prince” might hold a monopoly over all brothels in their territory. They will set the prices for all sex workers, controlling the market to ensure that there are offerings at every income level from poor to aristocratic. Any sex worker who wishes to enter the business in their territory, will be pressured to either work for the merchant in charge, or will be shunned by every other associated merchant and unable to turn a profit.

TEMPLES

As mentioned in the introductory chapter (you *did* read the introduction, didn't you?), while puritanical beliefs have caused prostitution to be viewed in a negative light by various religions, there is an undeniable link between some religions and sex. Sacred prostitution is referenced in ancient Babylonian tablets dating back to 2100 BC, and various religious orders have practiced sexual rites.

“Sacred prostitution” may involve a number of different practices, and some may not even be considered prostitution in the classic sense, as payment may not always be involved in the process. However, seeing as most religious institutions collect alms, religious prostitution is one method of gathering them.

Gods and goddesses of love may seem obvious associations for brothels, but deities associated with joy and festivals may also involve prostitution as part of their hedonistic worship. A deity related to finances may have many businesses like money-lenders and currency exchanges under the roof of their temple, so a money-making service like a brothel would not be unthinkable.

More evil-tilted gods and goddesses may fold ideas like bondage and sadomasochism into their temples. Rather than practicing self-flagellation in the privacy of their homes, they might visit a temple and pay to be whipped by a professional. In exchange for a donation, these prostitutes will bind, whip, and in other ways torture a willing participant. Some temples may also offer masochistic prostitutes, who willingly submit to being whipped by a worshiper. It is important to remember that these sacred prostitutes are still considered respected members of the temple, and the goal is to inflict pain, not serious permanent injury.

PLAYER-CHARACTER PROSTITUTION

Most of our discussion on prostitution has focused on topics of world-building and crafting NPCs. However, it's entirely possible that you may have a player who wants to participate in the world and systems you've built. In this chapter, we'll be offering a fully prepared background, as well as prostitution downtime activities.

Feel free to print copies of this chapter to hand out to players who express an interest in playing a character with the prostitute background. No extra extra information is included within that the players should not be privy to.

PROSTITUTE

You were an 'independent contractor of affection'. You know how to provide for yourself, no matter where you go. While entertainers have their instruments and craftsmen have their tools, you need only your body and your honed skills to support yourself. You know how to make yourself attractive to others, and how to please them with your words, your longing glances, and more. You can make another person feel like royalty for a night, and you know what your skills are worth.

- **Skill Proficiencies:** Insight, Persuasion
- **Languages:** One of your choice.
- **Equipment:** A set of fine clothes. A box of cosmetics. A single trinket gifted to you by a grateful customer. A purse containing 25gp.

FEATURE: RUMOR MILL

You understand how brothels work and can easily strike up conversation with other prostitutes, ingratiating yourself with stories of your travels and old customers. If you spend at least an hour in the company of prostitutes, you can plant a simple rumor that will be spread throughout the local area over the next 1d4 days. Simple rumors, for example, may be positive or negative stories about individuals, intended to spark adoration or fear. How far the rumor spreads, given the size of the town and social structure, is at the GM's discretion. Complex rumors will likely not travel very far, as details are quickly lost.

SUGGESTED CHARACTERISTICS

Resilience is a common trait among successful prostitutes; they understand that work and dogged persistence are required to get anything worth having. They understand that all people have skills and traits of value to contribute to the world, even if they have not discovered them yet. Many prostitutes, retired or active, are drawn to promises of luxury and comfort.

d8 Personality Trait

- 1 I'm nothing if not independent.
- 2 I'm a shameless flirt, and I see nothing wrong with being *extra* friendly.
- 3 I have difficulty trusting any promises people make to me.
- 4 I have stories about former customers that I can relate to almost anyone I meet, and they're not always flattering.
- 5 I am full of questions every time I meet a new person.
- 6 I'm a hopeless romantic.
- 7 I've never met a con man I didn't like.
- 8 I don't notice how inappropriate I might be dressing for a situation.

d6 Ideal

- 1 **Love.** All people are deserving of kindness and tenderness. (Good)
- 2 **Fairness.** We all have our own unique talents, and they all hold value. (Lawful)
- 3 **Opportunism.** I believe in free love but I don't mind charging a premium. (Chaotic)
- 4 **Selfishness.** I don't mind if I break a few hearts to get what I want. (Evil)
- 5 **Live and Let Live.** I mind my own business, so why can't everyone else? (Neutral)
- 6 **Aspiration.** Someday I'll be the proprietor of my own business.

