PAMPFINDER

A homebrew supplement for Pathfinder Second Edition of the ABDL and kink variety, including new character options, monsters, drop-in settlements, and more!

DUNGEONS AND DIAPERS

So, you like Diapers, eh? Or maybe you're in denial about that, perhaps just being a little explorative, even. Either way you've come to the right place if you're interested in adding some "padded armor" to your adventures, and much, much more! This document assumes you'll be using the default setting of Golarion, which is technologically advanced enough that disposable diapers are *plausible*, but it should also be setting agnostic enough that you can utilize it in any of your campaigns. The content provided here is mostly focused on ABDL aspects, but other related kinks (such as bondage, object/ plushophilia, etc.) are present.

WHY?

You may be asking why you may even want to utilize this document. It can be argued that adding mechanics to a game system that is not inherently designed for or very opinionated about erotic roleplay in the first place isn't particularly conductive to the fantasies people seek when they commission those images of their OCs being diapered in dungeons by traps and monsters. Indeed, the very nature of Pathfinder Second Edition means that while those scenarios are not impossible their replication shouldn't really be the goal nor will it likely be as satisfying a result. Those seeking humiliation play will get it in small doses here, it is still present, but ultimately they may find themselves better served by free-form roleplay or systems dedicated to sexual scenarios. Regardless, there are those that enjoy the idea of playing heroic dungeon-crawling fantasy games while also gleefully announcing that their character is making pushies mid-game and finding magic diapers amidst treasure. This document is mostly for those likeminded folks.

Make sure to discuss with your group about the expectations they have for the game in regards to kink integration. Some groups may prefer a normal campaign that just ends up having a lot more Diaper Changes than expected, but others may be looking for a more erotic or AB experience. Whether diapers are normalized or not is also a fun question to consider both for your campaign's tone and setting. To up the ante, you can even invoke real life 'gameplay' additions, as per the optional rule presented on this page, if the players are willing.

Optional Rule: Timed Accidents

If one wishes, the game master can set a timer during gameplay, pausing for breaks (be they normal bio-breaks or diaper changes). Set the timer to go off every 30 minutes to an hour, depending on intended playtime. Assign a number to each of your players secretly. When it goes off, roll a die appropriate to the number of players (for example, a party of four requires a d4), and from there you can either note that the player's character has had an accident in some manner OR you can ask the player themselves if they need to go potty and enjoy the ensuing humiliation. If one wishes, you can have each player intake some other form of laxatives/ dieuretics before the game and hand out hero points to whomever's diapers are still clean (or freshly dirtied~) when the timer goes off.

PLAYTIME PENALTIES

When it comes to diapers and ABDL interfacing with tabletop roleplaying I have found that the natural instinct of designers is to make the content primarily accessible only via drawbacks and defeats - influenced by the humiliation aspect - as things that are done TO the players by monsters and traps. You will find that here, but you will also find that a lot of the content encourages engaging with the kink outside of being a submissive victim, even casually. It's fun for some to just be an adventurer in a diaper if you want!

That being said, if one wishes to include penalties for simply being in a diaper, such as in a more humiliation focused game, this is easy enough to facilitate but must be done with caution. Social penalties are easy and generally safe: if a character's diaper is noticeable or smelly and otherwise offensive to the senses and the NPC they are talking to is not keen on this, one can increase DCs for Requests and other appropriate social checks, or even outright make them Unfriendly to that character depending on context. Mechanical penalties can take the form of circumstance bonuses for creatures trying to detect players making Stealth checks while wearing a messy or overly wet diaper, minor movement speed reduction when waterlogged, and so on.

ANCESTRY

A kinky, sensory ancestry with a deluge of ancestry feats for kinky characters.

SYNTHETIC (RARE)

A newer phenomenon, synthetics are the result of magical, alchemical, and otherworldly phenomena and experiments that transforms an individual into an artificial being, or even imbues an existing creation with the spark of life. They are analogous to fleshwarps and poppets in this way and may find kindred with them, but their mannerisms tend to put off the more morose former and their livacious nature puts off the latter.

Synthetic is a general term, with individuals referring to themselves by different names according to the material their bodies are primarily composed of. Synthetics made of rubber, plastic, latex, porcelain, metal, and more exist. Some synthetics are even made of a multitude of smaller objects or of multiple materials that compose a specific object, like a diaper. Some synthetics are even capable of transforming other creatures into beings like them, whether through ritual or some contagious aspect of their being, the rumors of which does tend to ostracize them from some aspects of society out of fear.

Despite this, synthetics are a very 'silly' folk. Something about their existence causes them to be a very easily amused and even childish people, much to the chagrin of those that used to be very serious, and they often have short attention spans and no filter. They also tend to have high libido to the point of sometimes being hypersexual; they almost universally lack genitals, however, so their idea of sex is typically outside of the norm.

If you want a bombastic character who utilizes their strange biology to endure challenges and provide new perspectives, you should play a synthetic.

YOU MIGHT ...

- Be focused on the sensory aspects of existence, almost fascinated by the physical feeling of people and things.
- Have a hard time sitting still or paying attention to the point that puzzles and polite company are difficult to endure.

OTHERS PROBABLY

- Are annoyed by the persistent little squeaks, crinkles, and other noises your body makes.
- See your unique physiology as a boon in situations where the flesh proves to be weak.

PHYSICAL DESCRIPTION

Whatever their make-up, synthetic adventurers are most often humanoid and follow the basic body plan for a bipedal creature. They may have tails, muzzles, floppy ears and other animalistic features or be more abstract in their construction, or even nearly featureless. They can vary widely in size but most often stand around 5-6 feet tall and weigh 50-250 pounds. Many adorn their bodies with piercings, trinkets, and art. They can be naturally colorful, with diapercritters especially being adorned with cutesy patterns, or practically monochrome. Synthetics are born adults and can live indefinitely.

SOCIETY

Synthetics are few and far between, and yet in spite of this they do have a sort of shared culture, though this is dependent on the material they are made of. Synthetics made of rubber or latex congregate the most often and are naturally compelled to form a pseudo-caste system among their family groups, with the less individualistic members being referred to as "drones" and losing themselves in servitude to their ruling members; Diapercritters will sometimes gather together in a cohort known as a "pail" which encourages the various vices of those involved, and so on.

Synthetics keep their old names initially. Later they will essentially adopt new identities, usually to cope with the behavioral changes that overtake their old personalities, and tend to use single word names relevant to their body's material.

Sample Names: Baby Bounce, Crinkle, Crush, Pamper, Rope, Squeak Huff, Slick

BELIEFS

Synthetics are a varied group but they commonly value ideals like free love, individuality, and artistic expression. Those that lived long lives before their transformation find that their old beliefs which contrast these ideals become less strong as time goes on and may chafe against their changing thoughts. They have a strong sense of (often strange) identity.

Popular Edicts celebrate others eccentricities, express queer joy wherever you go, maintain your old self Popular Anathema refuse to rectify harm you have done, kill the vibe of a party, give into the thoughts

SYNTHETIC HERITAGES

Synthetics are made up of different materials that change how they interact with the world. Choose one of the following Synthetic heritages at 1st level.

DARK SYNTHETIC

Your body is composed of shiny and black rubber or latex. You may be a sex doll of sorts with a fetish-mask for a face, or simply a featureless humanoid made of slick material. Bondage is especially titillating for you, and your foes will find that you are very eager to embrace them and a big, tight hug. You are trained in Athletics and have a +1 circumstance bonus to Athletics checks made to Grapple creatures.

MIMIC SYNTHETIC

You are made to resemble a common household object such as a training potty, chest, vase, etc. This is the most common form of synthetic to be given a spark of life as opposed to being a transformed, pre-existing living creature. You are capable of swapping between an object form, which you may be more comfortable in, and a humanoid form which is more suitable for adventuring. You gain the Change Shape action.

Change Shape (concentrate, polymorph, arcane) You change into your humanoid or object form. Each form has a specific, persistent appearance. In object form, you appear as a simple object of Small or Tiny size. You cannot take any actions other than Change Shape in object form except to speak or Hide. While in this form, you can Hide without any cover or concealment from creatures that don't realize you're alive. After being fooled once, a creature cannot be fooled again by this ability.

PADDED SYNTHETIC

Your body is made up of the soft, absorbent, cloud-like plastic of a disposable diaper, lined with adhesive tapes that hold your form together. You're better fit to handle life's messes, even thriving off of them, though even you have your limits. You can eat and drink things when you are sickened, and can even subsist on others' waste if need be. Your circumstance bonus against disease, poison, and the sickened condition increases to +2.

PLAY-TIME SYNTHETIC

Related to the padded synthetics and often confused with poppets, you resemble a plush or a plastic toddler's toy one would find in a modern daycare. Pull-strings that cause you to say pre-set phrases, rings of colorful and chewy rubber, and more adorn your body. You are designed to care for and entertain small children, which manifests as minor magic. You can cast the *prestidigitation* cantrip as an arcane innate spell at will.

INFLATED SYNTHETIC

You may be made up of a rubber or cloth-like material, but most important to you is that your body is hollow and filled with air. You may be a balloon or a pool toy. Some would say adventuring isn't the smartest career decision, but you're able to confound foes with your lighter than air qualities. You have weakness to piercing damage equal to one-fourth your level (minimum 1) and can Step into difficult terrain.

HIT POINTS

8

SIZE

Small or Medium

SPEED

25 feet

ATTRIBUTE BOOSTS

Charisma

Constitution

Free

ATTRIBUTE FLAW

Intelligence

LANGUAGES

Common

Additional languages equal to 1 + your Intelligence modifier (if it's positive). Choose from the list of common languages and any other languages to which you have access (such as the languages from your past life or your region)

TRAITS

Construct Humanoid

LOW-LIGHT VISION

You can see in dim light as though it were bright light, so you ignore the concealed condition due to dim light.

ARTIFICIAL ORGANISM

While still a living creature, your body is made up of synthetic materials not found in nature, similar to a construct. You don't have the typical construct immunities or effects, but you still can be affected by effects that target a living creature, and can recover Hit Points normally as one. You have a +1 circumstance bonus to saving throws against death effects, disease, and poison as well as to saving throws against effects that would give you the drained, paralyzed, or sickened conditions.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a synthetic, you select from among the following ancestry feats.

1ST LEVEL

ARTS AND CRAFTS EXPERT

FEAT 1

SYNTHETIC

You have fine taste in simple creations and enjoy sharing your work. You become trained in Crafting. If you're already trained in Crafting, you instead gain the Specialty Crafting skill feat for Artistry. As soon as you meet the prerequisites for the skill feat Communal Crafting, you gain it.

CONSTRUCT EMPATHY

FEAT 1

SYNTHETIC

Your nature as a construct-like creature grants you a unique understanding of constructs. You can use Diplomacy to Make an Impression on mindless constructs or make simple requests of them. If a mindless construct is controlled by a creature whose level is higher than yours, you typically need a critical success on your Diplomacy skill check.

FLOATIES

FEAT 1

SYNTHETIC

Prerequisite Inflated Synthetic heritage

Your body is equipped with flippers, floaties, and other swimming aids that help you to navigate the water, albeit not particularly quickly. You gain a swim Speed of 10 feet.

GHOST HANDS

FEAT 1

SYNTHETIC

Prerequisite Play-Time Synthetic heritage

Play-Time synthetics sometimes delve further into the caretaking aspects of their existence, utilizing extra hands for easy mess clean up. You can cast *telekinetic hand* as an arcane innate spell at will. This cantrip is heightened to a spell rank equal to half your level rounded up. When casting the spell this way, you can conjure two hands instead of one. If you do, you can choose to handle two objects at once, moving both either together or in different directions when the spell is first cast and Sustained.

QUADRUPED

FEAT 1

SYNTHETIC

Your body is quadrupedal instead of bipedal, though you were still blessed with two appendages that function as hands. Your Speed is 30 feet.

Special You can take this feat only at 1st level, and you can't retrain into or out of this feat.

QUICK TRICK �

FEAT 1

SYNTHETIC

Prerequisite Mimic Synthetic heritage

Trigger You roll Deception or Stealth for initiative and would be observed by one or more creatures other than your allies.

You quickly assume your object form in an effort to trick your foes and hide from danger. As part of this action, you attempt to Hide with a -4 circumstance penalty. On a success, creatures that would have observed you rationalize your previous appearance as being some sort of hallucination or illusion that was intended to make your cohort seem more populous than it "really" is.

SUPER ABSORBENT POLYMER

FEAT 1

SYNTHETIC

Prerequisite Padded Synthetic heritage

Diapercritters, while absorbent, can only swell so much before leaking and later becoming dry. But not all diapercritters are made equal; whether you've been stuffed with more SAP or have magically enhanced your absorbency, you can handle the biggest of spills! You gain resistance equal to half your level (minimum 1) to damage from water effects, and have a +2 circumstance bonus to saving throws against them. Depending on the liquid involved, this may also apply to other effects.

WHERE THERE'S A WHIP...

FEAT 1

SYNTHETIC

Prerequisite Dark Synthetic heritage

You have innate insight when it comes to making submissive sorts squirm. You become trained with the whip and the Intimidation skill. At 5th level, whenever you get a critical hit with a whip, you get its critical specialization effect. In addition, when a target is knocked prone by said effect, they suffer from a -2 circumstance penalty to Will saves until the end of your next turn.

STH LEVEL

BULLYING HANDS

FEAT 5

SYNTHETIC

Prerequisite Ghost Hands

You've developed your ghostly hands' skills and strength further so as to better mess with your foes or playfully prank your friends. You can cast *telekinetic maneuver* once per day as a 2nd-rank arcane innate spell.

EXPANDED FORMS

FEAT 5

SYNTHETIC

Prerequisite Mimic Synthetic heritage

Through training and growth you have learned how to transform into objects other than your own kind to better blend into a given environment. When you Change Shape, the object form can be any simple Small or Tiny object from the immediate environment instead of your usual form. In addition, once per day when you Change Shape, you can instead replicate the effects of the *cozy cabin* spell, with you yourself being the cabin. The aesthetics of the cabin is up to you, rather than being standardized, and you can replace the furniture as appropriate, such as swapping the chamber pot with a changing table.

LIGHTER THAN AIR

FEAT 5

SYNTHETIC

Prerequisite Inflated Synthetic heritage

The air inside of your body isn't air at all, but rather helium or some other especially light gas. You are permanently under the effects of the *gentle landing* spell, though this effect is non-magical.

MAGIC DIAPER BAG

FEAT 5

SYNTHETIC

Prerequisite expert in Crafting

You have utilized some of your animating magic to enchant one of your bags for caretaking purposes. While you have this bag on your person, you have the Prescient Planner feat, and it contains an endless supply of diapers. At 10th level, you gain the Prescient Consumable feat through the bag. In the event that the bag is destroyed or lost, you can enchant another bag over the course of a week. Already magical bags, such as a *spacious pouch*, cannot be enchanted this way.

NEW AND IMPROVED!

FEAT 5

SYNTHETIC

You've grafted on new parts or enchanted yourself with extra capabilities that are more like another type of synthetic, granting you the benefits of another heritage. Choose one synthetic heritage that you do not already have; you gain that heritage and its benefits.

OBJECTOPHILE

FEAT 5

SYNTHETIC

Prerequisite Construct Empathy

Empathy and understanding of the inanimate has evolved to outright infatuation. Ever the lover, you can use Diplomacy in lieu of Thievery when unlocking or disarming a trap or lock, and also instead of Arcana, Nature, Occultism, or Religion when identifying magical items. You don't need thieves' tools to unlock or disarm this way and you also gain a +1 circumstance bonus to Diplomacy checks against sentient magical items.

SCENT-LOCK TECHNOLOGY

FEAT 5

SYNTHETIC

Prerequisite Padded Synthetic heritage

Being a diaper can get a little messy sometimes. You have grown pretty used to being messy, and may have gotten more than a few complaints about the smell, so you've modified your body to better contain ickiness. You gain poison resistance equal to half your level, and you gain a +2 circumstance bonus to saving throws against olfactory effects.

9TH LEVEL

COZY COMPANION

FEAT 9

RARE SYNTHETIC

Many synthetics are hollow inside or can open up parts of their body to expose the soft insides to the world, but most never make practical use of this aside from holding the occasional item or two. You have adapted your hollowness to be like a suit of armor that can be worn by a friend. Over the course of 10 minutes, you can allow a willing creature to inhabit the inside of your body. While worn this way you both share initiative and actions, a Multiple Attack Penalty, and gain the Act Together action as per the Summoner class, though instead of an eidolon it is you or the wearer.

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For AC and saving throws you use the lowest modifier between yourselves due to the awkwardness of your body. When you or the wearer take damage, the damage is split as equally as possible between you and the wearer before applying resistances and weaknesses. A creature can independently target you or your wearer. When a creature targets one of you with a Strike or similar single target effect, only the target is subjected to effects like poison, but you both suffer when targeted by multi-target or area effects. Your Speed is used for the both of you, though your wearer cannot use special movement Speeds you have access to (such as flight or burrowing); only you can.

You also share hands, though both of you can use your weapon and skill proficiencies normally. Due to the awkwardness of your shared fingers, if your wearer is capable of casting spells they are only able to cast highly practiced magic. While wearing you, a spellcaster only has access to spell slots 2 ranks lower than their highest rank spell slot. Similarly, you are subject to the same penalties on account of the wiggly little sausages in your glove-like hands. As you cover your wearer's body entirely, they do not have access to items they wear beneath nor do they benefit from armor specialization effects.

When you are reduced to 0 Hit Points, your wearer is ejected from your body into the nearest available space, forcefully moving creatures of your size or smaller up to 5 feet or standing atop your body if necessary. If your wearer is reduced to 0 Hit Points before you they remain inside of you. You can eject your wearer as a three-action activity into the nearest available space.

HIGH IN THE SKY 🧆

FEAT 9

SYNTHETIC

Prerequisite Inflated Synthetic heritage

Frequency one per day

With a deep breath you inflate yourself further. You gain a fly Speed equal to your Speed for 10 minutes. While inflated this way, your weakness to piercing damage is temporarily increased to half your level.

STICKY HUG

FEAT 9

SYNTHETIC

Prerequisite Dark Synthetic heritage

When excited, your pores leak a viscous, sticky slime of melted rubber. This makes it much harder to escape your grasp. When you have a creature grabbed, they suffer a -2 circumstance penalty to Escape attempts against you.

13TH LEVEL

LAYERING ADEPT

FEAT 13

SYNTHETIC

Prerequisite Padded Synthetic heritage

You and diapers are one and the same. When investing a magical diaper, you can layer another magical diaper over the first one and invest it as well. If you do so, both diapers only count as one invested magical item for your limit on invested items. At 17th level, you can layer on a third magical diaper in the same manner.

SUMMON PLAYMATE

FEAT 13

SYNTHETIC

Your desire for companionship is so great that you can bring forth playmates from wherever they may be. You can cast *summon construct* once per day as a 5th-rank arcane innate spell. The summoned construct's appearance is appropriate for your synthetic heritage - its skin resembling a diaper, being covered in latex and rubber, etc. - but this does not affect its statistics. The construct is otherwise still recognizable as an example of one of its kind.

17TH LEVEL

CONVERSION ***

FEAT 17

RARE ARCANE CURSE POLYMORPH INCAPACITATION SYNTHETIC

Frequency Once per week

You no longer simply desire companionship. You demand it, and you know the best ways to make more friends. You touch a living, humanoid creature and impart them with a 'gift' of some sort, be it latex slime, piss-soaked diaper jelly, a plastic ball from your body, or simply the sheer love radiating from your cuddles. The creature must attempt a Fortitude saving throw against your class DC or spell DC, whichever is higher. On a critical failure, they begin to transform into a synthetic of your heritage. This transformation process completes after 10 minutes, and they or other creatures can reverse it through abilities and spells that can counteract magic, amputation of limbs, curative alchemy, or whatever else the GM deems appropriate in context. If not reversed, the creature's statistics are replaced with that of a commoner's, and they are permanently stupefied 3, clumsy 2, and enfeebled 1 as they are turned into a perpetually horny and silly member of your kind.

ADDITIONAL ANCESTRY FEATS

A collection of new feats for use by existing ancestries and versatile heritages.

