The 120 Days of Sodom, or the School of Licenticiousness

Introduction

The 120 Days of Sodom, or the School of Licentiousness (*Les 120 journees de Sodome ou l'école du libertinage*) is a novel by the French writer and nobleman Donatien Alphonse François, Marquis de Sade, written in 1785. It tells the story of four wealthy male libertines who resolve to experience the ultimate sexual gratification in orgies. To do this, they seal themselves away for four months in an inaccessible castle with a harem of 46 victims, mostly young male and females, and engage four women brothel keepers to tell the stories of their lives and adventures. The women's narratives form an inspiration for the sexual abuse and torture of the victims, which gradually mounts in intensity and ends in their slaughter.

By default, you begin in Château Silling as the libertines and company arrive.

A fortuitous inheritance has bestowed upon you, friend-reader, 1000 points de choix (pc).

Dramatis Personae, or origins

All origins are free and their associated perks are discounted. Libertines have their own set of discounted items, while Conteurs and Innocents may discount a companion or general item at each tier of price. The first of the 100pc discounts are free, and higher-tier discounts can be applied to lower tiers instead.

Age and gender are entirely your choice, for when one is subject to absolute bondage and authority the customs of gender relations are pure prejudice and utterly irrelevant.

Libertine

One who possesses great power or wealth, dedicated to personal gratification

Conteur, or storyteller

One who has experienced a great many passions and survived to share the tale

Innocent

One who is naïve to the pleasures and horrors of the world, soon to be immersed in them. A fitting origin for one lacking any prior memories or presence in this period.

"And now, friend-reader, you must prepare your heart and your mind for the most impure tale that has ever been told since our world began, a book the likes of which are met with neither amongst the ancients nor amongst us moderns. Fancy, now, that all pleasure-taking either sanctioned by good manners or enjoined by that fool you speak of incessantly, of whom you know nothing and whom you call Nature; fancy, I say, that all these modes of taking pleasure will be expressly excluded from this anthology, of that whenever peradventure you do indeed encounter them here, they will always be accompanied by some crime or colored by some infamy."

Avantages, or perks

Avantages générals

A fair copy (100pc)

Sade's manuscript was never revised from its first draft, incomplete and with several notes to self and aides mémoire outlining his aspirations for the work. Your own writings will have no such issue, as when you set quill to parchment the words that flow forth will be the final revised version that you might otherwise have settled upon after a long period of contemplation and editing.

Do not deviate (200pc)

Under no circumstances will you deviate from a plan that you have set for yourself; when you decide on a course of action you can commit to it utterly and ignore all distractions or deterrents so long as you remain intact enough to continue the execution. It is advisable to work everything out and re-examine your schemes with the greatest care and thoroughness first.

Avantages des libertines

To each his own peculiar mania (100pc)

This tale covers 600 different passions, and you may now choose to find pleasure in any activity. The nature and intensity of that pleasure may vary, you need not indulge if you do not wish to, but henceforth there is no experience which you would be unable to appreciate as at minimum a pleasant way to pass an afternoon. Any deeds that harm others delight you in equal proportion to the anguish caused, for discordance and inequality please Nature, as is apparent from their prevalence, and you thus serve her true intentions.

Bottom feeder (200pc)

The libertines of this novel consume vast feasts and imbibe incredible quantities. Nor is their gluttony limited to the most luxurious fare of the era, as they also guzzle all kinds of bodily emissions in general and excrement in particular. You now have the same immunity to the ill-effects of overindulgence and need not fear any disease.

A dreadful colossus (300pc)

You are a masterpiece of nature, one that inspires comparison with Hercules or the centaurs he fought. You have the vigor to withstand or inflict assaults that last for dozens of climaxes without fatigue and the strength to squeeze the life out of a horse with your legs or violate a girl with a single hand. Naturally, your member matches the rest of your figure in monstrous size and power.

Master debater (400pc)

One of the defining traits of these libertines is their way with words, eloquently advocating for their views and honing their arguments. With a few hours of conversation, you could divert a pious but impressionable youth onto a life of prostitution. Cunning advice in the confession booth could guide your flock to take the worst possible courses of action for themselves, utterly unsuspecting. A speech delivered to 40 captives could inspire such terror that only one or two might consider escape even over three months of torture and murder. Those applications all require a degree of authority or

power, but should you wish to express your perspective honestly, that sincerity will shine through and your reasoning will be perfectly understandable no matter how twisted.

Liberté (600pc)

Above all, the libertines are free. Free from the bounds of law, morality, and piety, free to indulge. So long as you wholeheartedly devote yourself to your own gratification, whatever form that may take, you will find that fortune smiles upon you, sweeping away obstacles, forestalling punishments, and presenting golden opportunities. Even otherwise insurmountable forces like fate or divinity may be overcome, should it serve your hedonistic appetites.