d6 Bond

- 1 My coworkers at my brothel were my family, and I'd do anything for them.
- 2 A generous patron once overpaid me when I was down on my luck, and I don't even know their real name to thank them now.
- 3 I'll never forget my first client, even if they've forgotten me.
- 4 I won't stop until I've seen the world!
- 5 I started working in a brothel to hide from those who were hunting me. For all I know, they still are.
- 6 I pursue wealth and accolades to attract someone's attention.

d6 Flaw

- 1 I have difficulty settling in one place for long, no matter how good life is.
- 2 I have a fear of *emotional* intimacy.
- 3 I believe the adventuring party that sleeps together, stays together.
- 4 Seduction is *always* the first option.
- 5 “Improper subject matter for polite conversation?” Whatever do you mean?
- 6 I'm an *escort*. Call me a whore again and I'll rip your lungs out.

OTHER PROSTITUTES

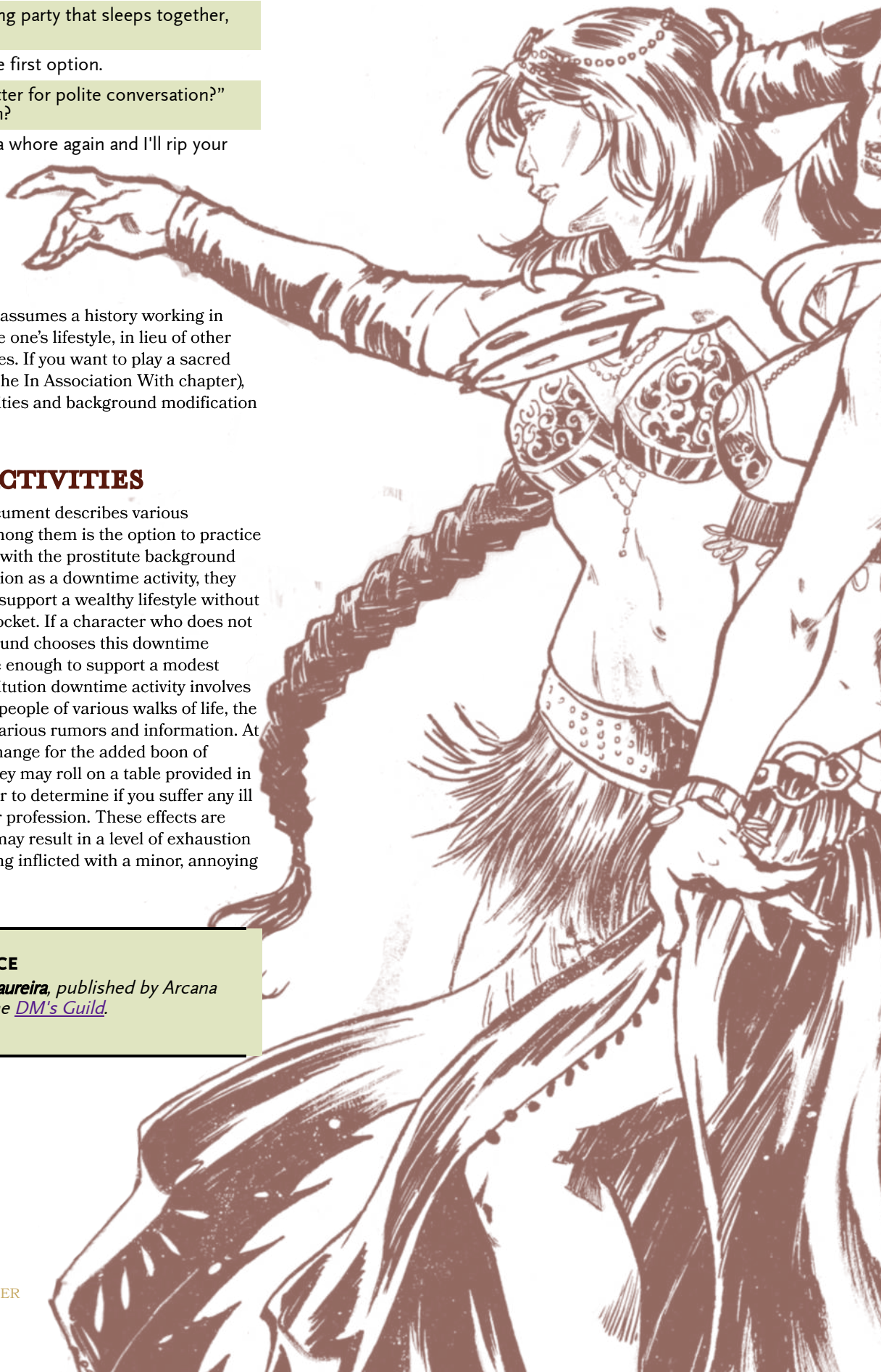
The prostitute background assumes a history working in brothels in order to improve one's lifestyle, in lieu of other career paths or opportunities. If you want to play a sacred prostitute (as described in the In Association With chapter), discuss your options for deities and background modification with your GM.

