



# **Babysitter's Guide to Dungeon Crawling**

*An AB/DL Homebrew Supplement for 2014 & 2024 5th Edition*

**Pre-release**

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## Using this Homebrew

During character creation, Players may choose whether their characters start as **Continent** or **Incontinent**.

Creatures that are Continent may regularly risk becoming Incontinent over the course of an adventure. Certain effects caused by spells or monsters may challenge a creature's continence. Traveling to other planes or delving into dangerous places, such as dungeons, may increase the risk of becoming Incontinent.

If your character is already Incontinent, consider whether their condition is recent, caused by an incident of some nature, has been part of their lifestyle ever since birth, or similar.

## Potty Training or Diapers

Upon creating a character, choose one of the following traits to apply to your character:

- **Continent.** The creature is considered Potty Trained and rolls for Potty Checks as normal. The creature's Continence becomes challenged when making Continence Saves.

➤ **Incontinent.** The creature has no control over their bladder or bowels, and must wear Diapers to contain their untimely Accidents. It suffers Disadvantage on Potty Checks and can no longer take Reactions to Hold It. The creature also suffers a Heavy Accident on unmodified d20 Potty Check result of 1-2.

## Applying to the Game Setting

The GM (Game Master) determines the significance of diapers within the game world.

They may be viewed as a sign of luxury and affluence, with only the privileged able to afford them. Alternatively, long-lived or large creatures could perceive those smaller or younger than them as mere children, not affording them the same respect as adults and inquiring where their parents may be or why they aren't wearing any protection.

Diapers might only be seen in places with specialized services, such as daycares catering to those who suffer from a form of regression. Player characters might also be the only creatures who use diapers, alongside a handful of locales that have integrated them into their society; such as a private adventuring guild that caters to diapered adventurers.

Diapers may also be depicted as originating from a different plane of existence and recently gaining popularity, leading to a rise in Incontinence across the land. This in turn could make their use a necessity in certain places.

## Game Rules (Optional)

**Potty Inspiration.** When a player character succeeds a Potty Check, they gain a Potty Inspiration die (d8). This die can be rolled to add a bonus to the results of its next Potty Check or Continence saving throw, either before or after they've rolled that check. Creatures cannot have more than one Potty Inspiration Die. An unspent Potty Inspiration Die disappears upon a complete Long Rest.

**Aftermath.** After a combat encounter, player characters below half their maximum hit points must roll for a Potty Check. On a success, they gain a point of Potty Inspiration (d8) that they can add to their next Potty Check or Continence Save.

**Overnight Accidents.** Upon completing a Long Rest, creatures must roll a Potty Check to find out if they stayed dry overnight. Continent creatures have Advantage on this Potty Check.

**Sudden Accidents.** Upon rolling an unmodified result of 1 on a d20 result of a saving throw, the creature must roll for a Potty Check, matching the imposed saving throw DC.

**Adult Swim.** When submerged or exposed to water while wearing a diaper, the creature loses 1 Protection Level at the start of their turn. This can be prevented by wearing plastic pants or similar protection.

**Potty Mishaps.** A diapered creature who tries and fails to maintain their continence suffers a mishap. If the creature fails a Continence Save or can no longer Hold It, roll on the Potty Mishaps table below.

### Potty Mishaps Table

| d8 | Result                                                                                                                           |
|----|----------------------------------------------------------------------------------------------------------------------------------|
| 1  | The creature impulsively falls low into a squatting position during their Accident.                                              |
| 2  | The creature's tummy rumbles loudly before their Accident. The sound is heard from within 15 feet of the creature.               |
| 3  | Muffled sounds of crinkling and squishing are heard when the creature moves, until its diaper is changed.                        |
| 4  | The creature audibly grunts and scrunches up their face.                                                                         |
| 5  | The creature's pants suddenly rip, bulge, or expand outwards.                                                                    |
| 6  | The creature emits a strong, unpleasant odor that lingers in a 10-foot radius (self) until its diaper is changed.                |
| 7  | The creature's diaper becomes exposed. Pants fall below the knees and skirts fail to conceal them.                               |
| 8  | The creature avoids any mishaps for now. Upon rolling on this table again, the creature must roll twice and suffer both results. |

## Making a Potty Check

Rolling for a Potty Check involves testing a creature's fortitude against involuntary Accidents, resisting sudden urges to go potty, and resilience against effects that cause Accidents. The GM can declare potty checks at any time where one would be forced to roll a Potty Check, and may do so at appropriate intervals during the day.