Avantages des conteurs

A pleasing tongue (100pc)

It is commonly accepted amongst authentic libertines that the sensations communicated by the organs of hearing are the most flattering and those impressions are the liveliest; and you are now exceptional at imparting those sensations. Be it through beautiful song, the sounds of orgasm, or a recounting of tales, you can inflame the greatest heights of passion.

A long memory (200pc)

One reward of a life of vice and lust is a set of memories to warm you in your old age. Equally, a whore benefits from a strong recall for slights, that they may be repaid should she find the chance. Your memory never fades, events are just as intense and vivid when recalled as when experienced for the very first time, and you can instantly cast your mind back to match faces or tally debts.

A criminal career (300pc)

There are many skills that the storytellers have developed over their long careers, skills that you now share. The erotic arts are a given, but those are only the start. You are also a talented actress who can feign death or innocence, a capable forger and thief, and a voyeur so stealthy and quiet that only the most vigilant and perceptive of lovers would detect you.

An implausible constitution (400pc)

According to Sade, one can survive being flogged with a red-hot iron scourge every three days for more than twenty years with no consequence but one’s skin becoming as tough as leather. One may even live through having one’s heart torn from one’s chest, pierced, and fucked, at least for a brief period. You now possess the same extraordinary resilience.

L’intuition (600pc)

A prostitute in the France of Sade does not survive to speak of her experiences without rare luck or a finely honed intuition for which encounters could be her last. You now possess the latter, the benefit of which is twofold. First, you have an infallible sense for when a decision would put you at the mercy of those who would see you ruined or dead, so that you can avoid the most dangerous of clients. Second, you are also able to discern the reverse, when an option festooned with more red flags than a Jacobin barricade is in fact perfectly safe and profitable.

Avantages des innocents

Finest in all the world (100pc)

Your features are the greatest and wisest art Nature can create, devoid of even the least defect and at least an equal to whoever else may compete for the title of the most beautiful. There is one attribute of yours that is indisputably the most perfect specimen of its kind, be that the face, buttocks, prick, or something else.

Emission control (200pc)

The most reliable way to avoid punishment in the Château Silling is to have an iron bladder and rectum, the better to defecate only at the pleasure of your four masters. You can now hold in bodily emissions almost indefinitely, to the extent that you need never shed another tear and could even prevent yourself from bleeding out through force of will. When the time comes, you can also release those same emissions on demand, producing crocodile tears or giving yourself a runny nose to fake a cold, and this ability almost guarantees your victory in a game of fart-in-the-face. By experimenting with your diet and routine, you can even alter those emissions. Taste and scent are easy to modify, and with enough practice you might be able to change the blood type you bleed.

What happens in the closet (300pc)

There are some secrets which ought to be sunk in obscurity for humanity's sake, which would otherwise corrupt chaste ears. Even Sade admits so, though his concern may be more the avoidance of spoilers for later debauchery. In any case, should you have the misfortune to be exposed to secrets, spoilers, trauma, or corruptive influences, you may choose to draw a curtain over the event. For the duration you will act as you would, but afterwards you may be amnesiac, or it may fade to hazy and vague recollections. You will come out the other side with your soul and spirit intact, and the events that befell you will not be known except to those who participated, even the most omniscient of narrators kept in ignorance.

Frigging talented (400pc)

You learn with great alacrity under adverse circumstances. With the threat of death hanging over you like the Sword of Damocles, you could master a specific technique that you have never before attempted in a mere week of lessons. The urgency and peril must both be real, and hands-on practice gives the best results.

Le corps ou l'esprit (600pc)

By the end of the 120 days, none of the victims are intact in both body and mind. However, from now on you may choose to preserve one. Should you wish to play the martyr, you can suffer any torment with no change to your values or personality. If you value bodily survival over your immortal soul, you can sacrifice who you used to be and dive into debauchery, discarding all morality and playing the role of your tormentors with such verve and panache that they will welcome you to their ranks.

Compagnons, or companions

For each purchase, you may choose to obtain the appropriate canon characters or make additions to the roster.

Colleagues (50pc per)

You may create or import a companion with the same origin as you each time you purchase this. If created, they will by default consider themselves to be bound in alliance with you by mutual interest. They receive a lesser inheritance of **600pc** to do with as they wish.

Spouses (100pc per)

Alternatively, you may create or import a companion with a different origin. They likewise receive a lesser inheritance of **600pc**. By default each one will be bound in matrimony to you, but you may instead have them married off to someone else or leave them unwed.