DOWNTIME ACTIVITIES

The System Reference Document describes various downtime activities, and among them is the option to practice a profession. If a character with the prostitute background chooses to pursue prostitution as a downtime activity, they will earn enough money to support a wealthy lifestyle without having to pay for it out of pocket. If a character who does not have the prostitute background chooses this downtime pursuit, they will only make enough to support a modest lifestyle. Because the prostitution downtime activity involves such intimate contact with people of various walks of life, the activity can expose you to various rumors and information. At the GM's discretion, in exchange for the added boon of rumors and information, they may roll on a table provided in the Tables and Lists chapter to determine if you suffer any ill effects from practicing your profession. These effects are generally not serious, and may result in a level of exhaustion (staying up all night) or being inflicted with a minor, annoying but curable disease.

A SEDUCTIVE DANCE

Illustration by **Joyce Maureira**, published by Arcana Games, available on the [DM's Guild](#).



PLOT HOOKS



One of the best things about role-playing games is the ability to create worlds, stories, and characters of your own. However, having some sample material to use for inspiration, or just to toss in on the fly, can always be helpful.

Using the information established earlier in this document, this chapter will focus on prostitution-related plot hooks for your game. None of these are fleshed out enough to consider them campaigns of their own, but instead they are meant to help you weave in your own story elements.

Most run-of-the-mill prostitutes your party encounters are not adventurers in their own right; unskilled NPCs should generally be considered to have baseline statistics (ability scores of 10s without bonuses or negatives, no spells or class abilities, etc). For situations in which you need a more powerful character, feel free to combine the bonuses of the prostitute background from a previous chapter with any existing class in the game.

AND THE FATHER IS...

This hook works well as a follow-up, after a party member visits a brothel and some time has passed. It is generally unsuited to being the opening of a story, unless the PC in question has an established history as a philanderer.

Some months after visiting a brothel, a female prostitute claims a male PC is the father of her child. However, some details are amiss (strange eye color, timelines not matching up, being a different girl than the one he slept with, etc). In truth, the father of the child is a powerful and evil figure, and the mother is attempting to hide and protect her child by claiming the adventurer is the father.

POSSIBLE VARIATIONS...

- The true father is an evil cultist who wants the child as a sacrifice.
- The true father is an aging mage who wants to transfer their mind and spirit into the child's younger body to prolong their life.
- The true father is a celestial or fiendish being, and the mother does not want the child's future to be inextricably tied to a celestial or fiendish fate.

BE CAREFUL WHO YOU BACKSTAB

In the introductory chapter, we warned against painting prostitutes as "disposable, subhumanoid props for the party's enjoyment". However, you can't always stop your party from being "murderhobos", who want to kill and loot every NPC they can. What you can do is dole out repercussions. If your party decides that killing a hooker is their idea of a good time, this plot hook is designed to tell them otherwise.

After spending time with a prostitute, and then killing them, the PCs learn that they are now wanted criminals. As it turns out, the prostitute in question was secretly loved by a very wealthy and influential noble. Now, that noble and their private army are in pursuit of the party out of revenge.

POSSIBLE VARIATIONS...

- The prostitute was in truth the runaway child of a royal, who fled to seek freedom and independence, and the party is now wanted for regicide.
- The prostitute was a powerful magic user, and the party has now been inflicted with a curse as a result of killing her.
- A party member *did not* in fact kill the prostitute, and they are being framed.

BODYGUARD DUTY

A suitable plot for a party that's beginning to draw attention but isn't well-known quite yet, one that's known for taking mercenary work, or has had previous interactions with a particular brothel. This plot-hook works best at a Comfortable, Wealthy, or Aristocratic level of brothel, as anything ranking lower would not likely be able to afford to host an event and pay for security on this level.

The party is hired by the proprietor/proprietress of a brothel, to perform bodyguard duty for an event being hosted there. The party may be provided with specific rules about their interactions with guests or staff during the course of the evening.

POSSIBLE VARIATIONS...