DWARF

1ST LEVEL

SQUAT RELIEF 2

FEAT 1

DWARF

Trigger You would be regressed or have an accident after failing a saving throw.

Dwarves make messes despite popular belief, and it can even purge their system. You can immediately repeat a saving throw against an ongoing hostile effect you previously failed against other than the trigger.

ELF

1ST LEVEL

BIG KID'S GRACE

FEAT 1

ELF VISUAL

Trigger You would be regressed or have an accident after failing a saving throw.

Even when you're filling your pants you always show off your maturity. Attempt a Performance or Society check against the Will DC of all creatures within 30 feet

Critical Success You gain a +2 circumstance bonus to the next attack roll, Perception check, saving throw, or skill check you make before the end of your next turn. **Success** As critical success, but the bonus is +1.

Critical Failure As critical success, but it's a -2 penalty instead.

GOBLIN

STH LEVEL

GOBLIN GAS 🏖

FEAT 5

GOBLIN OLFACTORY

You let loose a disgusting fart or belch, packing your pampers. Attempt a Fortitude save to recover from the sickened condition as if you had spent an action retching; you reduce your sickened condition value by 2 on a success, or by 3 on a critical success.

You also expel stink when you do so and force hostile creatures within a 10 foot emanation to attempt their own Fortitude saves against your class DC or spell DC (whichever is higher), becoming sickened 1 on a failure or sickened 2 on a critical failure.

HUMAN

1ST LEVEL

POTTY DANCE �

FEAT 1

HUMAN

Frequency once per day

Trigger You would be regressed or have an accident after failing a saving throw.

Whether due to your own struggle with incontinence or constant encounters with regression traps, you have kept up the proud tradition of the potty dance even now to stave off the worst of these effects. You can reroll the triggering saving throw and use the better result.

NEPHILIM

1ST LEVEL

L'IL DIVINITY

FEAT 1

NEPHILIM

You have been blessed with divine youth. Your size becomes Small, if it wasn't already, and you no longer age naturally. You can cast *conjure change* as an innate divine cantrip.

13TH LEVEL

YOUTHFUL VEINS

FEAT 13

NEPHILIM

Prerequisite Blessed Blood, L'il Divinity

Your spilled blood can also impart similar effects to *FOY water*. Whenever a mortal creature that ages naturally and is not already regressed or a child deals piercing or slashing damage to you within your reach, they are splashed with your blood and must make a Fortitude saving throw against your class DC or spell DC, whichever is higher. On a failure, they are regressed as per *FOY water* and become clumsy 1, enfeebled 1, and stupefied 1 for 1 minute. At the end of each of their turns they can repeat the saving throw to potentially end the regression early. On a success, they become temporarily immune to your blood for 10 minutes. You gain a +4 circumstance bonus to Crafting checks to Craft *FOY water* using your blood as one of the ingredients.

ARCHETYPES

Additional archetypes and feats to enhance character builds with kinky silliness.

BABYSITTER

You are dedicated to taking care of small children (or those with the maturity of such) and have gone to such lengths as to hone advanced techniques and procure magical aids that can even help proper adults in a pinch. While many adventurers object to the often condescending tone that comes with a babysitter's aid, some parties find that their babysitters become the focal point of party dynamics and keep them focused, and foes quickly learn not to mess with the baby.

BABYSITTER DEDICATION

FEAT 2

ARCHETYPE DEDICATION

When you take this dedication, choose one willing, non-minion ally to be your charge. As part of your profession you naturally gravitate towards one person who seems to be most in need of your care and your charge receives extra benefits from some Babysitter archetype feats. You can change your designated charge during your daily preparations. Whenever a creature takes a hostile action against your charge and you can see both of them, you gain a +1 circumstance bonus to attack rolls against that creature made before the end of your next turn. At 10th level, this bonus increases to +2.

Additionally, you gain the effects of the *status* spell with your charge as the target until your next daily preparations, and whenever you restore Hit Points to your charge they gain a circumstance bonus to the number of Hit Points restored equal to your level.

BABYSITTER'S BAG

FEAT 4

ARCHETYPE

Prerequisite Babysitter Dedication

You gather together various snacks, changing supplies, spare toys, and other bits and bobs necessary to always have something on hand to prevent a tantrum or fill a hungry tummy. You can remove one of these bits from any container on your person up to four times a day to either produce a small morsel that restores 1d4+5 Hit Points to a creature whenever they eat it as an Interact action or to use a toy to replicate the effects of *calm* using your class DC or spell DC (whichever is higher) and targeting only a single creature. A morsel loses efficacy and no longer restores Hit Points after 1 hour.

If your charge consumes a morsel, the number of Hit Points restored can be re-rolled. If you target your charge with the toy, you can choose to simply suppress any emotion effects that would affect them for the duration of the effect instead of the normal effects of the spell, requiring no save but still needing to be Sustained as you distract them with their toy.

At 6th level and every 2 levels after, the number of Hit Points restored by a morsel increases by 1d4+5.

CHARGE'S PROTECTION

FEAT 4

ARCHETYPE

Prerequisite Babysitter Dedication

Trigger An ally within your melee reach is hit by an attack, you can see the attacker, and a +2 circumstance bonus to AC would turn the critical hit into a hit or the hit into a miss.

Requirements You have at least one hand free.

You deflect the attack against your ally, granting a +2 circumstance bonus to their AC against the triggering attack. This turns the triggering critical hit into a hit, or the triggering hit into a miss. If the ally was your charge, they also gain resistance to the attack's damage equal to 2 + your level.

PLENTIFUL LOVE

FEAT 6

ARCHETYPE

Prerequisite Babysitter Dedication

You can select a second charge during your daily preparations. If you have Babysitter's Bag, you can use its effects two more times per day.

BULLY'S COMEUPPANCE

FEAT 8

ARCHETYPE FLOURISH

Prerequisites Babysitter Dedication, Charge's Protection

Requirements An enemy triggered Charge's Protection since the end of your last turn.

You take matters into your own hands to dole out punishment to those that would attack your charges. You make a weapon or unarmed Strike against the enemy who triggered Charge's Protection. The Strike ignores an amount of the target's resistance equal to half your level. If the enemy attacked your charge, the Strike deals one extra weapon damage die.

LADY OF THE ROPE

It is said that ages ago a dominatrix operating under an illegal brothel managed to protect her patrons and fellow workers from guards with naught but a length of rope. So impressive was her technique that Esmel took notice and blessed her for her service. Others begged her for guidance and it was then that the first Ladies of the Rope came to be. These devotees of Esmel utilize their skill with bondage to subdue, interrogate, and even win over those that would do them and their friends harm. Contrary to the name, not all who follow the path of the rope are women, though most play the role at least.

LADY OF THE ROPE DEDICATION

UNCOMMON ARCHETYPE DEDICATION

Access Followers of Esmel have access to this archetype

You're used to tying up loose ends. You are trained with the bola and the whip. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in these weapons.

At 5th level, whenever you get a critical hit with these weapons, you get its critical specialization effect.

ADVANCED BONDAGE

FEAT 4

FEAT 2

ARCHETYPE

Prerequisite Lady of the Rope Dedication

You have expanded your training beyond the basics and improved your ability to restrain foes with whatever is available. The Athletics DC to Force Open or Escape nets you use increases from 16 to your class DC or spell DC, whichever is higher, and creatures take a -2 circumstance penalty to checks made to free themselves from manacles, ropes, and other similar bondage tools you have personally applied to them.

ROPE BUNNY'S SQUEAL

FEAT 8

ARCHETYPE

Prerequisite Lady of the Rope Dedication

When you have someone tied up and the free time to play with them, they can't help but pour their hearts out. You can spend an hour with someone you have restrained and 'convince' them to divulge information with a Diplomacy or Performance check against their Will DC. On a success, they are subjected to the failure effects of a 3rd-rank *ring of truth* for 10 minutes, their squeals replacing the bell, becoming temporarily immune for 24 hours after.

TRUE SUBMISSION ****

FEAT 16

ARCHETYPE

Prerequisite Lady of the Rope Dedication

Frequency Once per day

One look into your eyes, a flash of your teeth, and your powerful caress can be enough to make potential pets fall on their knees and worship you. Make a Diplomacy or Performance check against the Will DC of a target you have personally restrained. On a success, the target acts as if it critically failed against a 6th-rank *dominate*. Regardless of the result, the target becomes immune for 24 hours.

WRESTLER FEATS

This section includes new feats for the wrestler archetype.

FACE-SIT **◆**

FEAT 8

ARCHETYPE

Prerequisite Suplex, Wrestler Dedication

Frequency Once per turn

Trigger You successfully knock a creature prone with Suplex.

You can quickly position yourself on top of your opponent after throwing them to the ground and introduce them to your ass. Make an Athletics check to Grapple the target. In addition to the effects of a success or critical success, you share a space with the creature for as long as you are sitting on their face, and you can continue to do so with subsequent successful Grapple checks. While grabbed or restrained this way, the target must hold its breath or begin suffocating.

HEFTY HUGGIES HUG

FEAT 12

ARCHETYPE

Prerequisite Wrestler Dedication

Requirements You have a creature grabbed or restrained.

You give your opponent's tummy an encouraging squeeze, pressuring their bowels. Attempt an Athletics check to Grapple a creature you have grabbed or restrained, with the following additional effects if you succeed.

Critical Success The target is sickened 2 and messes themselves immediately.

Success The target is sickened 1 and messes itself whenever it successfully removes the condition.

BACKGROUNDS

A collection of kinky, cute, sexy, strange, and sometimes humorous backgrounds.

ADULT DAYCARE TUTOR BACKGROUND

You worked as a daycare teacher, but not a traditional one. Instead of teaching actual children you strived to rehabilitate victims of regression via re-teaching them basic concepts like shapes, colors, math, and language. It can be a stressful job, and with how contagious some forms of regression can be you may have quit out of fear for your own intellect. Either that or you grew tired of changing such big diapers.

Choose two attribute boosts. One must be to Intelligence or Charisma, and one is a free attribute boost.

You're trained in the Society skill and the Regression Lore skill. You gain the Multilingual skill feat.

CARETAKER BACKGROUND

Adult babies, actual babies, the disabled, the elderly, even animals! You've devoted much of your life to taking care of any or all of these fine people in need at one point or another. Whatever the reason for your newfound career, your party will not be exempt from your doting.

Choose two attribute boosts. One must be to Strength or Wisdom, and one is a free attribute boost.

You're trained in the Medicine skill and the Caretaking Lore skill. You gain the Wet Nurse skill feat.

POTTY TRAINING GRADUATE BACKGROUND

UNCOMMON

You lost your potty training once thanks to regressive magic. Or perhaps you were just an especially late bloomer. Maybe you lost more than that, or perhaps that was it. Despite this humiliating struggle you persisted with the arduous process of re-potty training (and avoided being caught with wet stains) and thusly have been rewarded with both big kid pants and the confidence to make your way out in the world. Whether big kid pants for you means proper underwear or pull-ups due to the occasional accident you may or may not still have is up to you.

Choose two attribute boosts. One must be to Constitution or Intelligence, and one is a free attribute boost.

You're trained in the Stealth skill, Assurance with that skill, and the Potty Training Lore skill.

REGRESSION VICTIM

BACKGROUND

RARE

You are regressed either physically or mentailly. You may have been cursed by a witch to be a permanent toddler, or perhaps your bloodline was 'blessed' and you literally never grew up. Maybe your regression is infrequent, and you can live your life as a respected adult so long as you're capable of keeping your episodes under wraps. Regardless of the exact circumstances of your affliction, you have to work hard to retain your autonomy; perhaps being an adventurer is your way of proving yourself.

You and the GM should work out exactly how your regression works. By default, a physically regressed character should be Small even if their ancestry is otherwise Medium; conversely, a mentally regressed character should be Stupefied in some manner (preferably not all the time) or have an Intelligence flaw. An example for a physically regressed character could be a 'were-puppy' that transforms into a lycanthropic toddler under the light of the full moon, and an example for a mentally regressed character could include someone who has been implanted with a hypnotic trigger that renders them babbly and dimwitted whenever it is uttered. If appropriate, these curses or effects can be reversible through the acquisition of a macguffin or defeat of a foe.

You gain three free ability boosts. You choose two, and the GM chooses one based on the circumstances of your regression and your past life (if applicable).

SEX WORKER BACKGROUND

For years you spent your nights on the streets or in a brothel. Maybe you even performed your services in broad daylight, possibly even in public spaces just out of sight. You may still even perform your services now as an adventurer, but it is also likely that you became one to escape your career.

Choose two attribute boosts. One must be to Constitution or Charisma, and one is a free attribute boost.

You're trained in the Performance skill and the Sex Work Lore skill. You gain the Fascinating Performance skill feat.

CLASS OPTIONS

New kinky subclasses, feats, and more for various classes to play around with.

BARBARIAN

This section includes a new instinct and feats for the barbarian.

TOYBREAKER INSTINCT

Your rages are legendary tantrums where you break not only bones but the very structures around you more often than not. Toys never last long in your care and your desire to break and bend extends to artificial threats in your adventuring career. You may not mean to do this - it could just be an unwanted result of your big emotions that results in teary-eyed crying after you're done - or this could possibly be the result of the trauma of being kept trapped in some sort of daycare dungeon and tended to by giant teddy bears and the like.

Instinct Ability - Demolishing Blows Increase the additional damage from Rage from 2 to 3, or 4 against constructs and objects, and change its damage type to bludgeoning instead of the damage type for your weapon or unarmed attack. If an object is immune to critical hits, your critical hits bypass this immunity.

Specialization Ability (7th) Increase the additional damage from Rage from 3 to 7, or 8 against constructs and objects. If you have greater raging specialization, instead increase the damage from Rage to 13, or 16 against constructs and objects. Your weapons gain the razing trait, or deal 2 additional damage to objects if they already had it.

Raging Resistance (9th) You resist bludgeoning damage, as well as damage dealt by the attacks and abilities of constructs and traps, regardless of the damage type.

TRAP SENSE

FEAT 1

BARBARIAN RAGE

Prerequisite toybreaker instinct

You have an intuitive sense that alerts you to the dangers and presence of traps while you're in the throes of a tantrum. While Raging, you gain a +1 circumstance bonus to Perception checks to find traps, to AC against attacks made by traps, and to saves against traps. If you have master proficiency in Perception, your circumstance bonuses against traps increase to +2 and you can Seek as a free action at the start of each of your turns while Raging, but can only find traps when you Seek this way.

TRAP BREAKER ⊃

FEAT 4

BARBARIAN

Prerequisite toybreaker instinct

Frequency once per day

Trigger A trap within your reach is triggered.

You resent traps and have an uncanny instinct for reflexively destroying them before they can affect you. Make a melee Strike against the triggering trap. If your attack is a critical hit, you disrupt it, delaying the activation until the end of your next turn. If you destroy the trap, it doesn't activate at all.

COLLATERAL DAMAGE

FEAT 6

BARBARIAN RAGE

Prerequisite toybreaker instinct

You don't just break toys: you utterly destroy them, sending parts and fluff flying everywhere and making an utter mess. When you critically hit or destroy a construct or object, you deal splash damage of the same type as your additional damage from Rage equal to your Strength modifier to all creatures and objects other than yourself within 5 feet of the target.

DESTRUCTIVE STRIKE

FEAT 12

BARBARIAN RAGE

Prerequisite toybreaker instinct

Even the toys you're currently playing with can be smashed to do more damage! Make a melee Strike. If the Strike hits, you deal additional damage equal to the weapon's Hardness, but the weapon also takes double this damage (ignoring its own Hardness). You can use weapons that are broken with Destructive Strike. You can't use Destructive Strike if your weapon can't typically be broken or destroyed. If you have Collateral Damage, destroying your weapon with this Strike counts as destroying an object.

BLOCK-CITY RAMPAGE

FEAT 14

BARBARIAN RAGE

Prerequisites Collateral Damage, toybreaker instinct

No toy city can withstand your wrath. When you critically hit or destroy a construct or object, the splash damage you deal with Collateral Damage is doubled, its area is increased to 10 feet, and it ignores the first 5 points of Hardness of any object in its path.

INVENTOR

This section includes new innovation modifications for the inventor.

ARMOR

INITIAL MODIFICIATION

Hermetic Seal: Rubber, skin-tight or otherwise, covers your body in an outer layer of your armor which is also fitted with various hoses to protect against contaminants. You gain the Breath Control feat and resistance against poison damage equal to 3 + half your level. When under the effects of Overdrive, the resistance increases by 2.

CONSTRUCT

INITIAL MODIFICIATION

Auto-Changer: You stuff thick diapers and baby powder into your construct and modify it to be a caretaker. Your innovation becomes trained in Medicine, and you can Command it to Treat Wounds and Administer First Aid. It can perform the Battle Medicine action as per the feat if you spend 2 actions to Command it instead of 1.

Breakthrough Modification

Robo Nanny: Your innovation becomes trained in Medicine. For any of these skills in which it was already an expert (because of being an advanced construct companion, for example), it gains master proficiency instead. If you have the revolutionary innovation class feature, these proficiencies improve to master, or legendary if your construct innovation was already a master. You must have the autochanger modification to select this modification.

MONK

This section includes new feats for the monk.

POTTY DANCE STANCE

FEAT 1

MONK STANCE

Requirements You are unarmored.

You enter a desperate stance to maintain the sunny stickers on your potty chart, constantly dancing in place with one hand pressed to your crotch. While in this stance, you gain a +2 circumstance bonus to saving throws made to avoid being regressed or having an accident. The only Strikes you can make are door knocker unarmed attacks. These deal 1d8 bludgeoning damage; are in the brawling group; and have the agile, finesse, nonlethal, shove, and unarmed traits.

VORACIOUS STANCE

FEAT 4

MONK STANCE

Requirements You are unarmored.

You rub your tummy and lick your lips before entering a grabby stance, crouching low in preparation to restrain foes. While in this stance, the only Strikes you can make are hungering swipe unarmed attacks. These deal 1d6 bludgeoning damage; are in the brawling group; and have the agile, finesse, grapple, nonlethal, and unarmed traits.

While in Voracious Stance, you gain a +1 circumstance bonus to Grapple foes, and creatures you grab suffer a -1 circumstance penalty to Escape.

POTTY BREAK-OUT ***

FEAT 6

MONK

Prerequisites Potty Dance Stance

Requirements You are in Potty Dance Stance.

You thrash about desperately, pushing foes out of the way and risking the removal of your other hand's pressure so that you can possibly make it to the potty. You can attempt to Escape using an Athletics or Acrobatics check if you are currently grabbed by a foe. Then, you can make an Athletics check to Shove each enemy within your melee reach. Each attack counts toward your multiple attack penalty, but don't increase your penalty until you have made all of your attacks. You may or may not have an accident as you lose your focus

VORACIOUS CONSUMPTION

FEAT 10

MONK

Prerequisites Voracious Stance

Requirements You are in Voracious Stance and have a creature your size or smaller grabbed.

You dislocate your jaw and lift your prey into your hungry gullet, attempting to swallow them whole. Make an Athletics check against the creature's Reflex DC. If it succeeds, you swallow them, placing them inside of you in your space and freeing up your hands but preventing them from being attacked.

A swallowed creature is grabbed, slowed 1, and has to hold its breath or start suffocating. When first swallowed and at the end of each of its turns, the creature takes 2d6 acid damage as you digest it. A swallowed creature can attack you, but only with unarmed attacks or with weapons of light Bulk or less. You are off-guard against the attack.

If you take damage equal to twice your level from a single attack this way, you vomit up the swallowed creature. If the victim Escapes, it exits through your mouth into a space adjacent to you and can immediately breathe. You can only have one creature swallowed at a time. If a creature dies while you have it swallowed, you can potentially mess out the remains. At the GM's discretion, if a creature is made of a harmful substance such as fire or acidic slime, you may take persistent damage until the swallowed creature is freed or destroyed. You cannot swallow incorporeal creatures.

SUMMONER

This section includes a new eidolon for the summoner.

