

NSFG Content Pack: Milk and Honey

This is a content expansion for the game Notably Swell Fetish Game. It cannot be played without the base product. The theme of this expansion is milk and honey based inflation, though it can be easily reflavored to acclimate cumflation as well.

Minors should avoid NSFG or any content related to it.

Filling

Exotic

Milk: Tier 2. Deal an additional 2+Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 1 DR per Inflated size. Each 10 Milk a character holds will heal 1 Masochism per round.

Honey: Tier 3. Deal an additional 2+Size Sadism and apply 1 more square of knockback when you move into a character's space. You are extremely heavy and gain 1 DR per Inflated size. Each 5 Honey a character holds will heal 1 Masochism per round.

Inherents

Milk Production: In Combat produce 5 Milk per round. Out of Combat produce 5 Milk per hour. Characters can drink milk at a rate of 3d4 per action and must be adjacent. If unwilling, characters must roll Strike or a L skill against your Evasion if Strike or Dominance if an L skill. If a character has no milk it can still be drunk at a rate of 1d4 per action. Drinking Milk this way can be marked as a Pleasure(not Self Pleasure, both count as the same for Pleasure). Substituting a non magical or fervor inflation effect with Milk comes at no penalty. Milk production will not cause your size to increase.

Extreme Production: In Combat produce 10 Milk per round. Out of Combat produce 10 Milk per hour. Requires Milk Production. Characters can drink milk at a rate of 3d4 per action and must be adjacent. If unwilling, characters must roll Strike or a L skill against your Evasion if Strike or Dominance if an L skill. If a character has no milk it can still be drunk at a rate of 2d4 per action. Drinking Milk this way can be marked as a Pleasure(not Self Pleasure, both count as the same for Pleasure). Capacity+2. Substituting a non magical or fervor inflation effect with Milk comes at no penalty.

Honey Production. Requires a type of production. Converts all Milk produced to Honey.

Distracting Flavor: Milk and Honey does not heal, but instead provides SR at the same rate.

Rapid Absorption: Milk and Honey will now heal for double the amount but will only heal once.

Milk Drunk: Milk and Honey can now heal past your maximum Masochism by up to double, but every 5 overheal will give you 2 stacks of Reduction.

Abilities

Powdered Milk: 1 Action. Converts 10 water to 10 Milk on yourself or adjacent ally.

M-Catalyst Resilience: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also give 2 SR to the next 3 drinkers for 4 rounds. Does not stack with itself.

M-Catalyst Immunize: Flow-Bottom. 2 Actions. Helpless. 1 use, refilled at town. After drinking, Milk produced by this character will also prevent the next 7 statuses(positive or negative) for the next 3 drinkers. Does not stack with itself.

M-Catalyst Boost: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also double the effect and duration of the next positive status applied for the next drinker. Does not stack with itself.

M-Catalyst Rush: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also provide 1 extra action per turn for the next drinker, for 2 turns. Does not stack with itself.

M-Catalyst Overfill: Flow-Bottom. 2 Actions. Helpless. 6 uses, refilled at town. After drinking, Milk produced by this character will also function like Carbonated Drink for the next drinker, for 2 turns. Does not stack with itself.

M-Catalyst Mana: Flow-Bottom. 2 Actions. Helpless. 6 uses, refilled at town. After drinking, Milk produced by this character will instead Mana for 2 turns. Does not stack with itself.

M-Catalyst Energize: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also cause the next successful roll to be 1 Overroll higher for the next 3 drinkers. Does not stack with itself.

Milklock: Dominant-Switch, Single. Pleasure. 1 Action. Roll Strike against target's Evasion. On Success, force them to drink your Milk. Requires Milk Production. If target tried to forcefully drink milk in turn, gain +4 bonus. If Pleasure, give target Reduction for 1 round. On a crit, apply 1 Reduction for 1 round.

M-Catalyst Toxic: Flow-Bottom. 2 Actions. Helpless. 4 uses, refilled at town. After drinking, Milk produced by this character will instead be toxic. The next 2 drinkers will take damage equal to the amount inflated by. Inflation material counts as Water.

Sugar Extraction: Fervor. Costs 2AP and 1 Powerdie. Grants 1 Action per 20 Milk inside target. Grant 1 Action per 10 Honey in the target.

Deconstitute: Magic. Costs 1 Action and 4 Mana. Turns 10 Milk inside target into Water.

