The Jester Dragon's

Random Brothel Generator

By William T. Thrasher and the Skirmisher Game Development Group

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From worlds of swords-and-sorcery to libertine space colonies, a lot can happen in a brothel. Intrigue, romance, murder, and all extremes of pleasure and disappointment wait behind the green door and under the red lanterns of seedy fleshpots and high-class seraglios. If you want to bring a little exoticism, eroticism, and bawdy fun into your campaign, you go straight to the brothel. But who has the time to invent an all-new house of ill repute every time the adventurers stagger into town, heavy with coin and flushed with blood? Lucky for you, the Jester Dragon has brothels on the brain. So get out your dice and let the sweaty hand of fate create the brothel your campaign needs!

Table 3–1: Brothel Name Generator

A brothel's name can be suggestive of quality and sophistication and of the pleasures awaiting within. Roll on the table below to create your brothel's name. For a short, evocative name, roll on the third column only. For a more lively label, roll on the first and third or second and third columns. And for a name as descriptively dirty as it is long, roll on all three.

d100	Column 1	Column 2	Column 3
01–02	Accommodating	Amazon	Bathhouse
03–04	Angora	Angel	Bazaar
05–06	Bawdy	Apple	Box
07–08	Breeding	Beaver	Cage
09–10	Blooming	Bird	Cavern
11–12	Budding	Bitch	Chamber
13–14	Blushing	Buck	Chateau
15–16	Chased	Bunny	Club
17–18	Chocolate	Bull	Clubhouse
19–20	Crystal	Cat	Convent
21–22	Diamond	Cherry	Den
23–24	Eager	Chicken	Depot
25–26	Gilded	Devil	Field
27–28	Glass	Doe	Garden
29–30	Gossamer	Doll	Grotto
31–32	Happy	Ermine	Grove
33–34	Hot	Fox	Hall
35–36	Hungry	Goddess	Hoard
37–38	Lace	Hare	Hole
39–40	Leather	Hen	Hollow
41–42	Lovely	Horse	House
43–44	Lucky	Incubus	Hutch
45–46	Oiled	Lilly	Lair
47–48	Painted	Lion	Lounge
49–50	Pampered	Lioness	Menagerie
51–52	Passionate	Love	Mineshaft
53–54	Pink	Mare	Oasis
55–56	Platinum	Meat	Orchard
57–58	Prancing	Mustang	Pagoda
59–60	Preening	Peach	Pier
61–62	Randy	Nymph	Pit
63–64	Reclining	Pussycat	Pleasure Dome
65–66	Red	Python	Ranch
67–68	Resplendent	Rabbit	Rider
69–70	Rough	Rooster	Roost
71–72	Rutting	Rose	Palace
73–74	Satin	Satyr	Sanctum
75–76	Silk	Siren	Shack
77–78	Silver	Slipper	Sheet
79–80	Sly	Stallion	Shop
81–82	Smiling	Steed	Soap House
83–84	Smooth	Stud	Stable
85–86	Spiced	Succubus	Station
87–88	Strutting	Sugar	Tail
89–90	Sweet	Swan	Temple
91–92	Swooning	Tiger	Tent
93–94	Velvet	Tigress	Tower
95–96	Wet	Vixen	Vault
97–98	Wanton	Wildcat	Waller
99–00	Willing	Wolf	Workshop

Note: *Rolling on the first and second columns of the Brothel Name Generator is a great way to roll up names for seedy taverns, dance halls, nightclubs, and strip joints.*

Table 3–2: Clientele Base

When it comes to brothels, certain people are looking for certain things. Roll on the table below to determine who typically patronizes the brothel and who works there. This table can also be used to randomly determine character sexuality.

d100	Clients	Seeking	Interest
01–12	Men		Women
13–24	Men		Women
25–36	Men		Women
37–48	Men		Women
49–60	Men		Men
61–72	Women		Men and/or Women
73–84	Men and/or Women		Someone to Talk To
85–99	Couples		Futanari/Hermaphrodites/Transsexuals
00	Groups		Anything Goes (e.g., Tentacled Horrors)

Table 3–3: Brothel Quality

Some brothels are better than others. Roll once on the table below to determine brothel quality. Brothel quality determines the risk of being exposed to a sexually transmitted disease during a sexual *encounter*, as well as the number of rules customers are expected to observe (see **Table 3–4: Rules of the House**).

d100	Quality	Chance of STD	Rules
01–20	Seedy	30%	1
21–40	Trashy	20%	2
41–60	Tawdry	10%	3
61–80	Tasteful	5%	4
81–00	Classy	1%	5

Table 3–4: Rules of the House

Every professional has standards and every business has policies. Brothels are no exception. Roll on the table below to determine what kind of behavior the brothel will not allow. Violating the code of conduct may require a roll on **Table 3–5: Punishment** as well. Roll on the table below as number of times as indicated by **Table 3–3: Brothel Quality**. The classier the establishment the more rules it has.