PSYCHOSEXUAL MANIFESTATION EIDOLON

Your eidolon is a powerful thoughtform coalesced from the swirling mass of the collective zeitgeist of mortal creatures representing some sort of aspect or facet of sexuality. These eidolons initially take abstract forms of esoteric symbolism or resemble writhing polyps of humanoid sexual organs but tend to solidify over time as their bond with a master grows. Your link to your eidolon gives you insight into your own subconscious desires and that of those around you.

Tradition occult
Traits aberration, eidolon, mental
Home Plane Ethereal Plane

Size Medium or Small

Suggested Attacks vagina dentata (slashing), horned phallus (piercing), tentacle (bludgeoning), unarmed attacks shaped like a weapon or object

Solidified Fetish Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 12; +2 AC (+3 Dex cap)

Exploring Maelstrom Str 14, Dex 18, Con 16, Int 8, Wis 10, Cha 12; +1 AC (+4 Dex cap)

Skills Occultism, One Lore skill for a particular fetish

Senses darkvision Language Aklo Speed 25 feet

Eidolon Abilities *Initial* synaptic strikes; *Symbiosis* overwhelming pleasure; *Transcendence* slave to desire

SYNAPTIC STRIKES

Your eidolon's attacks are partially immaterial and made up of pure thought. All your eidolon's unarmed Strikes deal an extra 1 mental damage.

When attacking a stupefied creature, this extra damage increases to twice the creature's stupefied value, and if the condition has a duration, it is extended by 1 round if the Strike is a critical hit.

OVERWHELMING PLEASURE

7TH

Your eidolon floods the dopamine centers of nearby creature's brains, tittilating them with images, feelings, and sensations of sex and the raw desires of the flesh. It can cast *synaptic pulse* once per day, and you can choose for some creatures within the emanation to be unaffected.

INSENSATE ORGY

17TH

Your eidolon can penetrate the mind of creatures and send them free-falling into orginatic displays of sheer lust that cause them to forget all other needs. It gains the Insensate Orgy activity.

INSENSATE ORGY ****

EIDOLON EMOTION INCAPACITATION MENTAL OCCULT

Frequency once per day

Your eidolon reaches out to up to 5 creatures within 30 feet of it, wracking their bodies in a manner akin to dogs in heat. The targets must attempt Will saves against your spell DC with the following effects. Targets that do not experience sexual pleasure are immune to this activity.

Critical Success The target is unaffected

Success The target becomes confused for 1 round.

Failure The target drops any items they are holding and uses all of their actions on their next turn to copulate with other targets.

Critical Failure As failure, but they do so for 3 rounds.

WIZARD

This section includes a new arcane school for the wizard.

PRE-SCHOOL OF PLAY

Often underestimated, magicians of this pre-school wield youth magic to protect friends and curse foes.

Curriculum cantrips: conjure change, tummy trouble; 1st: gentle landing, phantasmal minion, protective padding; 2nd: baby bolt, create food; 3rd regression, safe passage; 4th: peaceful bubble, terrible tantrum; 5th: cloak of colors, pacify; 6th: never mind, power word babble; 7th: entrancing eyes, time out; 8th: diaper transmutation, disappearance; 9th: daycare guardian form

School Spells initial: helpful hug; advanced: plushify weapons

EQUIPMENT

Diapers, wipes, and more! All the kinky things you need plus some new magical items.

DIAPERS & BABY GEAR			
Item	Price	Bulk	Hands
Baby Bouncer	3 gp	2	see text
Baby Toy	1 sp	_	_
Baby Walker	5 sp	2	see text
Bottle	1 ср	_	1
Changing Supplies	3 ср	_	_
Cloth Diaper	5 ср	L	_
Locking Booties	1 sp	_	_
Locking Mittens	1 sp	_	_
Pacifier	2 ср	_	1
Pack of Diapers	1 sp	1	2
Pack of Pull-Ups	5 ср	L	2
Plastic Pants	2 ср	_	_
Rash Cream	1 sp	_	1
Training Potty	2 sp	2	2
Waddle Onesie	2 gp	1	_

DIAPERS & BABY GEAR

These items follow special rules or require more detail. Baby Bouncer: A bouncer can be affixed to the ceiling of a room over the course of a minute. When a creature is sat in a bouncer they are immobilized and must spend an additional interact action to remove themselves from it due to the cumbersome nature of the toy. Some bouncers feature locks. Unlocking a locked bouncer requires two DC 17 Thievery checks.

Baby Walker: Baby walkers function as wheelchairs. What separates them aside from aesthetics is their limitations: anyone in a baby walker moves at half of their usual Speed, and the adjustable belts come in pairs to make getting out harder.

In addition, baby walkers jingle and crinkle with each step thanks to the toys attached to them, imposing a -2 circumstance penalty to Stealth checks made while using one.

Changing Supplies: These supplies consist of powder, oil, and wipes. Using them as part of a check involving a diaper change (usually Medicine, but some social checks my apply, such as during diapersex) grants the changer a +1 circumstance bonus to their check.

Locking Booties: These booties are made of a thickly padded material and the insoles are lined with dull spikes, making movement difficult. When all of a creature's feet are encased in booties, they have to make a DC 5 flat check for every 10 feet they move when walking, falling prone on a failure.

Attempting to stand up from prone with the booties on also requires a DC 5 flat check. Unlocking the booties requires a DC 13 Thievery check, one per bootie.

Locking Mittens: While a creature is wearing these thickly padded mittens their fingers are unable to find purchase. Attempting a manipulate action while with a hand encased by a locking mitten requires the creature to succeed on a DC 15 flat check beforehand. Unlocking the mittens requires a DC 13 Thievery check, one per mitten.

Pacifier: A creature speaks with a pronounced lisp when suckling on a pacifier, though the item may bring them some comfort. A DC 5 flat check is required to successfully perform actions with the auditory trait while the pacifier is in their mouth.

Rash Cream: When using Treat Disease to remedy a diaper rash, this cream grants a +1 circumstance bonus to the check.

Waddle Onesie: While a creature is wearing this onesie, which has an exceptionally thickly padded posterior that forces the legs apart, they have a -5-foot circumstance penalty to their walking Speed.

ABSORBENCY

If one is using the optional rule for Timed Accidents or otherwise wants to keep track of accidents, treat underwear and diapers as having a new 'absorbency' stat. This stat governs how many wet accidents the items can hold. Underwear has an absorbency of 0, so it will leak immediately if a character wets them. Pullups and cloth diapers have an absorbency of 1, while most diapers have an absorbency of 2. Magical diapers have an absorbency of 3. Plastic Pants layered over a pull-up or diaper increases absorbency by 1. Especially thick diapers of both the magical and non-magical varieties may have higher absorbency.

Messy accidents operate on a similar principle. All forms of underwear and diapers can hold 1 messy accident before blowing out, while magical diapers can hold 2. For hyper fun, at least double absorbency.

DIAPER RASH

If one stays in a dirty diaper for an extended period of time, they can be afflicted with a rash! This rash works the same as Bog Rot for the most part, with the exception that the affliction cannot be cured though amputation, for obvious reasons.

FETISH GEAR

Item	Price	Bulk	Hands
'Magic' Wand	1 gp	L	1
Blindfold	1 sp	L	2
Chastity Cage			•
Ordinary	1 gp	_	1
Abstinent (level 3)	35 gp	_	1
Dildo			
Ordinary	3 sp	_	1
Vibrating	5 gp	_	1
Fuzzy Cuffs	4 sp	L	1
Gag	2 sp	L	2
Leash	1 sp	_	1
Straitjacket	4 gp	1	2

FETISH GEAR

These items follow special rules or require more detail. 'Magic' Wand: This rod is tipped with a sphere that vibrates at a high frequency when a button on the shaft is switched on. Using an activated wand on a willing creature helps to arouse them, granting a +1 circumstance bonus on checks made to influence them sexually.

Blindfold: This blindfold is specially designed for comfort during long term usage and features a double-loop tie to secure it in place. When a creature is wearing the blindfold they are blinded, and untying the blindfold requires no check on its own but takes 1 minute. Attempting to do so quickly requires a DC 13 Thievery check.

Chastity Cage: This accessory inhibits a creature's ability to achieve sexual climax. A normal chastity cage grants a +2 circumstance bonus to checks and saving throws made to resist effects and actions that are intended to arouse or reliant on the arousal of the wearer, and unlocking it requires a DC 17 Thievery check. Abstinent chastity cages increase this bonus to +4 and the DC of the Thievery check to 27.

Fuzzy Cuffs: These function as manacles, but with a Thievery DC of 13. They can also be broken more easily, not intended for anything more than some adult fun, and if needed one can break free from the cuffs with a single DC 15 Athletics check.

Gag: As a blindfold, except instead of blinding a creature it mutes them, preventing them from speaking and using any actions with the auditory trait entirely until the gag is removed.

Leash: A creature can be hooked up to this leash by their clothes or a collar as a single action if willing or otherwise at your mercy. While leashed, a creature cannot move farther than 10 feet from you. In addition, whenever you move the creature will move with you unless they resist. If they do, you must succeed on an Athletics check against their Fortitude DC. On a failure, you can only move half the distance. On a critical failure they prevent you from moving at all. If a creature would move farther than its speed as a result of moving with you, they are dragged and fall prone. You cannot fly while you have a Small or larger creature leashed.

Straitjacket: You can entrap a willing (or unable to resist) creature within a straitjacket as an exploratory activity taking a minimum of 10 minutes, adding an additional 10 minutes for each size the creature (and jacket) is larger than you. While bound in the jacket, a two-armed creature is completely unable to make use of their arms. Attempting to escape the jacket through brute force requires a DC 25 Athletics check, though a creature making this check does so with a -4 circumstance penalty. A straitjacket also is equipped with 4 locks for the arms alone - different straitjackets may also have additional locks for things such as crotch straps and hoods - and unlocking each of these locks requires a DC 17 Thievery check.

ALCHEMICAL ITEMS

A collection of new kinky and babyish potions, tinctures, and more for those that love to mix shampoo during bathtime no matter the consequences.

'BABY POWDER'

ITEM 0

ALCHEMICAL CONSUMABLE DRUG INHALED POISON

Price 5 sp

Usage held in 1 hand; Bulk L

Activate 🏖 Interact

There's baby powder and then there's 'baby powder': an intoxicating substance used to easily shift into little space recreationally that is also sometimes utilized to humiliate political opponents or play pranks. It induces a euphoric state heavily mixed with a sense of nostalgia and lower brain activity.

Saving Throw DC 12 Fortitude; Onset 10 minutes; Maximum Duration 4 hours; Stage 1 stupefied 1 and -1 item penalty to saving throws against being fascinated (1 hour); Stage 2 stupefied 2, -1 item penalty to saving throws against being fascinated, and mild urinary incontinence (1 hour); Stage 3 stupefied 3, full urinary incontinence, and -2 item penalty to Acrobatics checks to Balance and skill checks that require the usage of language (1 hour); Stage 4 stupefied 3, full incontinence, all languages forgotten, and can only move by crawling (1 hour)

BABBLE BAUBLE

ITEM 1+

ALCHEMICAL BOMB CONSUMABLE INCAPACITATION MENTAL SPLASH

Usage held in 1 hand; Bulk L

Activate >> Strike

This colorful bauble is filled with beads that rattle and light up when shook. When broken, the beads violently react with the air and destabilize into a burst of slime that can stop brain function briefly. A babble bauble deals the listed mental damage and mental splash damage, and each creature within the splash radius must make a Will saving throw with the listed DC, being stunned 1 and pissing on a critical failure. Many types also grant an item bonus to attack rolls.

Type lesser; Level 1; Price 3 gp

The bomb deals 1d4 mental damage and 1 mental splash damage, and the DC is 17.

Type moderate; Level 3; Price 10 gp

You get a +1 item bonus to attack rolls. The bomb deals 2d4 mental damage and 2 mental splash damage, and the DC is 20.

Type greater; Level 11; Price 250 gp

You get a +2 item bonus to attack rolls. The bomb deals 3d4 mental damage and 3 mental splash damage, and the DC is 28.

Type major; Level 17; Price 2,500 gp

You get a +3 item bonus to attack rolls. The bomb deals 4d4 mental damage and 4 mental splash damage, and the DC is 36.

ELIXIR OF AGE RE / PRO-GRESSION ITEM 1+

ALCHEMICAL CONSUMABLE ELIXIR

Usage held in 1 hand; Bulk L Activate → Interact

This colorful, sweet liquid can be ingested to increase or decrease the physical age of a living creature, depending on the formulation. It stops at a specific life stage determined upon creation by its type and is temporary. A creature cannot die or be un-born as a result of the elixir's effects and the changes are appropriate to their natural lifespan. Creatures retain all languages, skills, and other learned abilities despite the physical changes. While it can alleviate age-related issues like chronic pain, the elixir is incapable of truly extending a creature's lifespan.

Type lesser; Level 1; Price 1 gp

The elixir lasts up to a week and caps out at regressing or progressing a creature to a teenager.

Type moderate; Level 6; Price 35 gp

The elixir lasts up to a month and can regress / progress a creature to a toddler or an adult.

Type greater; Level 11; Price 250 gp

The elixir lasts up to a year and can regress / progress a creature to an infant or to an elder.

PRESERVED RATTLE-SNAKE

ITEM 3

ALCHEMICAL CONSUMABLE EXPANDABLE

Price 20 gp

Usage held in 1 hand; **Bulk** L **Activate** Manipulate

This shrunken wet specimen floats in a glass bottle full of formaldehyde and apple juice. You can throw the bottle up to 30 feet when you Activate it. When you open or throw the bottle, the specimen inside quickly grows into a Medium rattle-snake, focusing its hypnotic efforts on a single creature of your choice within 30 feet of it. The target must make a DC 17 Will save, using one of their actions to move as close as possible to the alluring 'toy' on a failure, or all of their actions on a critical failure. Regardless of the result the specimen dissolves immediately after.

Craft Requirements Supply the corpse of a rattle-snake.

SKUNKSPRAY MUTAGEN

ITEM 6+

ALCHEMICAL CONSUMABLE ELIXIR MUTAGEN POLYMORPH

Usage held in 1 hand; Bulk L

Activate • Interact

This mutagen causes a big, fluffy skunk's tail to erupt from your rear or replace your existing tail.

Benefit You gain the ability to Spray Musk in a 15-foot cone as a 2 action activity, forcing each creature in the area to make a Fortitude save with the listed DC. A creature is sickened 1, 2, or 3 depending on if they succeed, fail, or critically fail; on a critical failure they also take a -2 penalty to Stealth checks for 24 hours.

Drawback You take a -2 penalty to Stealth checks and must make a DC 5 flat check whenever you are hit by a melee Strike that deals bludgeoning damage. On a failure, you are Stunned 1 as you are forced to have a messy accident.

Type lesser: Level 6: Price 34 gp

The DC is 22 and the duration is 10 minutes.

Type moderate; Level 12; Price 300 gp

The DC is 29 and the duration is 1 hour.

Type greater; **Level** 16; **Price** 1,080 gp
The DC is 35 and the duration is 1 hour.

MAGIC ITEMS

These items range from petty magical trinkets to powerful artifacts and require dedicated entries.

ANKLET OF AGE

ITEM 2

ILLUSION INVESTED MAGICAL VISUAL

Price 25 gp

Usage worn; Bulk -

This cheap looking plastic anklet will magically conceal any 'immature' elements of the wearer. Diapers will appear as underwear, babyish gear will look fashionable and mature, and if the wearer has been physically regressed they will appear as an adult. A creature touching you or using the Seek action to examine you can disbelieve this illusion (DC 17).

BABBLE AXE

ITEM 4

UNCOMMON CURSED MAGICAL

Price 75 gp

Usage held in 1 hand; Bulk 1

This +1 striking battle axe looks to be made of colorful plastic and features a smiling cartoonish animal on the broad side of the blade, though it cuts just the same as any other weapon. While wielding the axe, a creature becomes unable to speak any of the languages it knows, able to communicate only in babble.

BOTTLE OF EVERFLOWING MILK

ITEM 3+

CONSUMABLE HEALING MAGICAL POTION VITALITY

Usage held in 1 hand; Bulk L Activate → (manipulate)

This ornate glass bottle is topped with a rubber nipple and decorated with painted symbols of baby animals. Contained within is a forever swirling maelstrom of a milky white liquid that tastes sweet and creamy. Imbibing this potion nourishes you as if you had a full meal and restores Hit Points in a manner similar to a healing potion. Instead of being used up, the bottle refills itself every day at dawn.

Type minor; Level 3; Price 25 gp

The potion restores 1d8+5 Hit Points.

Type lesser; Level 6; Price 75 gp

The potion restores 2d8+10 Hit Points.

Type moderate; **Level** 12; **Price** 650 gp

The potion restores 3d8+15 Hit Points.

Type greater; **Level** 16; **Price** 7,500 gp
The potion restores 4d8+20 Hit Points.

Type major; **Level** 18; **Price** 10,500 gp The potion restores 5d8+25 Hit Points.

BREASTED PLATE

ITEM 8

INVESTED MAGICAL

Price 500 gp

Usage worn armor; **Bulk** 2 **Base Armor** breastplate

An otherwise typical suit of +1 resilient breastplate is adorned with two molded, engorged breasts complete with nipple spouts on the front. Up to two potions can be stored in the armor over the course of 10 minutes and dispensed from the nipples as an Interact action by squeezing them. Dispensing potions this way can only be used to feed other creatures unless you have a container in hand for your own use.

Activate - Teat Shot (manipulate); Frequency once per hour; Effect You can flex to unleash streams of liquid from both teats at your friends or foes. A willing creature you can see within 30 feet of you can be fed the stored potions, combining their effects. Targeting an unwilling creature requires you to make a ranged unarmed Strike for each stream.

CAGE OF PURITY

ITEM 6

DIVINE HOLY INVESTED

Price 215 gp

Usage worn chastity cage; Bulk -

Made of gilded silver and intricately carved, this abstinent chastity cage can only be invested by a cleric or champion. The wearer cannot be made to act sexually via magic or other supernatural influence, though they may awkwardly and flusteredly just barely resist if an effect that would normally do so is twice their level. Creatures who attempt to sexually influence the wearer with a skill check treat the result as one degree of success worse. Finally, when the wearer triggers a succubus' rejection vulnerability, the succubus takes an additional 2d6 mental damage. If the wearer willingly attempts to get off despite the cage, they lose these benefits until they Atone.

DIAPER OF DRAINING

ITEM 1

UNCOMMON CURSED MAGICAL

Usage worn diaper; Bulk L

This bulky disposable diaper is primarily black with a scary face in a slightly lighter shade of black printed on the front. When taped onto a creature, it fuses itself onto them. It does not magically clean itself and will leak readily, but usage does not cause the diaper to break down any further than uncomfortably clumping.

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While wearing it, if you critically fail a saving throw or a skill check, the diaper's face will glow bright green and emit an eerie laugh, causing you to have an accident and absorbing some of your power; for the next hour you take a -1 item penalty to the ability modifier associated with the save or check.

DIAPER SUIT

ITEM 8

INVESTED MAGICAL

Price 500 gp

Usage worn armor; Bulk L

Base Armor padded armor

This suit of +1 resilient padded armor is composed not of cloth, but of thick and absorbent disposable diapers. It can be used as any other disposable, magically cleans itself each day at dawn, and is waterproof on the outside. It can hold four times the amount of a typical magical diaper. While wearing the armor, you gain resistance 3 to damage from water effects or similar liquid based effects at the GM's discretion (this would not work against acid or lava for example but the suit would be able to absorb harmless slime or non-acidic bile), and have a +2 item bonus to saving throws against them. The diaper suit also contains smells very effectively, reducing any and all penalties to Stealth checks from stench that would come from within, such as a messy accident or absorbed smelly liquids, by 2.

DICKSLAPPER

ITEM 5

UNCOMMON MAGICAL MENTAL

Price 135 gp

Usage held in 1 hand; Bulk L

Base Item dogslicer

This variety of +1 striking dogslicer has a floppy, rubbery phallus with the tell-tale dogslicer air-holes in place of a normal blade. It deals bludgeoning damage instead of slashing damage and its backstabber trait deals an additional 1 precision damage.