Milk Tank Tubing: Mundane, Heavy-Medium. Passive. Helpless. Whenever you are hit, inflate with 2 Milk. If you have any production, you can inflate by the drink amount instead and benefit from the M-Catalyst drinking buffs.

Healing Restore: Magic-Fervor. Costs either 16 Mana or 2 Power Die, and 2 Actions. Designate an ally. If the target would pop within 3 rounds of the casting, they are instead restored to base size with Masochism equal to 1 per 10 Milk inside them and 2 per 10 Honey inside them.

Brainfreeze: Magic. Costs 2 Actions and 7 Mana. Can only target characters with at least 5 Milk filling. Make a Cast test -6 against their SR. On success, they are Stunned. Per additional 5 Milk in the target, gain +1 to roll. On a crit, target has 3 Reduction applied next round.

Milk Enchant: Fervor. Costs 1 Action and 1 Power die. Helpless. Enchants target character's weapon with Milk, causing their attacks to heal as much Sadism as they would inflict. If the target is unwilling roll Cast -4 against their Dominance.

Honey Trap: Magic, Group-Multi. Costs 10 Mana and 2 Actions. Designate an 3 by 3 area up to 8 squares away, covering it in honey. Anyone in this area must make an Evasion test against your Cast roll. On a failure, they receive 4 Reduction for 2 rounds and their Speed is reduced by 2 to a minimum of 1. The Honey Trap lasts for 3 rounds. Anyone who moves over the Honey Trap will receive 2 Reduction for 1 round. On a crit, targets are Stunned for 1 round as well.

Sticker: Mundane. 1 Action. Can be used twice per combat. Throw a honey filled pot at the target. Roll Shoot -2 against their Evasion. On success, inflict 4 Reduction and reduce their Speed by 2 to a minimum of 1 for 2 rounds. On a crit, targets are Stunned for 1 round as well.

Production Boost: Flow-Bottom. 2 Actions. Helpless. Requires a Production type. Increase Milk produced per round by 3. IF used twice and you have Milk Production, remove the no size increase effect. Lasts until combat ends.

Potions

Milk Jug: Inflates with 10 Milk after being drunk.

Chilled Milk: Inflates with 5 Milk and 5 Water, provides 2 DR. Does not stack with itself.

Honey Drop: Converts the Milk in the Milk Jug to Honey.

Settlements

Milker: Found in Small and larger. Will remove Milk Inflation. Provides 1 Wealth per 10 Milk removed here, and 2 Wealth per 10 Honey.

Special Items

Internal Repackager: Compresses 10 Milk or Honey inside yourself down into an x, which only fills for 1, but heals for the same amount. Effect triggers the first time you are filled with 10 Milk or Honey in combat and then every 4 rounds afterwards. Costs 750 Wealth.

Milk Absorbent: The first time you would receive Milk in combat, the amount is stored to be inflated with later. If not used in combat, you will inflate with the amount on combat end. Costs 300 Wealth.

Milk Conversion Energy Barrier: The first liquid you would be inflated with in combat is converted into Milk. Costs 400 Wealth.

Exploration

Special Environmental Conditions

Milk Flows: Pos. Medium. Replaces natural Water effects with Milk.

Honey Flows: Pos. High. Replaces natural Water effects with Honey.

Dungeon

Milk Version: All water based traps can be changed to Milk. This reduces Threat by 1 to a minimum of 1.

Bads

Milk Maker

Extreme Production: In Combat produce 10 Milk per round. Out of Combat produce 10 Milk per hour. Requires Milk Production. Characters can drink milk at a rate of 3d4 per action and must be adjacent. If unwilling, characters must roll Strike or a L skill against your Evasion if Strike or Dominance if an L skill. If a character has no milk it can still be drunk at a rate of 2d4 per action. Drinking Milk this way can be marked as a Pleasure. Capacity+2. Substituting a non magical or fervor inflation effect with Milk comes at no penalty.

M-Catalyst Resilience: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also give 2 SR to the next 3 drinkers for 4 rounds. Does not stack with itself.

M-Catalyst Rush: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also provide 1 extra action per turn for the next drinker, for 2 turns. Does not stack with itself.

M-Catalyst Boost: Flow-Bottom. 2 Actions. Helpless. 2 uses, refilled at town. After drinking, Milk produced by this character will also double the effect and duration of the next positive status applied for the next drinker. Does not stack with itself.