- A party member is magically put to sleep, had something slipped into their food or drink, or secretly poisoned. After the event, they are accused of having gotten drunk and harrassed the prostitutes, and the proprietor uses it as an excuse to not pay the party for their work.
- The proprietor knew a troublesome customer (a rowdy drunk, a possessive client, etc) would put in an appearance at the event, and wanted the party on hand to deal with them... Without telling the party, of course.
- An arch nemesis of the party waltzes in through the brothel doors, and they turn out to be a regular here. The proprietor of the brothel informs both the party, and the arch nemesis, that any fighting will not be tolerated, at the risk of upsetting the other guests at the event.

COMMERCIAL WARFARE

This works well as a 'who dun it' type of plot, allowing the party to gather clues, examine evidence, and seek out a murderer or murderous organization. The crux of this plot hook is that someone is being framed, so be sure to establish alibis early for the accused so that the party can more quickly get on the path of seeking out a less obvious murderer.

A once respectable brothel is now under investigation by the local authorities, after one or more clients have turned up dead, either on-property or after they were known to have visited a prostitute employed by the brothel. The proprietor of the establishment is convinced that their workers are not responsible, and they are being framed.

POSSIBLE VARIATIONS...

- A rival brothel is trying to push their competition out of business by framing them.
- An underhanded merchant organization is trying to kill the business so that they can purchase it, rebuild it under new management, and form a monopoly over prostitution in the area.
- The wealthy, powerful, and insanely jealous spouse or lover of a regular brothel patron is trying to get their favorite establishment shut down, in an attempt to stop their cheating ways.

GIGOLOS, TRAMPS & THIEVES

This plot hook offers a wide variety of options, and can be used to lead the party into any number of situations. If your players are stubborn about biting onto plot hooks (“but why would my character care?”), taking something of value from them can be the push they need. What the object is specifically can take the story a million different directions.

After spending the night in a brothel or with an individual prostitute, a party member has an important macguffin stolen from them, or lost somewhere along the way. By the time they realize it's missing, the object has changed hands and is no longer with the prostitute in question, and must be chased down.

POSSIBLE VARIATIONS...

- A thieves' guild working in conjunction with the brothel wants to blackmail the party, or hold some other power over them.
- The prostitute recognized a family heirloom or crest, and has taken it to give to a long-lost relative of the PC. This works especially well with the Noble background's provided scroll of pedigree.
- A macguffin of considerable power and importance was stolen and sold for a small amount of money, by a down-on-their-luck prostitute who did not understand the importance of the item at first glance.

IMPORTANCE OF PEDIGREE

While this can function as a stand-alone plot, it can also easily be linked to an existing noble NPC in your storyline. It can reveal deep flaws in a noble who was previously seen in a good light, or further enforce the selfishness of a villainous noble.

A prostitute has undeniable proof that her child was fathered by a powerful, well-known noble (eye-witness reports that she was with no other men, a birthmark or genetic oddity on the child that is associated with the noble family, a letter from the noble requesting that she keep the secret, etc). However, the noble in question is denying he has anything to do with her or the child.

POSSIBLE VARIATIONS...

- The noble is denying the child in attempt to protect them from the noble's enemies, who might do harm to the child or the mother.
- News of the child is an embarrassment to the noble, who planned to pay off the mother to keep the secret, but now that others who are involved in his financial affairs have heard the rumor (a spouse, business partners, etc), he can no longer spend the money without being noticed and is seeking more underhanded methods of “making the problem disappear”.
- The noble is betrothed, and is denying the child to avoid endangering a wedding that will have sweeping political, social, and/or financial consequences.

INSIDE A SQUALID BROTHEL

"Well you're not paying for the scenery..."

Artwork by David Revoy, published by Arcana Games, available on the [DM's Guild](#).



TABLES & LISTS

Grab your dice and your notebook, because it's time for the nitty-gritty. This chapter will be filled with tables and lists, and a glossary of prostitution-related terms. We'll be digging into prices, illnesses, and providing a sample list of business names if you need to name a brothel on the fly.

THE COST OF A GOOD TIME

While in the real world, negotiating what activities will occur for what cost is a normal part of a transaction with a sex-worker, we're going to be simplifying that for role-playing purposes. Following the guideline of avoiding graphic descriptions, the costs of prostitution are calculated at a rate of "per prostitute, per night". Therefore, if a client wanted to stay at a Modest brothel for a night, it would cost 1 gold. If a client wanted to spend three wild nights with four talented masters-of-their-craft at a Wealthy brothel, it would cost 60 gold.