Ladies-in-waiting (100pc)

Four aged, ugly, and stinking crones, as loathsome and wicked in morals as in looks. They may be either the existing quartet of Marie, Louison, Thérèse, and Fanchon or a new group of your own; they may be companions or followers. In any case they are vigilant and will act as your servants and assistants for even the most depraved tasks, or allow themselves to be tortured for your pleasure with little protest.

Maids (50pc)

Three cooks and three robust young scullery maids for cooking and cleaning. Followers or companions, the former trio are renowned for their culinary talents and the latter are exceptional in being the most ordinary and unremarkable people in the novel.

Harem (50pc per section)

Three sets of eight followers are available. The first two sets are young girls and boys selected for their beauty, virtue, and high birth, the last set of men selected exclusively on the basis of their members.

Cut-throats (200pc)

An entire village of avowed criminals of all ages and professions, who serve you as followers and faithful vassals. They are armed and dangerous, but sufficiently discreet that their evil ways would pass unnoticed except under a thorough investigation.

Procurers (300pc)

Sometimes it can be difficult to decide up front who you may wish to entertain yourself with. Another band of followers, these minions present a solution. For the right pay, they will track down and deliver unto you specimens who match whichever specifications you set. That may be a pittance per head if they are scouring attics and hovels for the most destitute who nobody would miss, the price rising to a bodyweight in gold for virginal noblewomen. Brought to you by deception or force, you may do as you wish with your deliveries, even elevate them to follower or companion should the whim arise. The one weakness of these procurers is when it comes to particular individuals, as if you know exactly who you want you will have to locate them yourself or else be satisfied with off-brand generic stand-ins who match all the characteristics you can list.

Articles, or items

Articles généralS

A certain copper cylinder (50pc)

This copper scroll case contains a manuscript 12 yards long and 4 inches wide, covered on both sides in tiny but neat handwriting. It is the original version of the 120 Days of Sodom and it describes, in detail or in outline, all the cast and all that they are to do over the next four months. An inimitable national treasure of France, this would be worth a fortune to a private collector appraised of its provenance and reputation.

Costumes (100pc)

A whole wardrobe of costumes tailored to you, in a great variety of styles. Close-fitting pink taffeta singlets and shorts, elegant courtesan outfits, costumes in the styles of cultures from across the world or of nuns, fairies, sorceresses, and widows, all of which can be bared completely by removal of a single pin. The stereotypical French maid’s outfit is an anachronism but you can have it anyway.

Items of passion (200pc)

Everything you would need to reproduce a single passion from the storytellers’ tales. Choose your passion wisely: Some may grant only a bed and a couple of sets of clothes, perhaps some pomade, while others bestow the secret to spreading plague throughout a province, a shotgun loaded with buckshot, a giant vise powerful enough to grind two pregnant women to dust between its plates, plans for a ballroom that drops those inside to their deaths once fully occupied, or a rocket powerful enough to carry a slender victim high into the air.

A day’s collection (300pc)

As the above purchase, but for every passion described in a day and also the activities of the libertines themselves outside of those tales, everything from chamberpots and coffee to a gallows depending on the day.

Flavor of the month (400pc)

As the above purchase, but for an entire month.

Your own 120 days (600pc)

As the above purchase, but for the entire span of the novel. Other than the venue and guests, this is everything you need to re-enact it all.

Excessive wealth (600pc)

The profits of promoting or inventing public calamities, this mysterious fortune is so vast that two million of the local currency could be annually disbursed without any appreciable diminution.

Articles des libertines

Rank (100pc)

By birth, marriage, or elevation, you are a member of the nobility. This entitles you to preferential treatment, shields you from baseless accusations, and opens doors with fellow nobles.

Reputation (200pc)

Your reputation precedes you. Everyone knows your name, rank, office, and a piece of common knowledge that you may specify each time you visit a new world. It may be that you are an innocent soul who would never intentionally cause harm, or that nobody else would ever believe you guilty of a crime, or that you are so powerful that those crimes could never be prosecuted. This common knowledge does not have to be true; people can learn its falsehood if they notice contradictions, but how many go through their lives never questioning what they have been told?

Office (300pc)

You possess real legal power. The authority vested in you may allow you to pass judgment on crimes, or extract taxes from a region, or grant certain privileges in turn to your minions. You may choose the form of this authority each time you arrive in a new world, and it should have some basis in the existing legal practices. Here, the most implausible office you could select would be to claim the *droit du seigneur* or *ius primae noctis*, the right to deflower your vassals on their wedding night.