Activate - Penetration : Trigger You critically succeed on an attack roll against an off-guard creature; Effect The target is penetrated by the weapon, after which it then vibrates wildly to deal massive damage. The attack gains the deadly d8 trait, but only the deadly dice deal bludgeoning damage - the main attack now deals piercing damage as part of the penetration.

ENSEMBLE OF THE BABE

ITEM 10

INVESTED MAGICAL

Price 1000 gp

Usage worn armor; Bulk L Base Armor explorer's clothing

This solid colored outfit of +1 resilient explorer's clothing is made up of booties, mittens, a onesie, a waddle-inducing water-proof diaper cover, and a bonnet. The booties and mittens do not impede the wearer as they normally would. The set otherwise does nothing unless you have a spellcasting class feature. While wearing the ensemble, you can speak with infants and those who babble like infants (typically as a result of curses) and have an additional spell slot of 3rd level with which you can cast regression. If you take off the ensemble for any reason, you lose the additional spell slot until you put it back on.

FOY WATER

ITEM 10

RARE CONSUMABLE HEALING MAGICAL POTION SPLASH

Price 1,000 gp

Usage held in 1 hand; Bulk L

Activate (manipulate) or Strike

This vial contains water from the mythical fountain of youth, or at least water with similar effects. You can activate a vial of *FOY water* by either drinking it or feeding it to another creature as a potion or by throwing it as a Strike. If you throw it, it is a simple thrown weapon with a range increment of 20 feet.

FOY water restores 6d8 Hit Points, or 4d8 Hit Points and 6 hit points to all creatures in the splash radius when thrown. In addition, it attempts to counteract all common diseases and poisons from the affected creatures. Finally, its most famous effect is its regressive properties: affected creatures rapidly lose age until they become toddlers, changing their size to Small (if they weren't already), if they fail a DC 30 Fortitude saving throw. The transformation is complete with a diaper. This effect is permanent, but can be counteracted in the same manner as a magical affliction, and doesn't work on children and non-living creatures.

Variant cursed; Level 10; Price 1,000 gp

RARE CURSED INCAPACITATION

Some forms of *FOY water* are not what they seem. This water does not heal or counteract afflictions, but

does afflict regressed creatures with clumsy 3, enfeebled 3, and stupefied 3 if they critically fail the saving throw as they become pathetic infants. After one week, the clumsy, enfeebled, and stupefied conditions fade as the afflicted become used to their new stubby forms; staying in these forms for one year however will cause them to forget who they are entirely as if they truly were infants.

It is possible to convert normal *FOY water* into its cursed variant through exposure to dark rituals, such as those that pour negative energy into an item, or the Sanctify Water skill feat if the user follows an unholy deity. It is otherwise not possible to craft cursed *FOY water* outside of special circumstances.

HERO HUGGIES

ITEM 15

APEX INVESTED MAGICAL

Price 10,000 gp

Usage worn diaper; Bulk L

This bulky disposable diaper is covered in a surprisingly quiet gold foil and features an all-over style print of various gemstones. It magically cleans itself each day at dawn. When you invest the diaper, you either increase your key ability modifier by 1 or increase it to +4, whichever would give you a higher value.

Activate - Dump Toxins Frequency once per day; Trigger You fail a saving throw against an effect that makes you diseased, poisoned, or sickened; Effect Your tummy rumbles and you deposit the ickiness in the back of your diaper. You can reroll the saving throw and use the better result.

HOOD OF THE GOOD PUP

ITEM 9

INVESTED MAGICAL

Price 600 gp

Usage worn circlet; Bulk L

This black leather hood is made to resemble a dog, complete with a muzzle and ears. While wearing the hood, you gain a +2 item bonus to checks made to Aid.

Activate - Rousing Howl (auditory, emotion)

Frequency once per day; Effect The hood amplifies a mighty awoo you let loose from your heart, invigorating your allies. You and all friendly creatures within a 30-foot emanation gain temporary hit points equal to your level and a +1 circumstance bonus to attack rolls for 1 minute.

MARINER'S SWIMMERS

ITEM 6

INVESTED MAGICAL

Price 215 gp

Usage worn diaper; Bulk L

This bulky disposable swim diaper is mostly solid blue with fade-when-wet prints of colorful fish. It magically cleans itself each day at dawn. When invested, a pair of pool floaties appears on your person. While wearing the diaper, you have a swim Speed of 10 feet and can ask questions of, receive answers from, and use the Diplomacy skill with aquatic animals. This does not give you any special affinity for them, it only allows for rudimentary communication. When communicating this way, you do not need to be able to speak, and instead do so telepathically with a range of 100 feet.

MASK OF THE MOTHER

ITEM 14

INVESTED MAGICAL UNHOLY

Price 3,600 gp

Usage worn mask; Bulk -

This mask resembles a hyena, jackal, or goblin dog and can be made of leather, soft metals like copper, or the eponymous animal's skull. The wearer gains a +2 item bonus to checks made to Command an Animal and Diplomacy checks made to seduce creatures. The wearer can smell when nearby creatures are in heat.

If Lamashtu is the wearer's patron deity, or the wearer is a monstrous humanoid such as a goblin, orc, or kholo, the mask counts as a holy symbol and the wearer becomes especially fertile and can breed with any other biological creature. No matter the wearer's sex, they will bear the child and the gestation period is half as long as is typical. The offspring of such pairings are members of the wearer's ancestry with aesthetic influences of the partner's. The wearer can bear multiple children at once in the magical womb granted by this capability, and may become engorged with spawn to the point that they become encumbered. While pregnant this way, the wearer is incontinent and other followers of Lamashtu inherently realize the significance of the pregnancy. Followers of Lamashtu have a starting attitude of Helpful towards the wearer and their attitude cannot be reduced below unfriendly unless the wearer commits anathema against Lamashtu or hostile acts against them.

Activate - Summon Herald of Lamashtu (concentrate, manipulate, summon) Frequency once per day; Effect You summon an Elite Kurnugian Jackal to fight for you for 1 minute.

MORSEL MAUL

ITEM 10

PADDING OF POWER

ITEM 5

MAGICAL

Price 1,000 gp

Usage held in 2 hands; Bulk 2

Base Item maul

This large, heavy wooden spoon functions as a +2 striking maul. Its bowl is filled with a hardened sugary glob which makes up the other half of its damaging head. The core of this glob is viscous and allows for up to 1 Bulk of alchemical foods or bombs to be suspended within.

Activate - Sling Trick / Treat : Requirement You have an alchemical food or bomb stored in the maul; Effect With a mighty swing you send one of the items contained within the maul flying up to 30 feet towards a target creature. If you are slinging a bomb, this is a Ranged Strike which counts against your Multiple Attack Penalty as normal. If you are slinging an alchemical food, if the creature is conscious, willing, and has at least one free hand then they can eat the food automatically as part of this action. Otherwise it falls to their feet in their space.

PACI-GUARD ITEM 4+

MAGICAL

Usage held in 1 hand; **Bulk** 1 **Base Shield** steel shield

This shield resembles a pacifier, sans the bulb.

Activate envision; Effect The shield shrinks and becomes an actual pacifier, situated betwixt your lips and freeing your hand - though an after image of the shield prevents the usage of shields and weapons in that hand. While suckling the pacifier, you can 'raise' the shield to gain its circumstance bonus to saving throws instead of your AC. The shield remains in this form until you Activate it again.

Type minor; Level 4; Price 100 gp

The shield has Hardness 6, HP 32, and BT 16

Type lesser; Level 7; Price 360 gp

The shield has Hardness 8, HP 40, and BT 20

Type moderate; Level 10; Price 1,000 gp

The shield has Hardness 10, HP 52, and BT 26

Type greater; Level 13; Price 3,000 gp

The shield has Hardness 12, HP 60, and BT 30

Type major; Level 16; Price 10,000 gp

The shield has Hardness 14, HP 68, and BT 34

Type supreme; Level 19; Price 40,000 gp

The shield has Hardness 16, HP 76, and BT 38

INVESTED MAGICAL

Price 235 gp

Usage worn diaper; Bulk L

These bulky disposable diapers are all-white with a cutesy all-over style print that fades when wet. They magically clean themselves each day at dawn. When you invest one of these diapers, the magical fibers within the padding grant you increased protection, providing a +1 item bonus to saving throws; the specific boost corresponds to the prints on the diaper.

Type Heavy Duty; Save Fortitude

This diaper is adorned with prints of swords, shields, and mighty orcs.

Type Active Fit; Save Reflex

This diaper is adorned with prints of daggers, coinpurses, and acrobatic catfolk.

Type Cloud-Soft; Save Will

This diaper is adorned with prints of staves, spellbooks, and spell-slinging kobolds.

PANTS OF THE 'BIG KID'

ITEM 1

UNCOMMON CURSED ILLUSION MAGICAL

Usage worn diaper; Bulk L

This pair of pull-ups appears at a glance to be a perfectly dry pair of pull-ups. To creatures that Disbelieve this illusion it is revealed to be pre-used and soggy. It dutifully absorbs any new accident without leaking. While wearing these pull-ups, you cannot Disbelieve the illusion and believe yourself to be potty trained arrogantly, though you can't explain how.

PET'S COLLAR

ITEM 3

INVESTED MAGICAL

Price 50 gp

Usage worn; Bulk -

This collar resembles a standard leather dog collar with a blank silver name tag. When invested by a humanoid creature, their 'pet name' appears on the tag, usually a cutesy nickname.

Activate Interact; Frequency once per day; Effect The collar glows and the wearer transforms as per pest form with an unlimited duration. The wearer can only transform into a single kind of animal as determined when invested, and baby animals like puppies are a common result. A diaper is always included with the transformation. The wearer can Interact again to Dismiss the transformation.

PORTAL DIAPERS ITEM 3 SMARTYPAMPS

UNCOMMON MAGICAL

Price 30 gp

Usage worn diaper; Bulk 1

This pack of 10 disposable diapers consist of 5 pairs colored solid orange and solid blue respectively. Each pair is magically linked and any accident had in one goes to the other instead, and vice versa.

Activate - Fun With Portals Frequency thrice per day; Effect The wearer of an orange diaper can open a small portal on a flat surface that leads to the inside of the corresponding blue diaper. This portal remains open for 10 minutes and is large enough for a single hand or a handheld object of Light Bulk or smaller to be inserted into the diaper (or the wearer's holes if one so wishes).

POWDER SHOT

ITEM 8

CONSUMABLE MAGICAL NONLETHAL

Price 100 gp

Ammunition arrow, bolt

Activate • (manipulate)

The shaft of a *powder shot* is adorned with tiny cloth bags and its head is made to resemble a pacifier. This ammunition deals bludgeoning damage. When an activated *powder shot* hits a target, it releases a cloud of baby powder in a 10-foot burst. The creatures within, including the target, are subject to a 3rd-rank *regression* (DC 23).

PRINCESS PLATE

ITEM 10

INVESTED MAGICAL

Price 1000 gp

Usage worn armor; Bulk 4

Base Armor full plate

A frilly dress skirt and puffy silk shoulders jut out of this pink suit of +1 resilient full plate, which also comes with an accompanying crown. While wearing the armor, you gain a +2 item bonus to Society checks made to Recall Knowledge about nobility and you benefit from the *courtly graces* skill feat.

Activate - Only The Best \supset ; Frequency once per hour; Trigger A creature fails a check made to Aid you; Effect You reprimand them for their incompetence and show them how it's really done. You gain a +1 circumstance bonus to the triggering check anyway.

Activate - Spoiled Princess >>>; Frequency once per day; Effect You cast a 5th-rank terrible tantrum

INVESTED MAGICAL

Price 90 gp

Usage worn diaper; Bulk L

This pair of pull-ups has a brightly colored exterior that features prints of gold stars, shiny apples, and school supplies. It magically cleans itself each day at dawn. While wearing these pull-ups you gain a +1 item bonus to checks made to Recall Knowledge.

Activate - Gifted Child 10 minutes; Frequency once per week; Effect You cram in some extra studying. You either become Trained in a skill or you learn a common language. You retain this knowledge for 1 day.

STAFF OF PLAY

ITEM 6+

ITEM 4

MAGICAL STAFF

Usage held in 1 hand; Bulk 1

This solid white staff has a smooth texture and is topped with a clear plastic dome filled with colorful balls. While wielding the staff, you do not age naturally, and you have a +2 item bonus to saving throws made to resist *regression* or similar effects.

Activate Cast a Spell; **Effect** You expend a number of charges from the staff to cast a spell from its list.

Type staff of daycare; Level 6; Price 230 gp

- Cantrip conjure change
- 1st protective padding, restyle
- 2nd baby bolt, charitable urge

Type greater staff of daycare; **Level** 10; **Price** 900 gp

- **3rd** hypnotize, regression
- 4th protective padding, terrible tantrum

Type major staff of daycare; **Level** 14; **Price** 4,000 gp

- **5th** baby bolt, pacify
- **6th** power word babble, regression

Craft Requirements Supply one casting of all listed ranks of all listed spells.

WHIP OF DOMINATION

ITEM 13

MAGICAL MENTAL

Price 2,750 gp

Usage held in 1 hand; Bulk 1

Base Weapon whip

This black leather +2 greater striking whip exudes an aura of confidence unattainable to the submissive and grants the wielder a +2 item bonus on Diplomacy and Intimidation checks.

Activate - You're Mine ; Frequency once per day; Effect You cast a 6th-rank dominate

FAITH

Additional Deities and Pantheons as well as a new domain for the devout.

USING NEW GODS

The deities presented here are intended to be easy to slot into Golarion, either minor gods or made up of existing gods from the setting (in the case of the pantheon). As for the youth domain, consider it a possible alternative domain for the following gods: Adanye, Cayden Cailean, Folgrit, Grandmother Spider, Lamashtu, Mazludeh, and Shelyn.

THE GUIDING LIGHT

The newly born and the soon-to-be redeemed have one thing in common: adherents of the Guiding Light wish to put them on the right path through kindness, caring, and a little bit of re-raising. More of a belief system than a traditional pantheon, celestial agents of a certain bent and mortals alike have grouped together various gods associated with traditional virtue and goodness as examples of morality for their charges and followers. The less savory aspects of their worship such as war are left unsaid in favor of concepts appropriate for early childhood by adherants. Many who follow this pantheon were once lost souls themselves that found the way though the Guiding Light's influence... most of which did not re-find their potty training.

Areas of Concern (second) childhood, peace, and redemption

Edicts share joyfully and freely, always lend a helping hand when you can, learn through play

Anathema let your emotions get the better of you when you are upset, tell lies to adults, reject aid

Pantheon Members Desna, Iomedae, Sarenrae, Shelyn

Divine Attribute Any (priests of the pantheon encourage diversity and celebrate the differences of their successful charges)

DEVOTEE BENEFITS

Cleric Spells 1st: soothe, 2nd: stupefy, 6th: never mind

Divine Font heal

Divine Sanctification holy

Divine Skill Society

Domains family, healing, truth, youth

Favored Weapon club (typically a repurposed baby's rattle)

ESMEL

The tale goes that Esmel was once a poor prostitute who somehow found herself servicing the gods themselves as a dominatrix and caretaker. Her skill with ropes and whips were only matched by her excellent aftercare and diaper changes. She is the patron god of doms, spreading ideals of proper consent and titillating techniques far and wide.

Areas of Concern bondage, sex work, and vice

Edicts look after your subs, practice safe sex

Anathema disregard consent, ignore a safe word, slander other sex workers

Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: charm, 3rd: veil of privacy, 5th: subconscious suggestion

Divine Font heal or harm

Divine Sanctification none

Divine Skill Diplomacy

Domains indulgence, pain, passion, youth

Favored Weapon whip

PRINCESS HARRI

Harri was the spoiled demigod child of a royal and an unknown god. Harri physically grew, but due to both a lack of proper life experience and simply not wanting to, she lacked maturity; even outright refusing to potty train. She believes herself to be the princess that all other royal women, and indeed everyone in general, should strive to be like and values imposing one's rule with force if necessary.

Areas of Concern brats, femininity, and royalty

Edicts rule over your subjects with an iron fist, take what you want when you want, wear pink

Anathema accept anything less than the best, potty train, wear blue

Divine Attribute Strength or Constitution

DEVOTEE BENEFITS

Cleric Spells 1st: sure strike, 2nd: knock, 3rd: haste

Divine Font heal or harm

Divine Sanctification none

Divine Skill Intimidation

Domains confidence, destruction, tyranny, youth

Favored Weapon morningstar

QUOR'KUL

Deep among the blackness of the space between realities can be found many aberrant entities. Among them is Quor'kul, the Lurker in the Dark. It inspires tales of bogeymen throughout sentient peoples and has a malign "love" for all things that dwell in the darkness just beyond the glow of campfires and night lights. It and its followers revel in keeping would be heroes in a childish state of bedwetting fear without outright killing them, so as to make them an example.

Areas of Concern darkness, children's fear, wet beds

Edicts creep through darkness, spread fear of monsters in the dark

Anathema calm another's fear, sleep within light Divine Attribute Wisdom or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: phantom pain, 2nd: paranoia, 3rd: paralyze

Divine Font harm

Divine Sanctification can choose unholy

Divine Skill Stealth

Domains darkness, nightmares, void, youth

Favored Weapon flail

RARRUMS

A minor draconic deity. Rarrums is said to live deep in the earth of Golarion itself as opposed to any outside plane of existence. A dragon of immense girth and size, they crave the creativity of youthful mortals and especially love a good story. Long ago they discovered a bedtime story of such power that it put them in a permanent state of sleep, but so influential to their creative spark was the story that their dreams alone can affect reality. Kobolds of a more childish bent tend to favor this god.

Areas of Concern dragons, dreams, and stories

Edicts collect and tell tales, get a good night's rest, learn new languages

Anathema destroy books, kill good dragons, offer unwanted criticism of art

Divine Attribute Intelligence or Wisdom

DEVOTEE BENEFITS

Cleric Spells 1st: sleep, 2nd: embed message, 3rd: cozy cabin

Divine Font heal

Divine Sanctification can choose holy

Divine Skill Arcana

Domains creation, dreams, youth, wyrmkin

Favored Weapon sling

TOLORNIR

Tolornir was born an outcast. A divine birth no one wanted to claim, she quickly saw the squabbles and rules of divinity and sought to burn it all down. Patron of youthful and imperfect rebellion, Tolornir plays no sides and her followers (usually young and firey themselves) are infamous for their mercenary nature and willingness to flee in order to fight another day. Some see Tolornir worship as a phase; their followers admit this isn't entirely wrong, but some are steadfast.

Areas of Concern rebellion, outcasts, teens and young adults

Edicts burn bridges and make scenes, reject conformity

Anathema accept compromise in conflict, forgive betrayal

Divine Attribute Constitution or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: fleet step, 2nd: blur, 3rd: fireball

Divine Font heal or harm

Divine Sanctification none

Divine Skill Athletics

Domains change, fire, freedom, youth

Favored Weapon hand crossbow

SASSABUFF

Sassabuff is the patron god of clowns, puppets and puppet shows, school plays, and children's entertainment. Their form is ever-shifting but always takes the form of a harlequin and their purpose for existence is to turn that frown upside down. Their worship is often indirect and unintentional, from class clowns to court jesters, and their knowing followers tend to both be bringers and receivers of pranks. They may also focus on satirical support of their comrades to bring about the best version of their friends.

Areas of Concern comedy, slapstick, theater

Edicts bring joy to all via comedy, laugh at yourself **Anathema** dwell in depression, scare children intentionally

Divine Attribute Dexterity or Charisma

DEVOTEE BENEFITS

Cleric Spells 1st: dizzying colors, 2nd: laughing fit,

3rd: enthrall

Divine Font heal

Divine Sanctification none

Divine Skill Performance

Domains introspection, luck, trickery, youth

Favored Weapon sword cane

SPELLS

Kinky spells for crinkly casters, including new focus spells and witch lessons.

BABY BOLT ***

SPELL 2

ATTACK CONCENTRATE MANIPULATE NONLETHAL

Tradition arcane, divine, occult, primal

Range 60 feet; Targets 1 creature

Defense AC; **Duration** until the start of your next turn

You fire a ray of light pink and baby blue energy. When you cast this spell, choose either mental regression (applying the mental trait) or physical regression (applying the morph trait). Make a spell attack roll against a single creature. On a hit, the target takes 3d4 force damage, and on a critical hit, the target takes double damage and suffers a condition: If you chose mental, the target is also stupefied 1; if you chose physical, the target is either enfeebled 1 or clumsy 1, your choice.