Quality/Per Prostitute	Price/Day
Wretched	5 cp
Squalid	1 sp
Poor	2 sp
Modest	1 gp
Comfortable	2 gp
Wealthy	5 gp
Aristocratic	10 gp and up

Some of these prices may seem high, compared to the price of staying in inns of the same price. Remember that prostitutes are considered providers of a luxury service. Furthermore, their prices also cover the upkeep of their brothel, their upkeep of cosmetics, clothes, etc. Especially in lower end establishments, a relatively high percentage of the income goes to the proprietor, and the prostitutes are "paid" in room, board, and the protection of being part of a group.

ILL-EFFECTS OF WHORING

These can be applied to characters after spending time with a prostitute as a customer, or on characters who have practiced working as a prostitute as a downtime activity. In the case of a customer, a Constitution check must be made against a DC related to the income level of the establishment or prostitute they visited; the higher the quality of a brothel (or individual prostitute), the lower the chance of suffering ill effects.

Constitution Check	Quality of Establishment
DC 25	Wretched, Squalid
DC 20	Poor, Modest
DC 15	Comfortable, Wealthy
DC 10	Aristocratic

On a successful check, the customer suffered no ill effects. On a failed check, they must make a flat D10 roll (with no additional modifiers) to determine their ill effect from the table at the end of this section. Diseases are detailed later.

In the case of player prostitutes, the chances should be significantly lower, as they are professionals at their trade. Though this is at the GM's discretion as always, it's suggested that the prostitute must make a DC 10 Constitution check as a base, adding +2 to the DC for each week spent plying their trade.

d10 Ill-Effects Of Whoring

- 1 **Lily Spots** - Disease. Hinders movement.
- 2 **Cathouse Fever** - Disease. Hinders wisdom-based skill checks.
- 3 **Harlot's Hives** - Disease. An obvious and embarrassing rash.
- 4 **Faeplague** - Disease. A chaotic magical disturbance.
- 5 **Still *Slightly* Drunk** - Disadvantage to intelligence checks until next long rest.
- 6 **Annoying Itch** - Disadvantage to dexterity checks until next long rest.
- 7 **Intimate Soreness** - Disadvantage to constitution checks until next long rest.
- 8 **Pulled Muscle** - Disadvantage strength checks until next long rest.
- 9 **Up All Night** - +1 level of exhaustion.
- 10 **Embarrassing Rumor** - Someone you slept with, or someone within earshot of your encounter, has spread an embarrassing rumor about you, true or otherwise.

NOT APPLICABLE?

Party member never drinks? Never sleeps? Just omit what doesn't work and roll on a d8, or replace them with options better suited to your party.

DISEASES

The following list of diseases are intended to be sexually-transmitted. Any specifics of their transmission (saliva, other bodily fluids, etc) are left to explore at the GM's discretion, along with any other possible ways for the disease to spread (kissing, sharing a drink, etc).

LILY SPOTS

Inflamed, painful sores arise on the inner thighs, armpits, backs of knees, inner elbows, and any other place that may rub when the body moves. Symptoms manifest within 12 hours of exposure. Can only move at half speed, and cannot take the dash action. After each long rest, make a Constitution saving throw against a DC of 15. If medium or heavy armor was worn during the previous day, make the save at a disadvantage.

CATHOUSE FEVER

A fever causing a bleary delirium, impairing the sufferer's judgement. Symptoms manifest 1d4 days after exposure. Those suffering Cathouse Fever will make all Wisdom based skills checks with disadvantage until they are cured. After each long rest, make a Constitution saving throw against a DC of 15. If the sufferer spent the last day doing any strenuous activity (IE combat, travelling, etc), make the save at a disadvantage.

HARLOT'S HIVES

Also known as The Cheater's Mark. Raised, itchy red splotches that appear all over the sufferer's body, including the hands and face. Symptoms manifest between 12 and 24 hours after exposure. Though it does not cause any serious discomfort for the sufferer, the rash has a distinct texture of star-shaped bumps that are recognizable by many as an illness associated with prostitutes. If not cured sooner, it will resolve itself in 1d6 days.

FAEPLAGUE

A disease taking the form of a magical disturbance. Symptoms manifest between 12 and 24 hours after exposure. Roll on the following chart each day to determine the symptoms that Faeplague exhibits. If not cured sooner, it will resolve itself in 3 days, as long as the sufferer is able to get 1 full rest each day.

d10 Faeplague Symptoms

- 1 Your hair falls out and grows back to its original state over the next 24 hours.
- 2 You are surrounded by faint ethereal music of unknown origin for the next 24 hours.
- 3 Your skin turns bright pink for the next 24 hours.
- 4 You cannot speak quieter than shouting-volume for the next 24 hours.
- 5 Illusory flowers grow around your feet for the next 24 hours.
- 6 You smell strongly of wine for the next 24 hours.
- 7 You are unable to tell lies for the next 24 hours.
- 8 You your throat tickles, you occasionally cough up furballs for the next 24 hours.
- 9 Your hair constantly moves as if blown in an unfelt wind for the next 24 hours.
- 10 You are prone to fits of laughter, regardless of the presence of any humor, for the next 24 hours.