**Potty Check Dice.** You roll using Constitution whenever you perform a Potty Check (d20 + your Constitution modifier)

**Daily Potty Checks.** At varying intervals throughout the day, players may be asked to roll Potty Checks, which determine if the player has had an Accident. These are declared by the GM throughout the course of a game.

**Difficulty Class.** The standard DC for each Potty Check is 8. If the creature is Incontinent, the DC is 12. After each successful Potty Check, the DC rises by 5 until the character completes a Long Rest or voluntarily decides to address the urge before their next Potty Check. If a character ignores their urges for too long or is unable to meet the imposed Potty Check DC, they automatically fail the Potty Check and experience a Heavy Accident, at the GM's discretion.

## Holding It

Upon failing a potty check, a Continent creature can choose to use its Reaction to stave off the urge to go potty for a number of minutes equal to its Constitution modifier (minimum 1 minute).

Creatures that critically fail a Potty Check (rolling a natural 1 on a d20 Potty Check result) cannot take the Hold It Reaction.

Normal activity such as moving or attacking doesn't interfere with Holding It. The following Actions can be made against a creature that is Holding It to force a resulting Accident:

➤ **Taking Damage and Strain.** Whenever you take damage while you are Holding It, you lose control of your bladder and bowels and have an Accident.

➤ **Being Restrained or Incapacitated.** You are no longer able to Hold It when you are Restrained, incapacitated, or fall unconscious.

➤ **Potty Troubles.** As a result of failing a Potty Check while Holding It, you lose control and immediately experience a Heavy Accident instead.

➤ **No More Protection Levels.** When a creature's Protection Levels are reduced to 0, any subsequent Accident that would have applied to its Protection Levels is instead converted into an equal number of Accident Levels.

## When Accidents Happen

When a creature fails a Potty Check or can no longer Hold It, it suffers an Accident and incurs an Accident Level. If the creature rolls an unmodified d20 result of 1 for a potty check, they immediately experience a Heavy Accident.

There are two types of Accidents that a creature can incur upon failing a Potty Check:

➤ **Accident.** The creature relieves itself, incurring one Accident Level. If the creature is wearing a diaper, its diaper loses one Protection Level instead.

➤ **Heavy Accident.** Upon rolling a 1 on an unmodified d20 result of a Potty Check, the creature experiences a Heavy Accident. When a creature has a Heavy Accident, it urgently has to go potty and incurs two Accident Levels. If the creature is wearing a diaper, it instead loses two Protection Levels.

Failing a Potty Check causes an Accident or Heavy Accident, with the total number of Accident Levels increasing with subsequent Potty Check failures. Accidents are measured in 5 levels. An effect may inflict one or more Accident Levels, as specified in the Accident Effects table below. Once a creature completes a Diaper Change, its Total Accident Level is reduced back to 0.

### Accident Effects Table

| Level | Effect |
|-------|--------|
|-------|--------|

|   |                                                                                                                                                                                                      |
|---|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | The creature begins to feel discomfort in their seat. It has Disadvantages on Perception checks. Creatures with Incontinence are unaffected by this effect.                                          |
| 2 | A noticeable odor emanates from the creature. Creatures within 10 feet can sense the Accident. It also has Disadvantage on Dexterity (Stealth) checks made against being tracked by smell and sound. |
| 3 | Movement is hindered from the Accidents. The creature's movement speed is reduced by 5 feet and has Disadvantage on checks made to climb, swim, or jump.                                             |
| 4 | The creature's seat begins to bloat and burden it further, forcing it to waddle. It suffers Disadvantage on Attack Rolls and Dexterity saving throws.                                                |
| 5 | The creature's seat dramatically expands and falls over onto its hands and knees. It cannot take Reactions and spends its movement crawling prone on all fours until it completes a diaper change.   |

## Protection Levels

Upon having an Accident, if a creature is wearing a Diaper with available Protection Levels, then those protection levels are consumed instead. Any remaining Accident Levels carry over if there are no more Protection Levels available.