Heightened (+1) Increase the damage by 2d4

CONJURE CHANGE

CANTRIP 1

CANTRIP CONCENTRATE MANIPULATE

Tradition arcane, divine, occult, primal **Duration** Until your next daily preparations

You materialize a diaper or pull-up of a desired thickness, type, and design alongside a bottle of baby powder, some wipes, and some baby oil. The powder, wipes, and oil disappear immediately after you use them to change a creature into the diaper, or within 10 minutes if not used. The garment can hold twice the amount of a non-magical counterpart. When the duration ends, you can Sustain the spell to magically clean the garment and refresh its duration. You can only have one garment in existence at a time, and conjuring another will Dismiss the previous casting.

DAYCARE GUARDIAN FORM >>> SPELL 9

CONCENTRATE MANIPULATE POLYMORPH

Tradition arcane, divine, occult, primal **Duration** 1 minute

You invoke the power of the guardians of ancient nurseries from bygone, powerful civilizations and gain a Huge construct battle form. When you Cast this Spell, choose a listed battle form. You can decide the specific appearance of the form, but this has no effect on its Size or statistics. While in this form, you gain the construct trait. You can Dismiss the spell.

You gain the following statistics and abilities regardless of which battle form you choose:

- AC = 22 + your level. Ignore your armor's check penalty and Speed reduction.
- 25 temporary Hit Points.
- Immunity to bleed, death effects, and the sickened condition.
- Resistance 10 against physical damage (except adamantine).
- · Darkvision.
- One or more unarmed melee attacks specific to the battle form you choose, which are the only attacks you can Strike with. You're trained with them. Your attack modifier is +31, and your damage bonus is +20. These attacks are Strength based (for the purpose of the enfeebled condition, for example). If your unarmed attack modifier is higher, you can use it instead.
- Athletics modifier of +33, unless your own is higher.

You also gain specific abilities based on the form you choose:

- Giant Plush Speed 30 feet; Melee fist (nonlethal, reach 15 feet), Damage 3d12 bludgeoning plus Grab; Bear Hug (nonlethal), Requirements You have a creature grabbed; You deal 20 bludgeoning damage to the grabbed creature with a basic Fortitude save. Antimagic You have a +2 status bonus to saves against magic. If you roll a critical failure against a spell, you get a failure instead. A creature attempting a counteract check against you to remove this spell treats the counteract rank of this spell as one higher than its normal rank.
- Hypnotic Mobile Speed 5 feet, fly 35 feet; Melee strap (nonlethal, reach 10 feet), Damage 2d6 slashing; Lullaby (auditory, aura, incapacitation, mental) 20 feet. You emit an aura of hypnotic music around you. A creature that enters or ends its turn within the aura must succeed on a Will save against your spell DC or fall unconscious. If it's still unconscious after 1 minute, it wakes up automatically. A creature can only be affected once per turn. You can activate or deactivate this aura with a Sustain action.

• Wind-Up Wyrm Speed 40 feet, climb 20 feet; Melee is jaws (nonlethal), Damage 3d12 piercing; Melee is claw (agile, nonlethal), Damage 3d8 slashing; Melee is tail (nonlethal, reach 10 feet), Damage 3d10 bludgeoning; Vapor Breath (water) You exhale harmless vapor from your toy gullet in a 30-foot cone. Creatures must succeed on a Reflex save or be pushed 10 feet in the cone's direction and be knocked prone. This vapor lingers in a cloud within the area. All creatures within the cloud become concealed, and all creatures outside the cloud become concealed to creatures within it.

Heightened (10th) You instead gain AC = 23 + your level, 30 temporary HP, an attack modifier of +34, a damage bonus of +22, and Athletics +35.

DIAPER TRANSMUTATION ***

SPELL 8

CONCENTRATE CURSE INCAPACTIATION MANIPULATE POLYMORPH

Tradition arcane, divine, occult, primal **Range** 30 feet; **Targets** 1 creature **Defense** Fortitude; **Duration** varies

You transform the target into a diaper for you or another creature to wear, sapping its power for the wearers' benefit.

Critical Success The target is unaffected

Success The target's body becomes crinkly and plastic-backed, resembling a diapercritter. It becomes sickened 1 and thirsts for another creature's waste, spending one action on each of its turns to try to satiate this thirst. When it recovers from the sickened condition, its features revert to normal and its thirst ends

Failure The target transforms into a diaper snugly taped to the waist of either yourself or an ally within range for 1 minute. A creature can spend a single action with the concentrate trait while wearing the diaper to use it, gaining a +2 status bonus to their next attack roll, skill check, or Perception check. If it spends all its actions on its turn concentrating on its original form, the diaper can attempt a Will save to end the effect immediately. You choose whether or not the diaper can speak in this form, and the creature's face appears somewhere on the diaper (usually the butt).

Critical Failure The target is transformed into a diaper for an unlimited duration. A creature can only gain a status bonus from using the diaper for 1 minute.

PACIFY ***

SPELL 5

CONCENTRATE INCAPACITATION MANIPULATE

Tradition arcane, divine, occult, primal

Range 30 feet; Targets 1 creature

Defense Will; Duration varies

You conjure a pacifier made of either pure energy or a simple form of matter into the mouth of a creature, possibly preventing them from using sonic attacks, auditory actions, or speaking the magical words required to cast non-subtle spells until you let them. A creature may not be affected if it has multiple mouths or speaks without a mouth. You can Dismiss the spell.

Critical Success The target is unaffected.

Success The target is pacified for 1 round. The creature can Interact to pull the pacifier out early.

Failure The target is pacified for 1 minute. It can make an Athletics check against your spell DC to try to pull the pacifier out early.

Critical Failure As failure, but the target can't pull the pacifier out early.

Heightened (8th) The pacifier dulls the mind of those who suckle it. While a creature has a pacifier in their mouth they are stupefied 2. In addition, if the creature has multiple mouths you will conjure enough pacifiers for each one.

POWER WORD BABBLE 👁

SPELL 6

UNCOMMON AUDITORY MENTAL

Duration varies

Tradition arcane, divine, occult, primal **Range** 30 feet; **Targets** 1 living creature

You utter a magical word that can revoke the target's language upon hearing it. Once targeted, the target is then temporarily immune for 10 minutes. The effect of the spell depends on the target's level. If a creature that can speak forgets every language it previously knew as a result of this spell, it can only babble like a baby; this does not prevent it from casting non-subtle spells or using auditory actions.

10th or Lower The target forgets every language it knows. It can re-learn these languages over time, 1 year per language.

11th-12th The target forgets every language it knows for 1 minute.

13th or Higher The target forgets one random language it knows for 1 minute.

Heightened (+1) The levels at which each outcome applies increase by 2.

PROTECTIVE PADDING ***

SPELL 1

TERRIBLE TANTRUM ***

CONCENTRATE MANIPULATE

SPELL 4

CONCENTRATE MANIPULATE

Tradition arcane, divine, occult, primal **Range** touch; **Targets** 1 willing creature **Duration** 10 minutes

You conjure a particularly thick diaper around the waist of your ally, forcing them into a bow-legged stance and making a large and alluring target for strong attacks. While the target is wearing this diaper it will absorb the force of the next critical hit that strikes them, reducing the damage as if it were a normal hit, though any other effects caused by a critical hit still occur. The spell then ends. When the spell ends the diaper does not disappear but instead reduces in thickness, albeit still being waddle inducing.

Heightened (+2) The padding absorbs the force of an additional critical hit.

REGRESSION >>>

SPELL 3

CONCENTRATE INCAPACITATION MANIPULATE MENTAL MORPH

Tradition arcane, divine, occult, primal **Range** 30 feet; **Targets** 1 living creature **Defense** Fortitude; **Duration** varies

You blast the target with youthful energy, mentally and physically regressing them. This spell does not work on children and creatures that do not age. If the target is willing, they can forgo the save to instead regress them as per the Failure effect without the harmful conditions for 10 minutes. You can Dismiss the spell if it is cast this way.

Critical Success The target is unaffected

Success The target is clumsy 1, enfeebled 1, and stupefied 1 until the start of your next turn.

Failure As success, but the duration is 1 minute and the target's equipment cosmetically transforms to be childish, including a diaper. You can optionally also have them become Small in size (if it is not already Small or smaller) and cause it to rapidly lose age.

Critical Failure As failure, but the target is clumsy 2, enfeebled 2, and stupefied 2.

Heightened (6th) You can target up to 5 creatures. Additionally, the spell now affects creatures that do not age, transforming them into childish fascimiles of what they may have looked like as babies.

Heightened (10th) Unless the target succeeds on the save, the duration is permanent.

Tradition arcane, divine, occult, primal **Area** 15-foot burst centered on self

Defense varies

You throw a magically enhanced tantrum, filling your pants on purpose in protest, enhancing the kinetic force behind the stomps of your feet, and amplifying the sympathy of your cries. When you Cast the Spell, choose one of the following effects to subject creatures in the area to.

- **Fill** (olfactory, poison) You scrunch your nose and push, dealing 5d6 poison damage (basic Fortitude save). On a failure, they are sickened 1.
- **Cry** (auditory, sonic) You let the tears flow and force your foes to realize you're just a little baby, dealing 5d6 mental damage (basic Will save). On a failure, they suffer a -2 circumstance penalty to their Strikes against you for 1 round.
- **Stomp** (earth) You send shockwaves through the earth with a defiant stomp, dealing 5d6 bludgeoning damage (basic Reflex save). On a failure, they are knocked prone.

Heightened (+1) Increase the damage by 2d6

TIME OUT ***

SPELL 7

CONCENTRATE EXTRADIMENSIONAL INCAPACITATION
MANIPULATE TELEPORTATION

Tradition arcane, divine, occult, primal Range 60 feet; Targets 1 creature Defense Will: Duration varies

You temporarily banish a creature to a demiplane as a punishment for naughty behavior. While banished, the creature is subjected to humiliating punishments from an otherworldly construct appropriate to your magical tradition via spanking, long lectures, relentless babying, and more, having their naughty toys taken from them at the end.

Critical Success The target resists being banished.

Success The target is banished until the start of its next turn, and when they return they will be thickly diapered (or double diapered if they were already) and their attacks will be blunted or replaced with toys, turning their Strikes nonlethal and suffering a -10 foot circumstance penalty to its Speeds for 1 minute.

Failure As success, but for 1 round.

Critical Failure As success, but for 3 rounds.

TUMMY TROUBLE ***

CANTRIP 1

ATTACK CANTRIP CONCENTRATE MANIPULATE

Tradition arcane, divine, occult, primal

Range touch; Targets 1 creature who can defecate Defense Fortitude

You reach out to either boop the target's nose or cup their bottom, magically encouraging an accident. The target must attempt a Fortitude save. On a failure, it is sickened 1, or sickened 2 on a critical failure. When this condition ends, the creature has an accident. Regardless of the result, the target is temporarily immune to *tummy trouble* for 10 minutes. As part of this casting this spell, you can choose to conjure a diaper onto the target to contain this accident.

FOCUS SPELLS

INITIATE WARDEN SPELLS REGRESS COMPANION •

FOCUS 1

UNCOMMON CONCENTRATE FOCUS MANIPULATE MORPH RANGER

Range 30 feet; **Targets** your animal companion **Duration** 10 minutes

Your animal companion is restored to its youth, a diaper hugging its hips to prevent any accidents. Your animal companion briefly becomes a familiar, and you select three familiar abilities it has for the duration. It otherwise retains its statistics, including Hit Points, AC, saves, and skills proficiencies. You can Dismiss the spell.

Heightened (4th) Increase the duration to 1 hour and the number of abilities chosen to five.

ADVANCED WARDEN SPELLS STENCH SQUAT

FOCUS 2

UNCOMMON CONCENTRATE FOCUS POISON RANGER

Area 10-foot emanation

You scrunch up your face and squat, exposing your foes to a horrid smell as you dump your pants defensively. Each creature in the area takes 3d4 poison damage, with a Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is sickened

Critical Failure The creature takes double damage and is sickened 2.

Heightened (+2) The damage increases by 2d4.

QI SPELLS

TOUCH OF SLEEP *>>

FOCUS 1

UNCOMMON CONCENTRATE FOCUS INCAPACITATION MENTAL MONK SLEEP SUBTLE

Range touch; Targets 1 creature
Defense Will; Duration 24 hours

You reach out and touch your target. Anytime during the duration, you can spend a single action, which has the auditory and concentrate traits, to inform the creature that it is their nap time and potentially put them to sleep on the spot. The target must attempt a Will save. This spell doesn't prevent creatures from waking up due to a successful Perception check.

Critical Success The target is unaffected, the spell ends, and the target is then temporarily immune for 24 hours.

Success The creature falls unconscious for 1 round, and the target is then temporarily immune for 24 hours.

Failure The creature falls unconscious for 1 minute and is sleeping normally at the end of this minute.

Critical Failure The creature falls unconscious for 1 hour. At the end of this hour, it is sleeping normally.

ADVANCED QI SPELLS

PURGE IMPURE THOUGHT

FOCUS 3

UNCOMMON CONCENTRATE FOCUS MONK

You focus your qi to shunt out non-innocent thoughts from your mind, at least temporarily. Attempt a Will save against a single mental effect currently affecting you. If you succeed, it is suppressed until the end of your turn.

Heightened (8th) Instead of suppressing the effect, you remove it.

PRE-SCHOOL OF PLAY

HELPFUL HUG 🧇

FOCUS 1

UNCOMMON CONCENTRATE FOCUS WIZARD

Range 30 feet; Targets 1 willing creature

Duration sustained up to 1 minute

You conjure a spectral plush toy that wraps its stubby arms around a friend, encouraging them with love and possibly some vibrations. While affected by the spell, they have a +1 status bonus to their AC, and when you Cast or Sustain the spell they gain 1d4+1 temporary Hit Points.

Heightened (+2) Increase the provided temporary HP by 1d4+1.

PLUSHIFY WEAPONS ***

FOCUS 4

UNCOMMON CONCENTRATE FOCUS WIZARD

Range 30 feet; **Targets** 1 creature **Defense** Fortitude; **Duration** varies

You enchant a creature's weapons both natural and unnatural to turn them into toys and prevent harm to vour allies.

Critical Success The target is unaffected.

Success The target's Strikes become nonlethal and deal 2 less damage for 1 round.

Failure As success, but the duration is 1 minute.

Critical Failure As failure, but the damage reduction is increased to 3.

Heightened (+2) Increase the damage reduction by 1.

WITCH LESSONS

BASIC LESSON

Lesson of Comfort Embrace the soft and encourage comfortable living. You gain the *mother's balm* hex, and your familiar learns *protective padding*.

MOTHER'S BALM 🔊

FOCUS₁

UNCOMMON FOCUS HEX MANIPULATE VITALITY WITCH

Lesson comfort

Range 30 feet; Targets 1 creature

Duration sustained up to 1 minute

Your patron soothes ongoing wounds with a motherly calm and boo boo kisses from beyond. Reduce the amount of persistent damage the target receives by 2 and the DC for their flat check to recover from any persistent damage by 2. When you Cast or Sustain this Spell, the target can immediately attempt to recover from any persistent damage it has.

Heightened (+1) Further reduce damage by 2.

GREATER LESSON

Lesson of Youth Your patron encourages you to bring out your inner child. You gain the *form of the babe* hex, and your familiar learns *regression*.

FORM OF THE BABE

FOCUS 3

UNCOMMON FOCUS HEX MANIPULATE MORPH WITCH

Lesson youth

Targets self

Duration 1 hour

Your patron restores you to your youthful days, or makes you even younger if you aren't out of them yet. You regress in age until you are a toddler, reducing your size to Small if you weren't already.

Your equipment shrinks with you and becomes appropriate to your new form, including diapers, but still functions as before. You can choose its new appearance, and your equipment remains affected for the duration until the spell ends. While regressed this way you have a +2 status bonus to Deception checks to convince others of your innocence and youth, and you add your level to such Deception checks even if untrained. You can Dismiss this spell.

MAJOR LESSON

Lesson of Rebirth Like the pheonix rising from the ashes, a new slate provides endless potential. You gain the *blessing of birth* hex, and your familiar learns power word babble.

BLESSING OF BIRTH

FOCUS 5

RARE FOCUS HEX VITALITY WITCH

Lesson rebirth

Frequency once per year; **Trigger** You would die and your body isn't destroyed by the cause of death

Your patron refuses to allow their favored servant to fall. Instead of dying, half of your Hit Points are restored and you regress as *form of the babe*. This effect is permanent, and you can only be restored to your original age with powerful magic such as *wish*.

YOUTH DOMAIN

CHIDING GESTURE

FOCUS 1

UNCOMMON CLERIC EMOTION FOCUS

Trigger An enemy critically hits you or an ally within range

Range 30 feet; **Targets** the triggering creature

You wag your finger and tsk-tsk at the naughty foe for playing too roughly. The attack deals only as much damage as it would on a hit, but any other effects caused by a critical hit still occur.

MOTHER'S CARESS 🏖

FOCUS 4

UNCOMMON CLERIC CONCENTRATE FOCUS HEALING VITALITY

Range touch; Targets 1 willing living creature

You reinvigorate old flesh with but a touch, healing flesh and blood as if it was born yesterday. You restore 16 hit points and attempt to counteract one disease or poison afflicting the target. When casting this spell, you can also regress a creature by 1 year.

Heightened (+1) The amount of healing increases by 4.

AFFLICTIONS AND HAZARDS

Curses, diseases, and traps for the curious kittens and antsy anklebiters to fall afoul of.

CURSES AND DISEASES

COOTIES DISEASE 1

DISEASE MENTAL MORPH

The mythical disease spoken of by school-aged children ironically only affects adults. It is carried in the drool of its victims and amplifies existing feminine traits in those who already possess them.

Saving Throw DC 14 Fortitude; **Onset** 1 day; **Stage 1** stupefied 1 plus urinary incontinence (1 week); **Stage 2** stupefied 1, urinary incontinence, and female sexual characteristics appear (1 week); **Stage 3** stupefied 2, full incontinence, and the victim is now female if they weren't already (1 week)

CURSE OF CRINKLES

CURSE 1

CURSE MAGICAL

Often given out as a punishment to adults that mock those of lesser potty training (especially children), this curse makes it so a creature is unable to wear big kid pants.

Saving Throw DC 14 Will; **Effect** Each time you put on underwear or pull-ups, it becomes a thick diaper that emphasizes your newly waddling state instead. This diaper is always very obvious, peeking out from under clothes, adding considerable girth to your crotchular region, and even bursting tighter non-magical pants to ensure that everyone knows exactly what you're wearing. If you wear no underwear for over an hour, a diaper will appear on you.

CURSE OF PARAPHILIA

CURSE 10

CURSE EMOTIONAL MAGICAL MENTAL

This curse forcibly gives you a fetish you did not have and makes it nearly overtake all other thought.

Saving Throw DC 27 Will; **Effect** When this curse is applied to you, you become fixated on a fetish designated by the creator of the curse. Whenever you are presented with this fetish or a related item, scenario, or word you must use the first action on each of your turns to engage with it, or simply stand there and masturbate or endure an orgasm if you are not within reach. If you move during your turn, you must end your move closer to the source of your desire (be it an object or someone repeating a trigger word). This curse has no effect on creatures with no libido.

LIAR'S STENCH

CURSE 5

CURSE MAGICAL OLFACTORY

This curse makes it so that your lies are as obvious as a toddler's while having the side-effect of worsening continence.

Saving Throw DC 20 Fortitude; **Effect** Whenever you attempt a Deception check, you have a messy accident. Aside from the obvious smell, this imposes a -2 circumstance penalty on the check. If a creature is already aware of your curse, the check instead automatically fails.