d100	No ...
01–06	Backtalk
07–12	Drinking
13–18	Dueling
19–24	Gifts
25–30	Glove No Love
31–36	Outside Food and Drink
37–42	Peeking
43–48	Sampling the Merchandise
49–54	Smoking
55–60	Spellcasting
61–66	Spitting
67–72	Swearing
73–78	Touching
79–84	Weapons
85–90	Wearing Boots Indoors
91–96	Strict (roll twice)
97–00	Really Strict (roll thrice)

Table 3–5: Crime and Punishment

Things can get pretty wild in a bawdy house, but there is no excuse for breaking the rules. If a character violates the policies of the establishment (see **Table 3–4: Rules of the House**), disrespects or endangers the employees, management, or owners, or otherwise makes trouble, roll on the table below to determine their punishment. Add 10 the result for each past offense.

d100	Consequence
01–10	A Spanking! A Spanking!
11–20	Verbal Warning
21–30	Stern Talking To
31–40	Make a Public Apology
41–50	Pay a Fine
51–60	Asked to Leave
61–70	Struck Across The Face
71–80	Thrown Out on the Streets
81–90	Roughed Up
91–100	Lifetime Ban
101–120	Handed Over to the Town Watch
121–140	Denied Service at All Brothels in the Area
141+	Left Bleeding Out in a Back Alley

Table 3–6: Front Business

In communities where prostitution is illegal, or at least unseemly enough to be kept out of the public eye, brothels operate behind the façade of legitimate businesses or social institutions. If your brothel needs a front, roll on the table below.

d100	Front
01–05	Apothecary
06–10	Bakery
11–15	Baths
16–20	Boardinghouse
21–25	Bookstore
26–30	Carriage House
31–35	Cobbler
36–40	Fishmonger
41–45	Friendly Local Game Store
46–50	Funeral Parlor
51–55	Legitimate Theatre
56–60	Pawn Shop
61–65	Pie Shop
66–70	Seamstress
71–75	Tailor
76–80	Tavern
81–85	Teahouse
86–90	Temple
91–95	Textile Mill
96–00	Warehouse

Table 3–7: Brothel Infiltration

In any thrilling campaign nothing is quite what it seems, and brothels have a habit of being secretly infiltrated and taken over by all manner or clandestine organizations and malign forces. Roll on the table below to determine who or what is pulling strings behind the silken curtain.

d100	Infiltrators
01–05	Assassins Guild
06–10	Cannibal Cult
11–15	Death Cult
16–20	Doppelganger Hive
21–25	Experimenting Aliens
26–30	Ghoul Warren
31–35	Hag Coven
36–40	Incubus Gang
41–45	Mad Scientist
46–50	Pod Person Infestation
51–55	Revolutionary Movement
56–60	Sex Cult
61–65	Slavers Guild
66–70	Spy Network
71–75	Succubus Coven
76–80	Thieves Guild
81–85	Vampire Lair
86–90	Werewolf Pack
91–95	A More Hedonistic Brothel (roll up another brothel where anything goes and no desire goes unsated)
96–00	Roll Twice and Combine Results

Table 3–8: Random STDs

No matter how safe you try to make sex, there is always the risk that something goes around when you come around. If a hero gets careless, the cleric did not obligingly cast *Cure Disease*, or someone's number came up on **Table 3–3: Brothel Quality**, roll twice on the table below to create a sexually transmitted disease. To enhance the results, roll on your hit location table of choice to determine where the symptoms manifest, or just name an appropriate and embarrassing body part.

d100	Descriptor	Symptom
01–10	Bleeding	Buboes
11–20	Burning	Boils
21–30	Crusting	Fever
31–40	Flaking	Lurgi
41–50	Fuming	Pox
51–60	Galloping	Pustules
61–70	Itching	Scabs
71–80	Oozing	Sweats
81–90	Shriveling	Trots
91–00	Swelling	Warts

Table 3–9: Signature Move Generator

All professionals have a signature move, an act so satisfying and so memorable clients keep coming back for more, and every client has that one thing they are always trying to find someone to do (or have done to them). Roll on the table below to create the name of a prostitute's signature move.

d100	First Part	Second Part	Third Part
01–05	Automatic	Apple	Dance
06–10	Backdoor	Bed	Exploder
11–15	Bald	Donkey	Filler
16–20	Bottom-Up	Clam	Interrogation
21–25	Congress of the	Dumpling	Irrigator
26–30	Death by	Face	of Last Resort
31–35	Full Body	Finger	of Ultimate Darkness
36–40	Full Frontal	Foot	Painter
41–45	High-Flying	Hand	Pleaser
46–50	Lip-Smacking	House	Pump
51–55	Load-Bearing	Lip	Punch
56–60	Low Hanging	Muscle	Relaxer
61–65	Lowdown	Penguin	Sanctifier
66–70	Oiled	Riding	Shaker
71–75	Rapid Fire	Rump	Shame
76–80	Reverse	Seat	Slider
81–85	Slow	Senator	Slingshot
86–90	Top-Down	Temple	Squeeze
91–95	Two-Fisted	Tongue	Transubstantiator
96–00	Upside Down	Trombone	Wrangler

Table 3–10: Prostitute Backgrounds

Everyone has a story, even anonymous sex partners for hire. Roll on the table below if desired to add background details to specific prostitute, pimp, or madame NPCs.