MAGIC IN THE BROTHEL

Magic influences all things in most fantasy role-playing games. It would make sense that prostitution would also benefit from these influences. Keep in mind, the items, potions, and spells listed therein are not strictly limited to use by prostitutes. For example, any individual who feels that they were not born into a body that correctly suits their gender identity might search for a magical means of correcting it.

You may want to also explore the following spells that have been published in the System Reference Document 5.1, and consider how they could effect the lives of prostitutes.

- Alter Self (pg 114)
- Charm Person (pg 124)
- Disguise Self (pg 135)
- Enthrall (pg 140)
- Heal (pg 153)
- Modify Memory (pg 166)
- Suggestion (pg 183)
- Tongues (pg 187)

MAGIC SPELLS

CHANGE SEX

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a discarded caterpillar's cocoon)

Duration: 24 hours

This spell turns a willing humanoid creature you touch into the opposite sex. This effects their primary and secondary sexual characteristics. Bone structure will change as well, to present a natural appearance. Other attributes, like hair and eye color, scars, etc, remain unchanged. Like a polymorph spell, the subject appears to carry a faint magical aura when examined with the *Detect Magic* spell. The creature will spontaneously revert to their original form after twenty-four hours, or if the magic is dispelled. All other physical changes made during this time (wounds, etc) will remain.

BEAUTIFY

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: 2 hours

This spell is a minor magical trick that spellcasters use for practice, and was born out of a need to not look like they'd been up studying all night. It instantaneously cleans the clothes and skin of the target creature, smooths mussed hair, and freshens any unpleasant odors. Damaged clothes are not mended by this spell.

POTIONS

POTION OF WAKEFULNESS

Potion, uncommon

When you drink this potion, you prevent or cure 1 level of exhaustion from foregoing sleep. This potion does not effect levels of exhaustion from not eating and/or drinking, or levels of exhaustion from forced marches. Drinking further Potions of Wakefulness will have no effect until after the creature has taken a proper long rest.

HOUSE RULES

The "Potion of Wakefulness" is based on a common house rule. The Player's Handbook does not state that a level of exhaustion is granted to characters who forego taking rest, but many DMs consider this a "common sense rule". As with all materials, you may modify it to suit your needs.

VIAL OF THE ENDURING SELF

Potion, uncommon

You are protected from diseases and magical effects that alter the body for four hours after drinking this potion. For example, you cannot contract diseases like Lily Spots even after being exposed, or be altered by a *polymorph* spell, *change sex* spell, or a magical item that would alter your physical form, even if you do not attempt to resist the effects. Physical and magical wounds can still be inflicted on you, because they are causing damage to the body, and not merely altering it.

In addition, nothing can be taken from your body. Cut hair, shed sweat, drawn blood, or any other bodily fluid or substance will vanish after parting with your body.

LET'S MAKE IT OBVIOUS

Among other things, this potion is a form of birth control. The mechanism for male birth control is easy to read ("any bodily fluid will vanish after parting with your body"). In females the "foreign body" sperm is eliminated the same way that a disease would be.

MAGIC ITEMS

BELT OF FEMININITY

Wonderous item, common

Only humanoids can wear this belt. While wearing the belt, you will spontaneously form feminine sexual characteristics, and lose masculine sexual characteristics. For example, a male character's beard, adam's apple, and male genitalia will vanish, and be replaced by female characteristics, including breasts and female genitalia. Bone structure will change as well to mirror one's change in sex, and therefore, a reasonably attractive male will become a reasonably attractive female, and so on. One's weight, height, and other physical statistics (strength, dexterity, constitution, etc) are not altered. This belt will not alter any of the features of a physically female individual who wears it. Your physical form will revert upon removing the belt.

BELT OF MASCULINITY

Wonderous item, common

Only humanoids can wear this belt. While wearing the belt, you will spontaneously form masculine sexual characteristics, and lose feminine sexual characteristics. For example, a female character's breasts and female genitalia will vanish, and be replaced by male characteristics, including adam's apple, potential facial hair growth, and male genitalia. Bone structure will change as well to mirror one's change in sex, and therefore, a reasonably attractive female will become a reasonably attractive male, and so on. One's weight, height, and other physical statistics (strength, dexterity, constitution, etc) are not altered. This belt will not alter any of the features of a physically male individual who wears it. Your physical form will revert upon removing the belt.