Pleasures: Milklock, Milk Production, Infinite Canteen

Masochism: 20

Offensive Roll: 1d6-1

Sadism: 1d6

Defensive Roll: 2d6+2

Evasion: 4

DR: 5

Speed: 3

Capacity: 0/11

Limits: 12/13

Domination: 2

Mana Pool: 0/5

Milktank

Milk Tank Tubing: Mundane, Heavy-Medium. Passive. Helpless. Whenever you are hit, inflate with 2 Milk. If you have any production, you can inflate by the drink amount instead and benefit from the M-Catalyst drinking buffs.

Sticker: Mundane. 1 Action. Can be used twice per combat. Throw a honey filled pot at the target. Roll Shoot -2 against their Evasion. On success, inflict 4 Reduction and reduce their Speed by 2 to a minimum of 1 for 2 rounds. On a crit, targets are Stunned for 1 round as well.

Taut Toughness: Bottom. Passive. Increase SR by 1 per Inflated 1-x size. Prevents instant popping by Piercing Sadism. This does not effect Soft Sadism.

Living Shield: Bottom. Passive. If an ally is next to you, they can use your SR and Sadism resistances against an attack once per round per ally.

Pleasures: Facesit, Bondage Jungle, Spank, Mock, Milklock

Masochism: 27

Offensive Roll: 2d6-2

Sadism: 1d6+2

Defensive Roll: 3d6-1

Evasion: 4

DR: 7

Speed: 3

Capacity: 0/7

Limits: 8/9

Domination: 3

Mana Pool: 0/6

Lactocaster

Sugar Extraction: Fervor. Costs 2AP and 1 Powerdie. Grants 1 Action per 20 Milk inside target. Grant 1 Action per 10 Honey in the target.

Milk Enchant: Fervor. Costs 1 Action and 1 Power die. Helpless. Enchants target character's weapon with Milk, causing their attacks to heal as much Sadism as they would inflict. If the target is unwilling roll Cast -4 against their Dominance.

Healing Restore: Magic-Fervor. Costs either 16 Mana or 2 Power Die, and 2 Actions. Designate an ally. If the target would pop within 3 rounds of the casting, they are instead restored to base size with Masochism equal to 1 per 10 Milk inside them and 2 per 10 Honey inside them.

Pleasures: Summon Gag, Milk Production, Mock, Blow Yourself, Spank, Asset Boost(chest)

Masochism: 17

Offensive Roll: 2d6-1

Sadism: 3d6-3

Defensive Roll: 2d6-1

Evasion: 6

DR: 2

Speed: 4

Capacity: 0/6

Limits: 7/8

Domination: 5

Mana Pool: 0/3

Milk Doner

Milklock: Dominant-Switch, Single. Pleasure. 1 Action. Roll Strike against target's Evasion. On Success, force them to drink your Milk. Requires Milk Production. If target tried to forcefully drink milk in turn, gain +4 bonus. If Pleasure, give target Reduction for 1 round. On a crit, apply 1 Reduction for 1 round.

Milk Production: In Combat produce 5 Milk per round. Out of Combat produce 5 Milk per hour. Characters can drink milk at a rate of 3d4 per action and must be adjacent. If unwilling, characters must roll Strike or a L skill against your Evasion if Strike or Dominance if an L skill. If a character has no milk it can still be drunk at a rate of 1d4 per action. Drinking Milk this way can be marked as a Pleasure. Substituting a non magical or fervor inflation effect with Milk comes at no penalty. Milk production will not cause your size to increase.

Breathstopper: Top-Flow, Melee. Pleasure. Reaction. If the target is attempting to use a Breath Ability within melee, roll to Strike. On a success, you Gag them for a round. A crit will inflict 3 instances of self inflation to the target.

Urge to Inflate: Top. Passive. Ignore being Stunned by a Seduction, Tease, Intimidation, or Persuasion roll in exchange for attempting to inflate the source of your Stunning next round.

Pleasures: Milk production, Spank,

Masochism: 15

Offensive Roll: 3d6

Sadism: 3d6

Defensive Roll: 2d6-1

Evasion: 5

DR: 4

Speed: 4

Capacity: 0/5

Limits: 2/3

Domination: 8

Mana Pool: 0/3