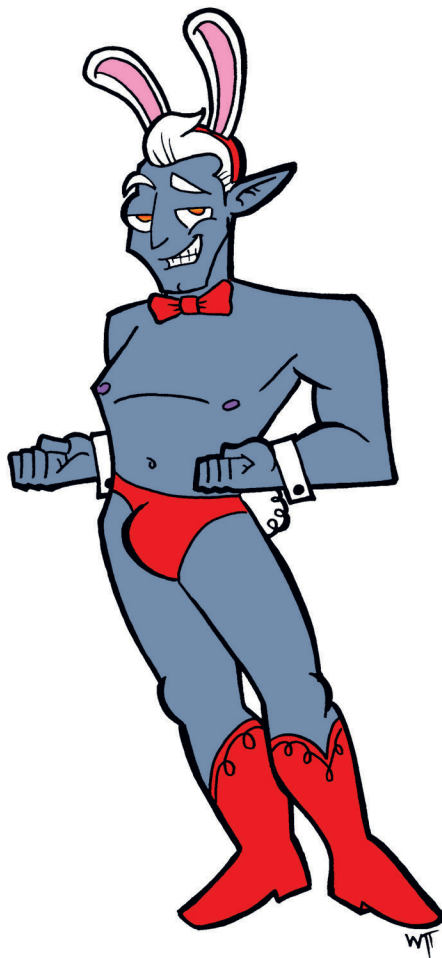| d100	Background Detail
01–04	Amnesia (roll again, but the prostitute is unaware of the background detail)
05–08	Cleric of a god/goddess of love
09–12	Cursed by a *Girdle of Opposite Gender* (or setting-appropriate item)
13–16	Earning money for higher education
17–20	Extorts money from clients
21–24	Fled an arranged marriage
25–28	Informant for local law enforcement
29–32	Inspired a masterful work of art
33–36	Knows damning secrets about clients
37–40	Member of the Thieves Guild
41–44	Muse in mortal form
45–48	Noble in disguise
49–52	Once considered the most beautiful person in the realm
53–56	Plague Bearer (see **Table 3–8 Random STDs**).
57–60	Planning to open a competing brothel
61–64	Respectable prude leading a double life
65–68	Retired adventurer
69–72	Spouse of a respected noble
73–76	Spy for the local ruler
77–80	Statue brought to life
81–84	Undercover city guard
85–88	Vampire (roll d100 to determine number of years undead)
89–92	Wanted for crimes in a foreign land
93–96	Writer conducting research for a book
97–00	Complicated backstory (roll twice)

Table 3–11: Random Items

When you're caught with your pants down you can't count on your weapon of choice being within arm's reach. Likewise, when you go rutting through cabinets looking for something useful, what you find might not be the right tool for the job. Roll on the table below when a character reaches for an improvised weapon, goes snooping, or otherwise wants to know "What's in here?" Keep in mind there is a 30% chance that any item on this list is sticky, slimy, or otherwise "used."

d100	Found Object
01–05	Absorbent Towel
06–10	Big Fluffy Pillow
11–15	Graphically Illustrated Book of Sexual Positions
16–20	Bottle of Lubricant
21–25	Censor
26–30	Candelabra
31–35	Chocolate-Covered Banana of Other Fruit
36–40	Erotic Statuary
41–45	Feather Boa
46–50	Handful of Someone's Anatomy
51–55	Ice Bucket
56–60	Perfume Bottle
61–65	Phallic Toy
66–70	Riding Crop
71–75	Snuffbox of Aphrodisiac Powder
76–80	Something That Vibrates
81–85	String of "Pearls"
86–90	Bottle of Champagne
91–95	Vase of Flowers
96–00	Velvet Rope

Table 3–12: Random Fetish Generator

The Jester Dragon is pleased to present the most versatile and useful table you have ever seen. Use this random fetish generator to add flavor to characters, determine the specialties of brothels, sex cults, and individual prostitutes, and randomly determine the turn-ons and turn-offs of NPCs. Imagine the fun you'll have when you roll up a fetish someone at the table doesn't know, leading to nervous laughter, potentially embarrassing internet searches, and disgusted glances!