SKUNK SYNDROME

CURSE 2

DISEASE MAGICAL MORPH OLFACTORY PRIMAL

Originating from wereskunks as a diluted form of their curse, this disease starts subtly and quickly erupts into a smelly, constant humiliation for the victim. It is spread through a victim's skunk spray, which is emitted during messy accidents. Amputating the skunk tail releases a spray that exposes others to the disease as many foolish and previously potty trained people looking for a quick cure have learned.

Saving Throw DC 16 Fortitude; Stage 1 clumsy 1 (1 day); Stage 2 clumsy 1 and a small skunk tail sprouts from the base of the victim's spine (1 day); Stage 3 clumsy 2, bowel incontinence, and the skunk tail has grown to be almost as tall and large as the victim themselves (1 day); Stage 4 transformation into a fully incontinent skunk beastkin. The victim retains their traits, feats, and abilities from their old ancestry as the skunk parts overlay themselves on top of their old biology, and they do not gain the Change Shape ability from the beastkin ancestry (1 week); Stage 5 the transformation is permanent.

SUB-SLIME

DISEASE 2

DISEASE MENTAL

This parasitic slime-mold proliferates itself in the semen of the infected and makes them highly suggestible while also increasing their libido.

Saving Throw DC 15 Fortitude; **Onset** 1 week; **Stage 1** increased libido and -2 circumstance penalty to saves made against effects that would control the victim's actions and mind (1 day); **Stage 2** as Stage 1, but the penalty is -4 (1 day); **Stage 3** as stage 2 but permanent.

SIMPLE HAZARDS

BOUNCER SNARE

HAZARD 2

MECHANICAL TRAP

Stealth DC 17 (trained)

Description A baby bouncer ready to spring from a mechanism in the ceiling and ensnare creatures.

Disable DC 18 Thievery (trained) to carefully jam the mechanism and prevent its opening

AC 18; Fort +11, Ref +5

Mechanism Hardness 6; Mechanism HP 32 (BT 16); Immunities critical hits, object immunities, precision damage

Ensnare Trigger A creature walks beneath the mechanism; **Effect** The triggering creature must succeed at a DC 18 Reflex save or be snatched up by the bouncer and raised 5 feet above the ground. The bouncer locks to prevent easy escape (DC 17, two locks).

Reset The trap resets when the bouncer is stuffed back into its mechanism.

MOUND OF DIRTY DIAPERS

HAZARD-1

ENVIRONMENTAL

Stealth DC 10 (0 if using scent)

Description A pile of discarded diapers in a 5-foot square has festered long enough to attract pests and expose nearby creatures to disease.

Disable DC 14 Survival (trained) or DC 14 Medicine (trained) to neutralize the stench and disperse the infesting pests. It takes 10 minutes to do so, but succeeding allows for it to be done safely

Stench (aura, olfactory); 5 feet. A creature that enters or starts its turn in the aura must succeed on a DC 14 Fortitude save or become sickened 1.

AC 12; **Fort** +6, **Ref** +1

HP 21 (BT 11); **Immunities** critical hits, object immunities, precision damage; **Weaknesses** fire 5

Scurrying Infestation Trigger A creature touches the mound, hits it, or damages it; Effect The pests within evacuate their home and bite at the feet of those nearby, dealing 2d4+1 poison damage to creatures within 10 feet, with a DC 14 basic Fortitude save and exposing them to Diaper Fever.

Diaper Fever (disease) **Saving Throw** DC 14 Fortitude; **Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1, recovering as an action always succeeds but causes the victim to mess themselves, and they fall ill again after 1d4 hours (1 day).

POOF RUNE

HAZARD 1

MAGICAL TRAP

Stealth DC 18 (trained)

Description An invisible rune inscribed onto the floor attempts to thicken an unwary creature's pants and keep it thick.

Disable DC 17 Thievery (trained) to scuff out the rune carefully, or *dispel magic* (2nd rank, counteract DC 15) to counteract the rune

Poof! (arcane) Trigger A creature walks onto the rune; Effect The triggering creature must make a DC 17 Will save as the trap probes them for their maturity. On a failure, a very thick diaper appears under their pants (or their existing diaper thickens). The diaper imposes a -5-foot circumstance penalty to their Speeds for 10 minutes, or 1 hour on a critical failure. If the diaper is removed during this time it will be replaced by a new diaper. This effect can be removed with dispel magic as per disabling the trap.

REGRESSION WARD

HAZARD 6

MAGICAL TRAP

Stealth DC 26 (expert) or detect magic

Description An invisible mote of youth magic attempts to regress trespassers.

Disable DC 24 Thievery (expert) to foil the ward's sensors, or *dispel magic* (3rd rank; counteract DC 22) to counteract the ward

Regression (arcane, morph, mental) Trigger A living creature moves within 20 feet of the mote without speaking the passphrase; **Effect** All creatures in the area are targeted by *regression* (DC 26 Fortitude save).

THIEVES' TRANSFORMATION

HAZARD 12

UNCOMMON MAGICAL TRAP

Stealth DC 37 (master)

Description An invisible rune imprinted within a container attempts to transform a greedy creature.

Disable DC 35 Thievery (expert) to bypass the rune, or dispel magic (5th rank; counteract DC 33) to counteract the rune

Transform (curse, morph, primal) **Trigger** A creature opens the container; **Effect** The triggering creature must succeed at a DC 37 Fortitude save or become a new ancestry designated by the creator (with possible additions like incontinence or body fat), as per *reincarnate*.

COMPLEX HAZARDS

HANDSY HALL

HAZARD 3

COMPLEX MECHANICAL TRAP

Stealth +14 (trained)

Description False panels that conceal waiting and forceful mechanical hands line the walls of a hallway watched by a mechanical sensor.

Disable DC 22 Thievery (trained) to scramble the sensor's lens and deactivate the trap

AC 19; Fort +10, Ref +5

Hardness 6; **HP** 30 (BT 15) to destroy the sensor and disable the trap; **Immunities** critical hits, object immunities, precision damage

Intruder Alert (morph) Trigger A creature enters the hallway or ends its turn in the hallway without speaking the passphrase; Effect The trap reveals 1d4+1 mechanical hands, which are stationary objects with AC 10, 1 Hit Point, +0 to their saves, a reach of 10 feet, and an Athletics modifier of +14, throughout the hallway closest to the intruders. The trap then rolls initiative.

Routine (3 actions) The trap uses one of its actions to reveal 1d4+1 more hands, to a maximum of 10 at one time. It then uses its second action to direct the hands to Disarm, Grab, Reposition, Shove, or Trip creatures within their reach. Its final action directs each hand to make a knockout Strike against each creature within their reach. If it cannot create more hands, it can use its remaining action to either make a maneuver or Strike as it sees fit.

Melee knockout punch +14 (nonlethal), **Damage** 1d10+6 bludgeoning plus knockout; no multiple attack penalty

Knockout (incapacitation) A creature damaged by knockout punch must succeed on a DC 20 Fortitude save or be stunned 1 (stunned 2 on a critical failure).

Reset The trap deactivates and resets after 1 minute. Before it deactivates, Creatures rendered unconscious by the trap and still within its area are deposited into the nearest room (or one designated by the trap's creator) with their equipment taken and placed into a nearby or designated container within said room (or a pile if not applicable). If not already diapered, they are then diapered. Additional humiliating clothing may be provided to the trap for this purpose and it is capable of locking them into manacles, bouncers, cages, etc. as programmed.

LULLABY OF DOOM

HAZARD 7

COMPLEX HAUNT

Stealth +17 (expert)

Description Parental voices from beyond the grave sing to rowdy children to lull them to sleep and regress them.

Disable DC 23 Diplomacy (trained) to convince the voices that you're not a child, DC 21 Occultism (trained) to ward off the regressive energies, or DC 23 Religion (expert) to exercise a spirit; three total successes are required to banish the haunt.

Quiet Down Trigger Two or more creatures roll initiative within the haunt's area; Effect Each creature hears the titular lullaby within their minds, envisioning parental specters that only they can see trying to quiet them down. Each creature in the area must attempt a DC 25 Will save. The haunt then rolls initiative.

Critical Success The creature resists the compulsion to sleep and is temporarily immune to the haunt's routine for 1 minute.

Success The creature is unaffected by the initial notes of the lullaby.

Failure The creature becomes very sleepy; if they fall unconscious due to the haunt's routine, they have a -4 circumstance penalty to Perception checks made to wake up as a result of noise.

Critical Failure As failure, but the creature can't make Perception checks made to wake up as a result of noise at all.

Routine (1 action; auditory, incapacitation, occult) The haunt focuses the power of the lullaby, amplifying its soothing effect and regressing those already asleep. Each creature in the haunt's area must attempt a DC 25 Will save.

Critical Success The creature is unaffected and temporarily immune for 1 minute.

Success The creature is unaffected.

Failure The creature falls asleep, lying prone on the ground and releasing whatever they are holding. If they were already asleep, they physically regress by 1/10th of their current age. This regression is a curse effect and can be counteracted by magic such as *cleanse affliction* (DC 25).

Critical Failure As failure, but the regression is 1/5th.

Reset The haunt's spirits return to rest over the course of an hour, after which it can trigger again.

BESTIARY

A collection of kinky and strange monsters to challenge and entice your players with.

DAYCARE DENIZENS

While not entirely related, these collective monsters are commonly found in daycares, nurseries, and other child rearing locations - both normal ones long abandoned and those purposefully created to humiliate and subdue adults - and vary wildly in bestial type. Whatever their natures, it is clear that they are united in their goal to regress and forcefully care for anyone they come across, as infighting is unheard of among them. Often times it is the case that they are created by an intelligent creature... but seemingly just as often it is found they are

ANIMATED PLUSH

Particularly childish or nostalgic magicians may commission custom, larger than normal plush toys and fill them with love and animating energies. Sometimes the lingering whimsy and playful energy left behind in an area will bring a plush to 'life' instead. Whatever the case, animated plushies want nothing more than to give creatures they come across a biiiiig hug and put them down for a nap. Unlike most animated constructs, they have little natural armor to speak of due to being made of stuffing and cloth, but can still prove hard to destroy due to just how much stuffing they have.

ANIMATED PLUSH

CREATURE 1

MEDIUM CONSTRUCT MINDLESS

Perception +5; darkvision

Languages Common; can't speak any language

Skills Athletics +7

Str +2, Dex -2, Con +2, Int -5, Wis +0, Cha -5

AC 13; Fort +10, Ref +2, Will +3

HP 22; Immunities bleed, death effects, disease, doomed, drained, fatigued, healing, mental, nonlethal attacks, paralyzed, poison, sickened, unconscious; Weaknesses fire 3

Speed 20 feet

Melee ★ fist +7 (agile, nonlethal), Damage 1d6+2 bludgeoning plus Grab

Squeeze (nonlethal) Requirements The plush has a creature grabbed; Effect The plush deals 6 bludgeoning damage to the grabbed creature with a basic DC 17 Fortitude save. On a critical failure, the creature has an accident.

DIAPER FAIRY

Commonly grouped with other daycare denizens, diaper fairies can be found ranging far and wide from their chosen lairs. Born from wishes of youth, they seek out adult creatures that are already receptive to the idea of wearing diapers or being a big baby and will incessantly pester them until they give in and follow them to the daycare. Whispering in their ears at night, cutting up their underwear and leaving a fresh diaper in the scraps, even outright telling them just how much better they'd look and feel wearing diapers to their face, etc. are all common tactics.

Some diaper fairies will leave their victims alone after they've been refused enough times. Most won't settle for this and can swear up and down they can tell a diaper lover in denial when they see one. If the victim isn't receptive and hasn't managed to scare the fairy off, the fairy may very well gang up with others of its kind and use magically enhanced strength to forcibly drag them to the daycare while they sleep. They also use this magical strength to great use during diaper changes, lifting big babies out of cribs, and their beloved dress-up and teasing time.

DIAPER FAIRY

CREATURE 0

TINY FEY

Perception +6; darkvision

Languages Common, Sylvan

Skills Diplomacy +5, Stealth +6, Thievery +6

Str +0, Dex +3, Con +0, Int +0, Wis +3, Cha +2

Items paddle, diaper

AC 14; Fort +3, Ref +10, Will +6

HP 12; Weaknesses cold iron 2

Speed 15 feet, fly 30 feet

Melee paddle +6 (agile, finesse, nonlethal), **Damage** 1d8 bludgeoning plus Splat!

Primal Innate Spells DC 16; **1st** ant haul (at will, self only); **Cantrips (1st)** conjure change, tummy trouble

Splat! → (manipulate) Requirements The diaper fairy's last action was a successful paddle Strike against a creature in a messy diaper; Effect The diaper fairy lands a hefty blow onto the butt of the creature's heavy huggies, disorienting them. The creature must succeed at a DC 16 Fortitude save or be slowed 1 for 1 round (slowed 2 on a critical failure).

GHOSTLY HANDS

Taking the form of many floating spectral hands, ghostly hands are the result of concentrated necromantic energy invoked upon latent ectoplasm within the air and modified with a dominant and often parental touch. Some ghosts with a kinky bent can also sometimes manifest ghostly hands as an extension of their will. Ghostly hands relentlessly assault those they find with flurries of sensitive touching to distract them and prime them for undressing. They may leave their victim's naked and unconscious or drag them along further into a daycare to be toyed with.

GHOSTLY HANDS

CREATURE 2

LARGE INCORPOREAL MINDLESS SPIRIT SWARM UNDEAD

Perception +9; no vision, lifesense 60 feet

Languages Common; can't speak any language

Skills Athletics +6, Stealth +8

Str -5, Dex +3, Con +0, Int +0, Wis +2, Cha +0

AC 16; Fort +7, Ref +11, Will +7

HP 18 (negative healing); **Immunities** death effects, disease, grabbed, paralyzed, poison, precision, prone, restrained, unconscious, visual; **Resistances** all damage 3 (except force, *ghost touch*, or vitality; double resistance vs. non-magical); **Weaknesses** area damage 3, splash damage 3

Speed fly 25 feet

Draining Tickles № (nonlethal) Each enemy in the swarm's space takes 1d4+2 void damage

Undress (manipulate) The ghostly hands attempts to Disarm each enemy in the swarm's space. In addition to being able to target's held items, it can also target worn items. This counts as a single Disarm for the swarm's multiple attack penalty. If the swarm's last action was Tickle and Tease, it has a +1 circumstance bonus to Disarm any creature who failed their save.

When Disarming worn items, the hands can remove only loosely secured clothing, accessories, and containers such as bags and backpacks. It cannot remove armor, but if it removes a creature's bottoms it can replace their underwear with a diaper within reach as part of the same action.

Lively Touch The ghostly hands can attempt actions that require Athletics checks, such as Grapple or Shove, against corporeal creatures and manipulate objects despite being incorporeal. It can carry up to 6 Bulk at a time and counts as having eight free hands.

KINKY OUTSIDERS

Any creature from the Outer Sphere can put on a diaper or engage in debauchery if it wants, but some are born perpetual infants or especially linked to certain kinky behaviors. Celestials trend towards innocence when they govern matters related to things like diapers: motherhood and childhood are common. Contrarianism compels fiends to focus on the more perverse aspects of kink.

BEZRAK (EGG DEMON)

Little more than a mass of slimy, writhing tentacles with a fleshy core, a Bezrak is a heinous thing that seeks only to violate and reproduce. Born from the souls of mortals who flagrantly disregarded the concept of consent, they inhabit areas such as humid caverns and sewers and seek out living creatures to invasively fill with parasitic eggs from orifices at the end of their tendrils. Bezraks loathe being perceived and their sensitive skin sizzles in bright light.

BEZRAK

CREATURE 2

SMALL DEMON FIEND UNHOLY

Perception +7; no vision, lifesense 100 feet

Languages Abyssal; telepathy 100 feet

Skills Acrobatics +6, Athletics +9, Stealth +6

Str +2, Dex +2, Con +3, Int -4, Wis +1, Cha +0

AC 15; Fort +8, Ref +6, Will +10

HP 23; **Immunities** visual; **Weaknesses** cold iron 3, holy 3

Light Vulnerability If the bezrak starts its turn in an area of bright light it takes 2d6 fire damage.

Speed 10 feet, swim 30 feet

Melee ★ tentacle +9 (agile, reach 5 feet), **Damage** 1d6+2 bludgeoning plus 1d4 unholy and Grab

Divine Innate Spells DC 16; **2nd** *darkness*; **1st** *enfeeble* **Oviposition** (manipulate) **Requirements** The bezrak is grappling a creature; **Effect** The bezrak begins to fill the target's available holes with eggs.

Bezrak Eggs (disease); The sickened and encumbered conditions from a bezrak's eggs don't improve until the disease is cured. Saving Throw DC 16 Fortitude;
Stage 1 sickened 1 and encumbered (1 week); Stage 2 sickened 2 and encumbered (1 week); Stage 3 dead and births 1d6 new bezraks from abdomen

A NOTE ON HARD KINK MONSTERS

Do not use this monster (and some others) lightly. This document mainly concerns a kink that for most people is at odds with this monster. Always discuss with players beforehand what the parties' limits are.

CHERUB (LOVE ANGEL)

A small variety of angel that resembles human babies. Cherubs exist to encourage love and peace among the mortal races, especially romantic love. Naturally mischevious, as children often are, they must be instilled with the virtues of angelkind before they are given assignments: most often to aid mortals in mending petty grudges that fiends may be stoking to cause full-on conflict. This is typically done invisibly using their magical arrows, but older cherubs may outright talk with mortals and try to impart lessons.

Most cherubs are formed from the souls of infants and are as intelligent as an advanced toddler. They fear conflict when alone, but can be surprisingly vicious to the unholy in large numbers, peppering them with arrows that rake at the souls of their foes.

CHERUB CREATURE 3

SMALL ANGEL CELESTIAL HOLY

Perception +9; darkvision

Languages Celestial, Common

Skills Acrobatics +6, Diplomacy +7, Religion +5, Stealth +9

Str +0, Dex +3, Con +2, Int +0, Wis +1, Cha +2

Items cloth diaper, shortbow (20 arrows)

AC 18; Fort +4, Ref +9, Will +9

HP 34; Weaknesses unholy 3

Speed 20 feet, fly 30 feet

Melee № fist +5 (agile, nonlethal), **Damage** 1d4 bludgeoning

Ranged → shortbow +8 (deadly d10, range increment 60 feet, reload 0), Damage 1d6+3 piercing plus 1 holy

Divine Innate Spells DC 17; **2nd** *invisibility* (at will, self only); **1st** *ventriloquism*; **Cantrips (2nd)** *message*

Love Arrow (divine, emotion, manipulate, mental)
The cherub imbues one arrow with love and loads it into their bow. On a hit, this arrow deals no damage. Instead, the target must attempt a DC 21 Will save. On a failure, the target becomes friendly towards the next creature of its type (humanoid, for example) it sees. If it was already friendly, it becomes helpful. If it was already helpful, it becomes infatuated with them either romantically or platonically, chosen by the cherub. On a critical failure, it always becomes infatuated. These effects last for 1 week, long enough that they may persist beyond the magical influence. While influenced this way, a creature also cannot take hostile actions against the target of their desire.

SUBFOCADAEMON (SUFFOCATION DAEMON)

Subfocadaemons personify death by lack of air, and specifically those deaths found through sought out pleasures relating to such. Be it autoerotic asphyxiation, accidents during bouts of facesitting, or breathplay. They resemble girthy cattle with no orifices to speak of, fleshy "diapers" taped permanently to their hips and folds of skin resembling bags concealing a screaming face topping a muscled neck. At the end of their forelimbs are wriggly, detachable digits that constrict themselves around the necks of their prey. Subfocadaemons delight in prolonging struggle and will toy with creatures by allowing them to breathe briefly before continuing their assault, stopping only when they grow bored. Creatures of strong will are favored as they can be played with longer before the daemon's toy breaks.

SUBFOCADAEMON

CREATURE 5

LARGE DAEMON FIEND UNHOLY

Perception +13; darkvision, lifesense (imprecise) 30 feet

Languages Common, Daemonic; telepathy 100 feet **Skills** Athletics +14, Intimidation +12, Religion +11

Str +4, **Dex** +2, **Con** +6, **Int** +2, **Wis** +3, **Cha** +2

AC 20; Fort +16, Ref +7, Will +10

HP 96; Immunities death effects; Weaknesses holy 8

Speed 30 feet

Melee ♠ forelimb +14 (agile, magical), Damage 2d8+7 bludgeoning plus 1d6 unholy and Strangling Digits

Facesit (manipulate) The subfocadaemon smothers a creature within its reach using its ass. It makes an Athletics check against the target's Fortitude DC, dealing 5d10 bludgeoning damage, knocking them prone, and immobilizing them until the daemon moves on a success. While immobilized this way, the target must hold its breath or begin suffocating.