THE TOOLS OF MAGICAL FUN

Illustration by Luigi Castellani, published by Arcana Games, available on the [DM's Guild](#).



BELT OF ANDROGYNY

Wonderous item, common

Only humanoids can wear this belt. While wearing the belt, you will spontaneously lose sexual characteristics that distinguish one as male or female specifically. For example, a person wearing a Belt of Androgyny will lack facial hair, breasts, adam's apple, or any distinctly male or female genitalia (though they maintain the proper functions to urinate without difficulty). Bone structure will change as well, leaving one appearing vaguely prepubescent, though it is obvious they are an adult that is neither distinctly male nor distinctly female. One's weight, height, and other physical statistics (strength, dexterity, constitution, etc) are not altered. Your physical form will revert upon removing the belt.

BAND OF FLUIDITY

Ring, rare

Only humanoids can wear this ring. This ring has 10 charges. While wearing the ring, you can use an action to expend one of its charges to alter your primary and secondary sexual characteristics in any combination of masculine, feminine, or androgyne. Bone structure can be altered as well, in any combination (IE feminine face, masculine hips, etc). Your weight, height, and other physical statistics (strength, dexterity, constitution, etc) are not altered. Your physical form will revert upon removing the ring. The ring regains 1d6+4 expended charges daily at dawn.

NAMES FOR BROTHELS

Quick, name a brothels! If your creativity shut down the moment you were asked, these charts can dig you out, or they can provide inspiration for your own unique businesses.

d10 Names For Female-Centric Brothels

- 1 The Ruffled Hem
- 2 The Winking Wench
- 3 The Seamstress's Guild
- 4 The Melon Patch
- 5 The Oiled Sheath
- 6 The Patient Princess
- 7 A Savory Soak
- 8 The Blushing Bed
- 9 The Bountiful Boudoir
- 10 Dreaming Pillows

THE SEAMSTRESS'S GUILD?

At many points in history, in various locales, being a prostitute has been illegal. However, being a seamstress has always been a perfectly respectable profession for a woman to have, allowing her to provide for herself without a husband as a caretaker. Reporting one's job as "seamstress" on census forms for long enough turned the title into a "wink wink, nudge nudge" sort of situation.

d10 Names For Male-Centric Brothels

- 1 The Arrow Shaft
- 2 Oakstaff Hall
- 3 The Red Rooster
- 4 The Spearman's Armory
- 5 The Heavy Hammer
- 6 Tawdry Flex
- 7 The Blind Oath
- 8 The Treehouse
- 9 The Perked Elf
- 10 Madam Glimmergem's House For Wayward Boys

d10 Names For Gender-Neutral Brothels

- 1 House of Glittering Gold
- 2 House of Willows
- 3 Whispering Door
- 4 The House of Submission
- 5 Ser Stonefist's Massage Parlor
- 6 The Giggling Gem
- 7 Honest Handfuls
- 8 The Dragon's Whored
- 9 Plane of Perfection
- 10 Sinful Requests

GLOSSARY OF TERMS

The English language has an interesting way of creating a billion words for the things we're most uncomfortable discussing. Language is an endlessly evolving beast, and terms fluctuate over time from being commonplace, to being offensive, and visa versa. A broad vocabulary can be a storyteller's greatest tool, but the quest for colorful descriptions can quickly turn into a nightmare with the wrong choice of words.

Be forewarned, that this list is based off of American English, and many words may carry different connotations in other regional dialects. Language also evolves quickly, so a word that may be considered tame today could take on a new offensive tone tomorrow, and visa versa.

Words are sorted alphabetically within topical categories, so you can most quickly find words for the subject at hand. We won't be going into a lot of graphic words for genitalia and sex acts, for the same reasons this document doesn't offer endowment statistics or tables for sexual encounters. These are outside the scope of this document, and can easily be found elsewhere.

WORDS FOR PROSTITUTES

When in doubt, the word “prostitute” works just fine (which is why it’s used chiefly in this book!), but it can become repetitive and begin to sound clinical after some time. Take special care with the connotations for alternate words! It’s worth noting that there is a blurry line between words for female prostitutes, and words for women who are merely promiscuous, and crossing that line can venture into more insulting and degrading terminology. For this reason, words like “skank”, “slut”, etc, are not listed, and avoidance is strongly suggested.