d100	Fetish
01–02	Acrotomophilia
03–04	Animal Costumes
05–06	Armpits
07–08	Being Carried
09–10	Blood
11–12	Carrying People
13–14	Crossdressing
15–16	Exhibitionism
17–18	Fetish Table
19–20	Analingus
21–22	Autoerotic Asphyxiation
23–24	C.B.T.
25–26	Coprophilia
27–28	Dendrophilia
29–30	Diapers
31–32	Gerontophilia
33–34	Face Sitting
35–36	Feet
37–38	Fisting
39–40	Forniphilia
41–42	Golden Showers
43–44	Groping
45–46	Hot Wax
47–48	Infantilism
49–50	Lactation
51–52	Masks
53–54	Macrophilia
55–56	Masochism
57–58	Mysophilia
59–60	Oculolinctus
61–62	Pet Play
63–64	Piercings
65–66	Plushies
67–68	Pony Play
69–70	Roman Showers
71–72	Sadism
73–74	Sensory Deprivation
75–76	Shoes
77–78	Six Milk Bottles and a Tuning Fork
79–80	Slime
81–82	Somnophilia
83–84	Stockings
85–86	Tattoos
87–88	Tentacles
89–90	Teratophilia
91–92	Tickling
93–94	Trampling
95–96	Troilism
97–98	Freak (roll twice and combine results)
99–00	Super Freak (roll thrice and combine results)

Bonus Table: Madame Name Generator

A brothel often reflects the personality of its madam, and any madam worth her salt has a personality that is larger than life. Roll on the table below to create a memorable *nom de guerre* for your brothel's queen bee.

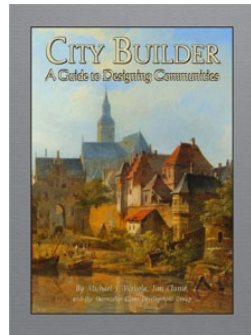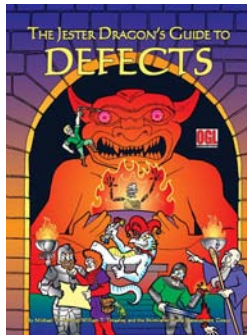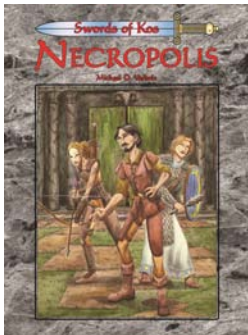| d100	Title	First Name	Surname
01–10	Baroness	Cleo	Babylon
11–20	Big Momma	Chastity	Belle
21–30	Countess	Delilah	Blaze
31–40	Den Mother	Goldie	Lilith
41–50	Duchess	Honey	Lilywhite
51–60	Empress	Jasmine	Magdalene
61–70	Lady	Kitty	Odette
71–80	Madame	Lacy	Pearl
81–90	Miss	Pearl	Red
91–00	Mistress	Sultana	Sweet

Bonus Table: Pimp Name Generator

When a player gets in the game, he needs a new name to play it. You dig? Roll on the table below to create a name fit for a hustler.

d100	First Name	Second Name
01–04	Anytime	Allover
05–08	Big Daddy	Bigs
09–12	Butterscotch	Bullfrog
13–16	Captain	Caesar
17–20	Chocolate	Flash
21–24	Cosmic	Getaway
25–28	Don	Giddyup
29–32	Duke	Hurricane
33–36	Electric	Ice
37–40	Iceberg	John
41–44	Iron	Juice
45–48	Kosher	Kangaroo
49–52	Little	Mayhem
53–56	Long John	Missile
57–60	Magic	Player
61–64	Maximum	Prince
65–68	Silky	Rollout
69–72	Smooth	Saddlebags
73–76	Snakeskin	Saint
77–80	Tall	Sitwell
81–84	Tasty	Slim
85–88	Total	Thunder
89–92	Two-Tone	Watershed
93–96	Vanilla	Willy
97–00	Vermillion	Wrangler

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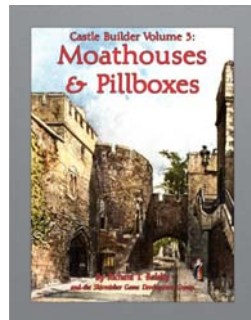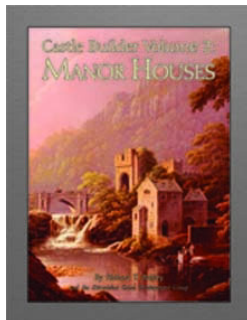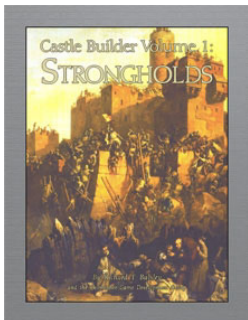
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