Castle (400pc)

Inaccessible except on foot and even so by the most perilous mountainous path, across a sixty-yard chasm that drops a thousand feet and more, on a little four-acre plain surrounded by sheer crags, girded by a thirty foot wall then an exceedingly deep moat and beyond that a tall and winding enclosure, this castle is utterly isolated and in the 18th century one would need wings or the powers of the devil himself to gain entry once all has been secured. Inside, it is capacious and well-furnished, hung with tapestries and warmed exceedingly well with heating devices, and for the ultimate in seclusion there lies hidden beneath the chapel a vaulted dungeon closed by triple doors of iron. The description alone is enough to make a jaded libertine discharge three times in succession.

Statutes (600pc)

You may draw up a charter, a set of laws governing your property. All within the bounds of the property will know that charter instinctively, and obey its edicts with as much obedience to the letter and spirit as you do yourself. Why does this merit such a price? Because the laws need not apply to all equally, but can be as lopsided as you choose. If your written role is to perpetrate atrocities and all others must meekly submit, they will do so with all the same commitment that you demonstrate. Should you develop feelings for a subject and soften your treatment of them, the compliance of others will weaken in turn.

Désavantages, or drawbacks

Œuvres Complètes (+0pc)

You may replace or combine the setting and events with those of any other works with a similar reputation for depravity, or those by any authors whose names have become synonymous with perversions.

When in Salò (+0pc)

You may start in a different place or time, be that to experience the events of the storytellers' tales firsthand or to transpose the tale to a different milieu like fascist Italy.

When the snows melt (+0pc)

You may finish the jump early. You must stay for at least 120 days, but past that point you can choose to leave when the source material concludes or some other threshold.

Acceptable targets (+0pc)

Some may object to the youth and innocence of the victims, while others find that makes their suffering all the sweeter. You may specify the natures of all who appear to the extent that it benefits your tastes. If you would prefer, the subjects of torment will all be adults or exclusively those who are guilty of crimes you deem worthy of the most severe punishments. The purpose of this is to allay any hesitations you may have, not to trivialize the trials ahead of you.

Inscribed in the fatal book (+100pc)

You have been marked down for punishment. In the castle of Silling, that means you will be subjected to the very rudest of punishments on every occasion of discipline and also fined ten thousand francs. Elsewhere, the lawful authorities will be implacable in their pursuit and prosecution of you for the heinous perfidy they believe you responsible for.

Impotence (+100pc)

You are either incapable of erection, or have an obstruction that prevents any vaginal penetration.

Cowardice (+200pc)

You are a disgraceful poltroon, and the thought of the mildest combat on equal terms or a steadfast child voicing opposition would suffice to send you fleeing. Only from a position of total superiority can you feel comfortable confronting another.

Pregnancy (+200pc)

You are now pregnant, and will soon begin to show. In addition to the routine discomforts of pregnancy, your status will also make you an appealing target for those who loathe the pregnant or have fantasies involving you and your offspring.

Hedonic treadmill (+400pc)

There is no lasting happiness for you. You may only enjoy something once, from then on it will be but dull repetition and activities that are too similar will be similarly diminished. Either resign yourself to empty tedium, or plumb ever greater depths of depravity in search of fresh stimulation.

Misplaced Endowment (+400 or +600)

Your perks and items, and those of your companions, have been removed. For **+400pc**, they are simply inaccessible for the duration, leaving you to endure with what you can purchase here. For **+600pc**, they have instead been distributed in such a way as to cause you the most unhappiness, falling into unworthy hands or sordid conditions. Should you so choose, your companions themselves may also be scattered in this manner, their destinations selected to ensure you regret that choice as much as possible.

That time of the month (+600pc)

For the duration, you will suffer from a constant menstruation, and in the world of Sade that is accompanied by such a loss of fortitude that a severe shock like the news of a loved one's death could cause your own death in turn. Let us pray that your time here is blissfully free of such tragedies.

L'enfer (+600pc)

The most notorious libertine outside the four friends, the infernal caprice enacts a ceremony of torture on fifteen girls every fortnight. You will be delivered to him, stripped of any protections and subjected to tortures one through fifteen in sequence, kept alive until the very end. At that point your protections can return, though you may still expire if they are lacking.

Scénario

Le châtiment des baguettes

You may take this as a gauntlet instead, receiving no initial allotment of **1000pc**, reduced to your baseline, with the lower level of Misplaced Endowment already selected for nul points and the upper level providing only **+200**. Should you give up the ghost before the gauntlet concludes, there are no repercussions beyond the effect those experiences may have had on you. Equally, there is no reward should you survive, or rather the experience here is the reward in itself.

Footnotes

This entire great roll was begun the 23rd of August, 2023, and finished in three days.