Divine Innate Spells DC 19; **4th** *dimension door*; **3rd** *impending doom*; **1st** *air bubble* (at will on creatures being facesat and can be Dismissed)

Strangling Digits (manipulate) Requirements The subfocadaemon's last action was a successful forelimb Strike against a creature; Effect The daemon's fingers wrap themselves around the creature's neck, forcing them to hold their breath. At the start of each of their turns they must make a DC 19 Fortitude save. On a failure, their remaining air is reduced by 1 round (or 2 on a critical failure). A creature can remove the digits as an Interact action.

PRAEMATUS (MATURITY DEVIL)

Maturity devils are twisted caretakers and doms that revel in reducing responsible (and societally powerful) adults to big babies. While perfectly capable of doing so instantly, they crave the satisfaction of long term regression. Though able to shift into nearly any humanoid form they wish, a maturity devil's true form is always a tall, attractive humanoid with jaundiceyellow skin and prehensile tails perfect for diaper groping bound in black leather dominatrix gear complete with belts that tightly hug the diapers clad on their hips. Occasionally a maturity devil will take it upon themselves to torture the bloodline of a hero that sent them back to Hell and make sure every one of their descendents ends up back in diapers. When on the material plane a maturity devil will often disguise themselves and slowly manipulate a victim's close family and friends into thinking that it would be best if they were kept in diapers, that they really should look into buying a crib, and so on.

PRAEMATUS

CREATURE 8

MEDIUM DEVIL FIEND UNHOLY

Perception +18; greater darkvision

Languages Celestial, Common, Infernal; telepathy 100 feet

Skills Athletics +16, Deception +21, Diplomacy +18, Genealogy Lore +14, Intimidation +18, Religion +15, Society +14, Stealth +16

Str +3, Dex +5, Con +4, Int +3, Wis +4, Cha +7

Items +1 whip

AC 26; Fort +16, Ref +17, Will +19; +1 status to all saves vs. magic

HP 135; **Immunities** fire; **Resistances** physical 5 (except silver), poison 10 **Weaknesses** holy 5

Speed 25 feet

Melee whip +21 (disarm, finesse, magical, nonlethal, reach, trip), Damage 2d4+8 slashing plus 1d6 unholy

Melee tail +18 (agile, magical, reach 5 feet), Damage 2d6+6 bludgeoning plus 1d6 unholy and Grab

Divine Innate Spells DC 26; **5th** dimension door, humanoid form (at will), pacify; **3rd** regression (at will); **Cantrips (5th)** detect magic, tummy trouble

Regressive Mark (concentrate, curse, divine, manipulate) The maturity devil focuses on a single living mortal it can see. The target must succeed on a DC 26 Will save or be marked for regression for 1 year. A creature marked for regression can be targeted by the devil's regression and tummy

trouble spells at any range and from any plane, with a -2 circumstance penalty to their saves against these spells. If the curse is not removed by the end of the year, the creature makes one final Will save. If they don't succeed, they are permanently afflicted with the critical failure effects of *regression*, as well as incontinence.

TOILET TRAINING TERRORS

Some creatures' sole purpose seems to be impeding potty training. Their mere existence is enough to keep some people in diapers well into adulthood.

LIVING ACCIDENT

Wanting nothing more than to occupy the pants of a creature (especially if said pants are absorbent), a living accident is a strange ooze resembling a pile of watery mud that feeds on waste. Thankfully it lacks an odor in spite of its appearance and is in fact actually good for one's skin.

LIVING ACCIDENT

CREATURE -1

TINY MINDLESS OOZE

Perception +0; motion sense 60 feet, no vision

Skills Stealth +1

Str +1, Dex -5, Con +3, Int -5, Wis +0, Cha -5

Motion Sense A living accident can sense nearby motion through vibration and air movement.

AC 6; Fort +7, Ref +0, Will +1

HP 20; **Immunities** acid, critical hits, mental, precision, unconscious, visual

Speed 15 feet

Melee ▶ pseudopod +6, Damage 1d4+1 bludgeoning plus Fill Pants

Fill Pants The accident Leaps up to 10 feet and makes a pseudopod Strike. If it hits a creature larger than itself, it can occupy that creature's pants. Doing so is like Grabbing the creature (Escape DC 16), but the accident moves with that creature rather than holding it in place. The accident is hidden while occupying a creature's pants and the only action it can take is Stimulate.

Stimulate Requirements The accident is occupying a creature's pants; Effect The accident stimulates the creature to encourage a true accident. The creature must succeed on a DC 19 Fortitude save or have an accident and be slowed 1 for 1 round.

POTTY MONSTER

The bane of potty trainers everywhere. Potty monsters are horrid worms with undulating spines, mandibles in the shape of a hand, and a brown coloration that tunnel through the fabric of the universe to take up residence within toilets and chamber pots, just below the seat. It is there that they lie in wait for unspuspecting prey, dragging them down into their extra-dimensional lairs to feast. Despite these frightening capabilities, a potty monster is incapable of stealing fully grown creatures and is shy.

They can sense the size of approaching targets and, if they deem them too large, will emit a sound that strikes terror into the very psyche of their foe in the hopes that it will scare them off. If it doesn't, they typically flee, but some potty monsters will defend lucrative spots such as public restrooms to the death. Adults who stick around to fight them quickly find that their hubris leads to ironic potty problems.

POTTY MONSTER

CREATURE 0

TINY ABERRATION

Perception +10; lifesense (imprecise) 30 feet

Skills Intimidation +5

Str +1, Dex +2, Con +1, Int -5, Wis +1, Cha +2

AC 14; Fort +3, Ref +6, Will +1

HP 15; **Resistances** poison 2

Speed 10 feet, burrow 10 feet

Melee ★ mandibles +5 (reach 5 feet), **Damage** 1d4+1 piercing plus grab

Ranged ◆ spit +6 (range increment 10 feet, poison),

Damage 2d4 poison plus potty monster venom

Induce Terror (auditory, emotion, fear, mental) The potty monster attempts to Demoralize all hostile creatures within 30 feet of it. It rolls once and compares the result to each target's Will DC as if it was targeting only a single creature.

Dimension Tunneler (teleportation) When the potty monster uses its burrow speed, it can do so through any material and through thin air instead of just the ground, and can slip into the astral plane, or into its queen's demiplane if it is within reach. It can bring creatures it has grabbed with it, but if they Escape or are released they are popped back to their previous plane.

Potty Monster Venom (poison); Saving Throw DC 13
Fortitude; Maximum Duration 2 weeks; Stage 1 1d4
poison damage and clumsy 1 (1 round); Stage 2
clumsy 1 and urinary incontinence (1 week); Stage 3
clumsy 1 and full incontinence (1 week):

POTTY MONSTER QUEEN

A collection of multiple elder female potty monsters coiled together to make one worm, these abominations can no longer live within their preferred environment. Instead, they typically opt for the next best thing: sewer systems. Their extradimensional nature means that any sewer worker no matter the nation knows to be careful lest they end up as a snack for these highly territorial annelid menaces, but thankfully, it's easy to tell when one is around.

They constantly emit their species' eponymous horror-screech as the spines of each specimen making up the whole rub against the others, and further still their male kin are attracted to the sound and begin to swarm areas where they are found. They serve as repositories of eggs for a colony, each of the smaller bodies that make up the whole carrying a clutch.

POTTY MONSTER QUEEN

CREATURE 4

MEDIUM ABERRATION

Perception +15; lifesense (imprecise) 30 feet

Skills Intimidation +12

Str +3, Dex +4, Con +3, Int -1, Wis +3, Cha +4

AC 20; Fort +14, Ref +8, Will +4

HP 64; **Resistances** poison 5

Undulating Horror (auditory, aura, emotion, fear, mental) Each creature that begins its turn within 60 feet of a potty monster queen must attempt a DC 21 Will save. On a failure, they are frightened 2. On a success, they are temporarily immune for 1 minute.

Reactive Strike 2

Speed 15 feet, burrow 15 feet

Melee ♠ mandibles +11 (reach 5 feet), Damage 2d8+5 piercing plus grab

Ranged → spit +12 (range increment 20 feet, poison),

Damage 3d6 poison and 4 splash plus potty
monster queen venom

Dimension Tunneler (teleportation) When the potty monster queen uses its burrow speed, it can do so through any material and through thin air instead of just the ground, and can slip into the astral plane, or into its demiplane if it is within reach. It can bring creatures it has grabbed with it, but if they Escape or are released they are popped back to their previous plane.

Potty Monster Queen Venom (poison); Saving Throw DC 21 Fortitude; Maximum Duration 2 weeks; Stage 1 2d4 poison damage and clumsy 2 (1 round); Stage 2 clumsy 1 and urinary incontinence (1 week); Stage 3 clumsy 1 and full incontinence (1 week);

WADDLING WYRMS

Dragons and their kin are often too proud to admit to any sexual activities or immature behaviors. Yet throughout the world one can find the occasional heavy, smelly diaper hidden beneath mounds of gold in a dragon's hoard for 'private enjoyment', and it's hard to ignore the puffs of powder that erupt from a kobold's pants wherever they toddle.

DIAPER DRAGON

It is very rare that a dragon ever undergoes the transformation into the feared and adored beings known as diaper dragons. Not only is the knowledge mostly lost to time and known only to legendary beings that concern themselves with such things... a dragon's ego and intense sense of superiority and maturity tends to get in the way of even wanting to become something outright called a 'diaper dragon' in the first place. They tend to much prefer titles such as The Destroyer or Bane of Men to Pants Filler. But dragons are nothing if not obsessive and a select few throughout history have been so utterly infatuated with the infantile garments that they have not only sought out but successfully enacted the complex rituals required to change themselves forever.

A diaper dragon resembles its original self but with their scales replaced with the plastic shell of a disposable diaper and with tapes lining their body. Typically, a diaper dragon sequesters itself within a demiplane of its own creation. All recorded diaper dragons throughout history have been masterful magicians; they have to be in order to achieve their state of existence. These dragons devote much of their time to the scholarship of diapers and all things relating to them, sending dreams to mortals to influence innovations in diaper technology and spread ideas such as diaper fetishism. They care little for anything other than diapers and only their must trusted servants are allowed to frolic within their padded heavens where pampers of all shapes, sizes, and states can be found throughout the scenery.

When a diaper dragon does leave its magical lair it is often disastrous for the potty training and psychosexual zeitgeist of whatever region they roam. Most often this is the case when the dragon gets the idea to spread their adoration far and wide in a more direct manner, sick of relying on subtle manipulations and mental nudges in favor of using their powerful aphrodisiac breath that encourages diaper use and collected magic to force their kinks upon the local populace. Thankfully other diaper dragons tend to intervene... after rubbing the front of their padding for awhile, watching the affair via scrying.

DIAPER DRAGON

CREATURE 24

RARE HUGE DRAGON

Perception +41; darkvision, scent (imprecise) 60 feet, powder vision

Languages Celestial, Common, Draconic

Skills Acrobatics +36, Arcana +45, Athletics +38, Deception +34, Diaper Lore +47, Diplomacy +38, Intimidation +34, Society +43, Stealth +33

Str +9, Dex +7, Con +8, Int +12, Wis +10, Cha +12

Powder Vision Clouds of baby powder don't impair a diaper dragon's vision; it ignores the concealed condition from powder.

AC 51; Fort +37, Ref +34, Will +41; +1 status to all saves vs. magic

HP 500; Immunities paralyzed, unconscious;Resistances physical 10

Intoxicating Presence (arcane, aura, emotion, mental); 90 feet. A creature that first enters the aura must attempt a DC 47 Will save. On a failure, the creature is slowed 1 for 3 rounds (slowed 2 on a critical failure). Regardless of the result, that creature is then temporarily immune to the dragon's intoxicating presence for 1 minute.

Counterspell Trigger A creature within 60 feet casts a spell the dragon has prepared. Effect The dragon expends a prepared spell to counter the triggering creature's casting of that same spell. It loses the spell slot and then attempts to counteract the triggering spell.

Fetishistic Fugue Trigger A creature within 60 feet starts their turn. **Effect** The dragon casts *daze* on the triggering creature.

Speed 60 feet, fly 180 feet

Melee → jaws +42 (magical, mental, nonlethal, reach 20 feet), Damage 4d10+17 piercing plus 3d6 mental

Melee ★ tail +40 (magical, nonlethal, reach 25 feet),

Damage 4d10+17 bludgeoning

Melee wing +40 (agile, magical, nonlethal reach 20 feet), **Damage** 3d8+17 bludgeoning

Arcane Innate Spells DC 47; **4th** *creation* (at will, diapers only but permanent and as a single action), suggestion (at will); **3rd** *regression* (at will); **Cantrips (10th)** *daze*, *detect magic*

Arcane Prepared Spells DC 47, attack +42; 10th regression; 9th baby bolt (x2), telepathic demand;
 8th diaper transmutation, pacify, scintillating pattern; 7th dispel magic, time out (x2);

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6th cursed metamorphosis, dominate, power word babble; **5th** mind probe, pacify, subconscious suggestion; **4th** dispel magic, protective padding, telepathy; **3rd** protective padding (x2), slow; **2nd** dispel magic (x2), mirror image; **1st** alarm, befuddle, charm; **Cantrips (10th)** conjure change, figment, prestidigitation, shield, tummy trouble

Breath Weapon (arcane, mental, nonlethal) The dragon breathes an intoxicating mist that smells strongly of baby powder that deals 22d6 mental damage in a 60-foot cone (DC 47 basic Will save). Creatures that fail their save are also stupefied 1 for 1 round (stupefied 2 on a critical failure). It can't use Breath Weapon again for 1d4 rounds.

Each time the dragon uses Breath Weapon, a 20-foot-radius cloud of baby powder appears at a point of the dragon's choosing along the Breath Weapon's path. Clouds last for 10 minutes, have the effect of *obscuring mist*, and allow the dragon to use Powder Compulsion.

Change Shape (arcane, concentrate, polymorph, transmutation) The dragon takes on the appearance of any Small or Medium humanoid. This doesn't change its Speed or attack and damage bonuses with its Strikes, but might change the damage type its Strikes deal (typically to bludgeoning).

Draconic Frenzy The dragon makes two claw Strikes and one tail strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, it recharges Breath Weapon.

Powder Compulsion (arcane, concentrate, emotion, mental); Frequency Once per round; Requirements A powder cloud is within 500 feet, and the dragon can see the cloud; Effect Any creatures within the cloud must succeed on a DC 47 Will save or become so utterly infatuated with diapers that they can't help but spend one of their actions next turn filling, rubbing, huffing, or otherwise enjoying either their own diaper or the nearest available diaper. If they critically fail their save, they spend all of their actions doing so.

DIAPER DRAGONS AS DEITIES

Diaper dragons have the capability to act as minor deities, granting spells to their clerics and governing the domain of youth exclusively. Each diaper dragon is different but they share the universal edict of "wear diapers" and anathema of "potty train".

MILK DRAKE

Fulfilling a similar ecological niche to vampire bats, milk drakes seek out farmsteads and crawl awkwardly on the ground up to sleeping livestock, using their circular mouths to suckle from the teats of udders. Rarely, a milk drake will opt to instead drink from sleeping humanoid nipples (and according to folklore, cocks if they are very desperate, though scholars debate the veracity of these claims) if no livestock are readily available. They resemble squat, toad-like wyverns with long necks that end in hornless, eggshaped heads which themselves terminate in a toothless mouth similar to a lamprey.

What they lack in traditional defense they make up for in surprising speed and the ability to regurgitate a sickening mixture of stomach bile, mucous, and spoiled milk stored in a specialized organ next to their stomach. They are tameable if one can supply fresh milk, though few want them around in the first place, and their skittish nature makes them liable to disappear despite one's hard work - goblins occasionally utilize them to locate farmsteads to loot.

MILK DRAKE

CREATURE 4

SMALL DRAGON

Perception +12; darkvision, scent (imprecise) 60 feet **Languages** Draconic

Skills Acrobatics +11, Stealth +11

Str +1, Dex +3, Con +2, Int -2, Wis +1, Cha +0

AC 21; Fort +9, Ref +15, Will +7

HP 65; **Immunities** paralyzed, unconscious

Twitchy Spray (attack); **Trigger** A creature within range of the drake's Milk Spray uses a move action and the drake's milk spray is charged. **Effect** The drake uses its Milk Spray at the creature.

Speed 20 feet, fly 60 feet

Melee 2 claw +15 (agile), Damage 2d4+6 slashing

Milk Spray (poison) The drake vomits a slurry of spoiled stomach contents that deals 6d4 poison damage in a 15-foot cone (DC 22 basic Fortitude save). In addition to taking damage, a creature that fails this save is sickened 1 for 1 round, or sickened 2 on a critical failure. It can't use Milk Spray again for 1d4 rounds.

Evasive Maneuvers (move) The drake Strides up to twice its Speed and does not trigger reactions when it does so. It can do this twice per day.

Desperate Regurgitation When the drake is reduced to half of its Hit Points, its Milk Spray is recharged. This can only happen once per day.

WILD THINGS

Even creatures that live far from civilization will put on a diaper now and then. Beasts are not immune to the allure of pillowy pampers or their base instincts. If one goes deep enough into the woods they may very well find themselves being re-raised by 'wolves'.

FALSE MOTHER

Sitting upon humongous rocking chairs deep in their underground lairs within the First World, a false mother gives off the initial impression of a homely farmwife dressed in a homemade gown and cap, perpetually knitting a brand new sweater for the children she expects. Her anger will reveal the ruse: beneath the clothes (in actuality an extension of the creature's skin) lies the engorged body of a silk worm, and what was thought to be two normal arms is in actually a collective of many spindly and sharp limbs, the mother's smiling face an intricate porcelain mask stitched over nothing but pale white flesh.

False mothers are fey that collect the neglected and traumatized children of the world with promises of the unconditional love they were denied, but do so out of a misguided pursuit to embody the concept of "mother" more than anything else. She truly loves her adopted children... but they wither away as proper food is denied to them, as the mother herself ironically neglects them shortly after their arrival, when the joy of a new baby wears off and she goes seeking more for her collection.

Whether the false mother realizes the harm she causes and doesn't care or is blissfully unaware is unknown, but what is known is that this literal kidnapper is fiercly protective of its brood. If confounding intruders with illusions and enchantments does not work to lure them into the mother's slimy silk, her prodigous bulk and insectoid progeny can make short work of foes by crushing them and stripping them of their flesh.

The inside of a false mother's lair is a veritable labor of genuine love for small children. Emphasis on small: any humanoid older than a toddler will either be treated as such regardless. False mothers are excellent weavers and will make many pretty and humiliating outfits for their new babies, including hyper-thick cloth diapers, while generally smothering them with affection. Those that try to escape either do so too late and do not have the strength for it... or open their doors to discover an endless maze of winding tunnels and webbing. Ironically, the false mother and her true progeny often end up devouring these survivors.

FALSE MOTHER

CREATURE 12

HUGE FEY

Perception +22; greater darkvision, truesight

Languages Common, Sylvan; speak with animals (insects only)

Skills Athletics +26, Crafting +19, Deception +21, Diplomacy +19, Nature +25, Survival +25

Str +6, Dex +4, Con +8, Int +4, Wis +5, Cha +4

Web Sense The false mother has imprecise tremorsense to detect the vibrations of creatures touching its web.

AC 30; Fort +27, Ref +16, Will +20; +1 status to all saves vs. magic

HP 284; Immunities paralyzed, poison, unconscious; Weaknesses cold iron 10; Resistances physical 10 (except cold iron)

Call the Children (manipulate); Requirements
Initiative has not been rolled. Trigger A creature
touches the false mother's web. Effect The false
mother rings a dinner bell and lets out an eerie
laugh as a swarm of her children (using the
statistics of a bore worm swarm) appears within 10
feet of the creature on the web.