- **Call Girl** - A term arising from prostitutes being contacted by phone. Though you could argue that a prostitute could be “called upon” by a visitor or messenger, this term is likely too anachronistic.
- **Concubine** - A lover who is “kept” by their patron, especially one who is secondary to a legal spouse and held in a subservient position to them.
- **Courtesan** - A word for a prostitute that infers association with wealthy or aristocratic clients.
- **Fallen Woman** - A term for a promiscuous woman. The idea that a woman has “fallen from grace” for having sex is a generally offensive and sexist notion, so this term should be used sparingly by GMs and perhaps reserved only for uptight, narrow-minded NPCs.
- **Gigolo** - One of the few male-specific terms for a prostitute. It generally references a man who is “kept” by an older and/or more wealthy woman for the purposes of appearing in public as her escort, but also for sex. Though the term “gigolette” exists for a female hired dancing partner, the word has fallen almost completely out of use.
- **Harlot** - A simple word for a prostitute, of obscure origin. Generally inoffensive, but can be used as an insult when spoken sharply.
- **Hooker** - Another generally inoffensive word of obscure origins. In addition, “hooking” can be used in this context to refer to the act of prostitution.
- **Lady Of The Night** - An artistic, inoffensive and roundabout way of referring to a prostitute, as many of their activities occur at night. Alternatively, the term “gentleman of the night” could refer to male prostitutes, but this is not a common usage and your players may think you’re talking about vampires...
- **Loose Woman** - A vaguely sexist term for a prostitute, referencing loose morals.
- **Painted Woman** - A term that references a female prostitute’s use of heavy cosmetics.
- **Streetwalker** - Referencing a prostitute advertising their services on street corners at night, it is unsuitable for prostitutes found in brothels.
- **Strumpet** - A word of unknown origin, referencing a prostitute or promiscuous woman.
- **Tramp** - A term which originally came into use to describe travelling vagabonds (the word itself references travelling on foot). Tramps would often support themselves by taking small jobs wherever they were available. The word became associated with prostitution when it was assumed that any female tramp was a prostitute, as few jobs were available to unskilled female workers. Conversely, this term could also be used for a male prostitute, as long as additional context clues support it.

- **Whore** - This word probably gains more usage as an insult referencing promiscuity than as a legitimate reference to prostitutes. Try not to overuse the term, as it can quickly become gratuitous. The term “manwhore” exists purely in masculine contexts, but is also decidedly insulting.

WORDS FOR PIMPS

- **Madam** - Though the word is a commonly used formal title, or used in situations when a lady’s name is not known (“May I help you, madam?”), it can also be used as a title for an older woman who manages a brothel or other prostitution service. In this case, it would be used in the form of “a madam”, or “the madam”.
- **Panderer** - Someone who furnishes clients with prostitutes. The word can also refer to someone who caters to (and profits from) and vices of others.
- **Procurer/Procuress** - An older term referring to someone who procures people for the purpose of prostitution.
- **Proprietor/Proprietress** - The owner of a business. While it does not necessarily infer prostitution, the context it’s used in can make it clear.
- **Whoremonger** - The word “monger” is a chiefly British term to refer to a dealer of a commodity, such as a fishmonger or cheesemonger. The term has more negative connotations in North America, such as the term gossipmonger. Like the word “whore” itself, whoremonger should be used sparingly.

WORDS FOR PROSTITUTION

- **Fornication** - A word referencing sex between two unmarried individuals. It has also been used for any form of “sexual immorality”, especially concerning adultery.
- **Hooking** - A relatively tame term referring to the act of prostitution.
- **Whoring** - Somehow this term feels less offensive when used as a verb, because it references the actual act, rather than being a nebulous term for promiscuity. Still, there is some vaguity in the fact it could reference the act of prostitution or the act of visiting prostitutes.

WORDS FOR BROTHELS

Most terms for brothels don’t carry special connotations, so please enjoy our list of words for brothels, and play with making your own!

- Bordello
- Cathouse
- Den of Iniquity
- House of Ill Fame
- House of Ill Repute
- House of Transactional Affection
- House of Red Doors
- ...and the list goes on!

IN CLOSING

You have delved into the world of sexuality in role-playing games, and hopefully come out with both inspiration and information. All that remains is to take what has been offered, and make it your own! Tailor your world to your tastes and the tastes of your players.

"The Best Little Whorehouse In RPGs" is the first role-playing homebrew supplement written by Ashley May, but it will not be the last. Many more (decidedly not adult-themed) resources are in the works, and will be made available online.

If you have any questions or comments, feel free to contact the author at ashleymaywrites@gmail.com.

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Thank you to you, reader, for taking an interest in my work!