Speed 25 feet, burrow 10 feet, climb 25 feet

Melee → body slam +23 (reach 10 feet), Damage 3d12+19 bludgeoning plus Knockdown

Melee ◆ sharp leg +23 (agile), **Damage** 3d6+10 piercing or slashing

Ranged № web +21 (range increment 30 feet), Effect
Web Trap

Primal Innate Spells DC 32; 6th hag's fruit; 4th pest form (at will); 2nd humanoid form (at will); 1st charm; Constant (6th) truesight; Constant (2nd) speak with animals (insects only)

Release Brood (manipulate); Frequency Once per day; Effect The false mother pulls aside her skindress skirt to reveal a writhing swarm of maggots that appears within 15 feet of her, using the same statistics as Call the Children.

Mother's Rage If one of the false mother's swarms of children or her current obsession is harmed then the mother will fly into a rage. Until the end of her next turn, she gains a +4 circumstance bonus to damage with Strikes made against the perpetrator and a -2 circumstance penalty to her attack rolls.

Web Trap A creature hit by the false mother's web attack is immobilized and stuck to the nearest surface until it Escapes (DC 32)

FUNGAL APE

Deep in the darkened swamps and forests of the world, one may be able to spot the elusive fungal ape. A creature steeped in legend with a green-furred body of a tall orangutan, the long arms and vocal sac of a gibbon, and a canid head topped with a false skull (in truth a hardened fruiting body of the mycelium network that is most dense in the creature's face-flesh) that conceals striking yellow eyes, the fungal ape is a chimeric creature whose origins are unknown. Surrounded by a near invisible cloud of spores that induce memory loss and deadly dementia into those that get near, close study of them is nearly impossible unless the ape wants to be close. They can be aggressively territorial, but are just as likely to be curious and gentle. They have an affinity for soft things (like diapers), and sweets, often storing them in their lairs and are friendly to animals that most disregard as vermin.

FUNGAL APE

CREATURE 6

RARE LARGE BEAST FUNGUS

Perception +10; darkvision, scent (imprecise) 30 feet **Skills** Acrobatics +11, Athletics +14, Intimidation +13, Stealth +11, Survival +10

Str +4, Dex +2, Con +4, Int -2, Wis +1, Cha +2

AC 21; Fort +17, Ref +11, Will +9

HP 130, regeneration 10 (deactivated by acid or fire); **Immunities** poison, disease

Spore Cloud (aura, disease, mental, poison) 10 feet. A creature that starts its turn in the aura must attempt a DC 24 basic Fortitude save, taking 6d4 poison damage. On a failure, they are exposed to its spores. On a success, they are temporarily immune for 1 minute. The ape can suppress or re-activate this aura as an action.

Speed 25 feet, climb 10 feet

Melee ★ fist +17 (agile), **Damage** 2d6+7 bludgeoning plus Grab

Melee

jaws +17 (deadly d8), Damage 2d8+7 piercing plus 2d4 poison

Wild Call (auditory, concentrate, primal); Frequency Once per day; Effect The ape inflates its vocal sac and calls for friends. This functions as summon animal (3rd), but two animals are summoned and they roll initiative to act.

Fungal Ape Spores (disease, mental); Saving Throw DC 24 Fortitude; Stage 1 2d4 poison damage and stupefied 1 (1 day); Stage 2 stupefied 2 (1 day); Stage 3 confused (1 day); Stage 4 dead

RATTLE-SNAKE

As the tale goes, a wizard once thought in their wizardly ways that the world would be better with some sort of new fucked up animal. Thusly they went about performing unethical breeding and magical modification until they ended up with the rattle-snake. Unlike the venomous viper it takes its name from, this scaleless, colorful serpent is an enchanting predator that swallows its prey whole. Its body looks like it is made of felt or plush and the eponymous rattle at the tip of its tail resembles a baby's toy. A rattle-snake's cartoonish eyes can glow in combination with the shaking of its rattle to hypnotize prey and render them helpless as they are consumed, the snake's jaws and stomach stretching to accomodate creatures as big as itself.

RATTLE-SNAKE

CREATURE 3

MEDIUM ANIMAL

Perception +7; low-light vision, scent (imprecise) 60 feet

Skills Acrobatics +9, Athletics +9, Performance +7, Stealth +9, Survival +7

Str +3, Dex +3, Con +2, Int -4, Wis +1, Cha -2

AC 17; Fort +8, Ref +11, Will +4

HP 43

Speed 20 feet, climb 20 feet, swim 20 feet

Melee **№** jaws +11, **Damage** 1d8+6 piercing plus Grab

Alluring Gaze (arcane, concentrate, visual, mental)

The snake focuses its gaze on one creature it can see within 30 feet, its eyes glowing with a spiral pattern. The target must attempt a DC 17 Will save.

On a failure, they must use one of their actions before the end of their next turn to get closer to the snake, Striding if possible, and cannot end their turn farther from the snake than when they completed the movement. On a critical failure, they must use all of their actions to do so.

Rattle (arcane, auditory, concentrate) The snake rattles its tail in an alluring manner. It makes a Performance check and compares the result to the Will DC of one creature it can see within 30 feet. If it succeeds, the target is fascinated by the snake for 1 round. While fascinated this way, it cannot take hostile actions against the snake.

Swallow Whole → (attack) Medium, 1d8+1 bludgeoning, Rupture 6

SENNATRIFFID

Related to the non-mobile genus *senna*, and more specifically *senna alexandria*, a sennatriffid is a dangerous, carnivorous flowering plant that dwells in the jungles of the Mwangi Expanse, though its useful properties for assassins and herbalists alike have brought it to other locales where some populations have escaped and multiplied. They tower over most animals and resemble three legged, tailless sauropods with a long, bushy stem from which sprouts their brightly colored flowering 'heads'.

The flowers emit an intoxicating aroma and house a stinger that can be whipped rapidly at prey and inject them with a fast acting venom which relaxes the muscles before suddenly making them seize and stiffen, after which the sennatriffid will mount the fallen victim and implant them with its roots, starting with pre-existing orifices, to digest over the course of a few days to a week depending on the size of the food. Their venom is valued as a useful poison, recreational drug, and powerful laxative.

SENNATRIFFID

CREATURE 4

MEDIUM MINDLESS PLANT

Perception +9; tremorsense (imprecise) 30 feet

Skills Athletics +12, Stealth +11 (+15 in jungles)

Str +3, **Dex** +2, **Con** +5, **Int** -5, **Wis** +2, **Cha** -2

AC 19; Fort +14, Ref +9, Will +7

HP 70; **Immunities** mental; **Weaknesses** fire 5

Aroma (aura, olfactory) 30 feet. A creature entering the emanation must attempt a DC 18 Fortitude save. On a failure, the creature is slowed 1 (slowed 2 on a critical failure). A creature that succeeds at the save is temporarily immune to this effect for 1 minute.

Speed 20 feet

Melee ▶ stinger +12 (poison, reach 10 feet), Damage 1d8+3 piercing plus sennatriffid venom

Root (concentrate, healing) Requirements The sennatriffid is next to a dying, paralyzed, or unconscious creature; Effect The sennatriffid moves into the creature's space and immobilizes both itself and the creature. Unless Shoved off, killed, or the creature Escapes (DC 18), the creature takes 3d6 automatic damage and the sennatriffid regains 3d6 Hit Points at the end of each of its turns.

Sennatriffid Venom (poison); Saving Throw DC 18
Fortitude; Maximum Duration 1 hour; Stage 1 offguard (1 round); Stage 2 off-guard and clumsy 1 (1 round); Stage 3 off-guard, clumsy 2 and possible messy accident (1 round); Stage 4 paralyzed (10 minutes)

WERESKUNK

Wereskunks' moonlit aggression takes the form of childish pranks and a hyperactive libido moreso than murderous rage. They rarely bite, seeing their curse as a gift for only those that they think are worthy of their lifestyle, and instead prefer to spray hapless victims in order to spread a minor version of their curse that leaves the afflicted as incontinent skunk beastkin. A wereskunk will cultivate a following of these beastkin, thinking of them as its 'gang', and together they'll form a rowdy and immature group, coordinating actions and huffing each others' dirty diapers in underground dens.

WERESKUNK

CREATURE 2

MEDIUM BEAST HUMAN HUMANOID WERECREATURE

Perception +8; low-light vision, scent (imprecise) 40 feet

Languages Common; skunk empathy

Skills Acrobatics +7, Athletics +8, Stealth +7

Str +3, Dex +2, Con +3, Int +0, Wis +1, Cha +0

Skunk Empathy (primal) The wereskunk can communicate with skunks.

Items hide armor, warhammer

AC 18; Fort +8, Ref +7, Will +9

HP 45; Weaknesses silver 5

Speed 25 feet

Melee • claw +10 (agile), Damage 1d4+5 slashing

Melee ▶ jaws +10, **Damage** 1d6+5 piercing plus curse of the wereskunk

Change Shape (concentrate, polymorph, primal) Human with fist +10 for 1d4+5 bludgeoning, or skunk with Speed 20 and jaws with Finesse.

Spray Musk (poison) The wereskunk propels potent, acrid musk in a 15-foot cone. Each creature in the area must attempt a DC 18 Fortitude save.

Critical Success The target is unaffected

Success The target is sickened 1.

Failure The target is sickened 2 and exposed to Skunk Syndrome.

Critical Failure As failure, but the target takes a -2 penalty to Stealth checks from the horrific odor for 24 hours or until the musk is removed or neutralized, requiring 10 minutes of thorough scrubbing with soap.

Curse of the Wereskunk (curse, primal); **Saving Throw** DC 18 Fortitude

Moon Frenzy (polymorph, primal)

NPCS CLOWN

Clowns are an oft-maligned profession. Many report being terrified of them from a young age, and ne'erdo-wells have taken it upon themselves to utilize the visage of these noble harlequins for vile pranks, making the situation even worse. In truth clowns seek only to bring joy to the world and point out the flaws of society through japery and performance. Divinely ordained as avatars of comedy, some clowns transcend mortality and even become the most important actors in the play that is life. Potty training still eludes these awe inspiring jesters though.

CLOWN

CREATURE 1

MEDIUM CLOWN HUMANOID

Perception +3; low-light vision

Languages Common

Skills Acrobatics +6, Circus Lore +5, Performance +7, Society +5, Stealth +6

Str +1, Dex +2, Con +1, Int +0, Wis -1, Cha +3

Items cloth diaper (x2), leather armor, squeaky hammer

AC 15; Fort +4, Ref +5, Will +2

HP 17; Resistances all damage 10

Clown Rejuvenation The clown is a clown. As such, should they die without being utterly destroyed, they will re-appear with full Hit Points 2d4 days from the time of death wherever it would be funniest.

Speed 25 feet

Melee ★ squeaky hammer +4 (nonlethal, shove), **Damage** 1d8+1 bludgeoning

Ranged conjured pie +5 (nonlethal, range increment 20 feet), Damage 2d4 force

Occult Spontaneous Spells DC 16; **1st** *draw ire*; **Cantrips (1st)** *figment*, *infectious enthusiasm*

Pratfall

 (emotional, manipulate, mental, visual) The clown intentionally does something foolish to get attention. It makes a Performance check against the Will DC of one foe it can see within 30 feet of it.

Critical Success The target's attention is diverted and they take a -1 status penalty to Perception and Will saves for 1 minute.

Success As critical success, but for 1 round instead.

Failure As success, but the clown ends up more foolish than intended, having a messy accident and falling prone right onto their buttocks.

Critical Failure As failure, but the clown does not distract the creature.

MAGE IN (DIAPER) TRAINING

They always wondered why their best teachers waddled instead of walked and sometimes paused briefly in the middle of a lecture to scrunch up their faces. When they were told about the diapers being the reason for their teachers' magical aptitude thanks to lack of needed breaks, they were a bit skeptical at first. Test results spoke for themselves and now it's becoming apparent that the convenience has become a necessity... their descent into immaturity doesn't seem to be bothering them that much, though.

MAGE IN (DIAPER) TRAINING CREATURE 2

MEDIUM HUMAN HUMANOID

Perception +6

Languages Common

Skills Arcana +8, Diaper Lore +8, Society +8, Stealth +7

Str +0, **Dex** +2, **Con** +1, **Int** +3, **Wis** +1, **Cha** +1

Items cloth diaper (x2), healing potion (minor), spellbook, staff

AC 16; Fort +5, Ref +6, Will +7

HP 22

Speed 25 feet

Melee ◆ staff +5 (two-hand d8), **Damage** 1d4 bludgeoning

Arcane Prepared Spells DC 17, attack +7; 1st alarm, protective padding, sleep, summon construct; Cantrips (1st) conjure change, daze, detect magic, prestidigitation, shield

Wizard School Spell DC 17, 1 Focus Point; 1st helpful hug

Familiar The mage has a familiar. They choose four abilities for the familiar each day during their daily preparations.

Living Accident (Specific Familiar) Required Number of Abilities 3

Granted Abilities absorb familiar, resistance, restorative familiar

Master's Reward Your familiar can use Restorative Familiar while absorbed and can do so twice per day instead of once. Your familiar can only be absorbed while you are wearing a diaper.

Ooze Defense Your familiar is easy to hit, but it lacks weak points. It is immune to critical hits and precision damage, but its AC is only 10 + your level (instead of an AC equal to yours)

SETTLEMENTS

Two example settlements that can easily be slotted into a campaign for fetishy fun.

ORIGINS

Mother Sariel once was like the rest of her kin, influencing and redeeming others primarily through invisible guidance. But the rampant corruption of the world spurred her to a more active and prominent role. She approached Gilgotek Pinkcheeks, a particularly virtuous gnome, and requested his aid in a divine mission to rehabilitate those that have fallen off of the spiritual path. She also thought it an excellent way to teach cherubs responsibility.

With the help of him and the followers she amassed, she has created a flying city-state that roams the world and 'blesses' those isolated evildoers (never visiting especially populated areas such as cities to avoid much notice) with the chance for 'redemption'.

DAY TO DAY

Nappal operates as simultaneously both an actual city and a sort of open air prison. Its nature as a flying city makes escape nearly impossible unless one wants to end up as a red stain, but the citizens are otherwise free to do as they wish within its confines; they'll simply suffer consequences for acting out of line. There are schedules and hard and fast rules they must adhere to, but they are not bound in chains - though thick diapers, booties, and mittens are required - and the angelic residents that serve as guardians and moral guides let them organize themselves and act freely with the knowledge that they'll know of trouble soon.

The population is made up mostly of former bandits, pirates, escapees from mortal prisons, and even a few highly dangerous specimens such as a lich. Monstrous citizens are also not uncommon, with ogres having their own district of the city.

QUEST HOOKS

Second Chances If the party is particularly hellbent on performing morally repugnant actions (such as when playing an 'evil campaign'), they are the perfect candidates for rehabilitation. If they rest in an isolated area far from civilization they could find themselves waking up in Nappal's welcome center, stripped of their gear and embroiled in the city's politics.

Engine Trouble Nappal is kept afloat by a blessed sky engine, but it has been on the fritz for some time now. Sarial or Gilgotek could entreat the party for aid in getting a macguffin needed to fix it.

NAPPAL

SETTLEMENT 8

CITY ANGEL

Government Divine Theocracy

Population 5,321 (50% humans, 30% other, 20% cherubs)

Languages Celestial, Common

Religions Guiding Light

Threats faulty sky engine, rebellious 'citizens'

Watchful Caretakers The non-celestial prisoners of the floating city are under near constant observance in some form or another. Its nature as a rehabilitation center requires the enforcement of strict schedules and rules, including requiring certain uniforms and banning the usage of profanity, imposing a -4 circumstance penalty to all attempts to covertly break its laws, including Stealth and Deception checks. In addition, when its guardians are aware of a law being broken, the offending creatures are automatically marked with the *sigil* spell where it is most visible.

Mother Sariel (nurturing female balisse overseer) strict mother with a vision for the world

Gilgotek Pinkcheeks (anxious male gnome inventor) contracted engineer responsible for keeping the city afloat

Big Sister Manda (tattling female cherub guard) captain of the cherubic guard who takes a little too much glee in getting "bigger kids" in trouble

NEW SKILL FEAT

WET NURSE

FEAT 1

EXPLORATION HEALING MANIPULATE

Prerequisites trained in Medicine

Frequency once per hour

When you Treat Wounds, you can feed another creature breastmilk (either from yourself or via a prepared bottle) to help them recover faster on top of traditional treatment.

The target receives a full meal's worth of nourishment. In addition, you automatically get a success on your check instead of rolling, but only restore half as many hit points. The target doesn't become immune to Treat Wounds when you treat them this way.

ORIGINS

Rand was once a fairly normal village nestled in a quiet little corner of Taldor. That is, until Anicus set up shop. The catfolk had been chased out of many a city for their... inclinations and lack of concern for concepts such as ethics and safety. Using previously built up wealth they commissioned the building of a small tower at the edge of Rand after convincing the local elder that they could enrich the town with magical services.

It was from the top of this tower that Anicus watched as a magical mist from their neglected cauldron flowed from their (also neglected and open) front door into the town and afflicted the entire village with a sex-crazed, diapered madness. After getting over the initial fear of consequences, Anicus realized that this presented an excellent business opportunity. Instead of attempting to cure the villagers, Anicus advertised the village as a free-love commune, and now it is home to a sex cult.

DAY TO DAY

Rand has attracted a multitude of sex enthusiasts, many of whom are magicians of a sort, and so the fields are tilled and livestock cared for by constructs, phantasmal minions, and the undead whilst the visitors engage in debauchery. The homes have been converted into brothels with summoned creatures and the former villagers both being featured as part of the experience. Most occupants are only here temporarily, but the particularly devoted train under Anicus for when they must eventually defend the village.

QUEST HOOKS

Communal Defense Anicus is deeply terrified of authorities and specifically getting in trouble with them. A cult is profitable, but the village no longer paying tithes has definitely attracted attention. Anicus may contact the party seeking their aid under the deception that the commune is under assault by "moral crusaders", knowing that their (admittedly well-armed) flock is not strong enough.

Think of the Children After the children, who were unaffected by the spell, were expelled from the village by Anicus they fled to the woods. They've been surviving via petty theft, foraging, and hunting for almost a year now, but their numbers have dwindled greatly and there are no other nearby villages. Hedrick could approach the party after seeing them finish a nearby adventure and plead with them for aid.

RAND

SETTLEMENT 5

VILLAGE MAGICAL

Government Cult

Population 576 (50% humans, 50% other)

Languages Common

Religions Calistria, Cayden Cailean, Nethys

Threats tax collectors, rogue magic

Free Love The people of Rand are very open when it comes to sexuality and are greatly appreciative of new skillsets and ideas being brought to the table. Someone attempting to Earn Income through sex work in the village gains a +2 circumstance bonus to their roll.

Wizard Haven Magic items and spells of the arcane tradition up to 2 levels higher than the settlement are available here.

Anicus the Opulent (bratty nonbinary catfolk wizard) charismatic cult leader and overgrown infant

Milk-Bringer (haughty bound succubus) 'loyal' minion of Anicus, tending to the brat's every whim while resenting her current position

Hedrick Witmire (brave human child) leader of the forsaken children of Rand

Carrol Hemlock (tired halfling investigator) tax collector operating undercover in Rand

NEW RITUAL

POTTY UNTRAINING

RITUAL 1

UNCOMMON CURSE MENTAL

Cast 1 day; Cost your own potty training

Primary Check Arcana (expert) or Occultism (Expert)

Range 1 mile; **Target(s)** 1 humanoid creature you have met of a level no higher than yours

Duration unlimited

You place a curse on a person you know, sacrificing your ability to make it to the bathroom out of spite to afflict them with the same condition. You and the target can re-potty train as a downtime activity, making a DC 15 flat check each attempt and requiring 20 total successes to regain the skill.

Critical Success You not only strip the target of their potty training but have an easier time re-training yourself, needing only 10 successes to do so.

Success You and the target both lose your potty training and need diapers.

Failure Nobody's potty training is affected. The ritual fails.

Critical Failure Only you lose potty training.