**Protection Levels.** Diapers are graded by Protection level, a game abstraction representing the measure of your padding's endurance. All diapers come with varying Protection Levels, providing protection against Accidents. The higher the protection level, the longer a diaper can last before needing to be changed.

If a diapered creature fails a Potty Check, a level of protection is consumed instead, provided there are Protection Levels available. When a diaper has no more Protection Levels, the next Accident will result in incurring Accident Levels.

## Types of Diapers

**Average Diapers.** Provides 2 Protection Levels to protect against Accidents. These are sold in most common shops alongside the necessary supplies.

**Thick Diapers.** Provides 3 Protection Levels to protect against Accidents. They are usually found in cities and sold as medical or exotic goods. Creatures wearing Thick Diapers suffer Disadvantage on Dexterity (Stealth) checks made to move quietly.

**Magic Diapers.** Magic diapers come in either Average or Thick varieties, with a +1 bonus to Protection Level. They retain the properties of their ordinary counterparts until identified by an Identify spell. When pinged by Detect Magic, they are considered unidentified magical items.

## Changing Diapers

Performing a diaper change costs an Action with a duration equal to a creature's Total Accident Level (minimum 1) minutes to complete. You must utilize a Changing Kit and a diaper in your possession to begin a diaper change. Here are some other rules to follow when performing Diaper Changes:

- **Changing Areas.** Getting changed in an area suitable for diaper changes, such as getting changed from atop a changing table, reduces the diaper change down to 1 minute.
- **Changing Others.** Other creatures can also change you using the Help Action. The other creature must be within 5 feet of you in an unimpeded space to perform the diaper change.
- **Changing Diapers with Spells.** New spells such as *Change Baby* can be used to perform a diaper change without using a changing kit. The *Prestidigitation* cantrip and similar spells used to cleanse or wash creatures can be used in place of a changing kit, at the GM's discretion.

## Potty Training

To overcome Incontinence and transition from diapers, the creature must dedicate themselves to a week of Potty Training. Potty Training can begin during the start of a Long Rest, using the following rules:

- **Daily Progress.** Each day, the creature must pass three successful Potty Checks (DC 8) to mark a successful training day. If the creature accumulates three failed Potty Checks before reaching three successes, that day's training is unsuccessful.
- **Duration of Training.** The creature must maintain successful training for at least four days within a seven-day period. The creature becomes Continent if it achieves more successful days than failed ones during this time.
- **Teaching Potty Training.** Allies can aid the creature's training, allowing it to reroll one Potty Check per day as part of an Action. The Incontinent creature may choose to reroll before or after making the Potty Check but must use the new result.

## Continence Saves

**Continence saving throws.** After your third failed Potty Check that results in an Accident, you must also make a special saving throw called a Continence saving throw, to determine whether you are an inch closer to losing your continence.

Unlike other saving throws, this one isn't tied to any ability score. You can be aided only by spells and features that improve your chances of succeeding on a saving throw.

- **Roll a d20.** If the roll is 10 or higher, they succeed. A success or failure has no effect by itself. On your third success, their Continence becomes stable. On their third failure, they become Incontinent. A creature must make another Continence saving throw after every Potty Check until they either stabilize their continence, or they become Incontinent. The successes and failures don't need to be consecutive; keep track of both until you collect three of a kind. The number of both is reset to zero when you regain any hit points or become stable.
- **Rolling 1 or 20.** When a creature makes a Continence saving throw and rolls a 1 on the d20, it counts as two failures. If they roll a 20 on the d20, their Continence instantly stabilizes.

## New Character Options

### Giggling Cacophony

(Eldritch Invocation)

You can cast *Hideous Laughter* without spending a spell slot. You can't do so again until you finish a long rest.

When you cast the spell with this feature, the creature must also roll a Potty Check against your Warlock spell save DC or suffer an Accident.

### Ruinous Overflow

(Eldritch Invocation)

You can cast *Churn the Cauldron* without spending a spell slot. You can't do so again until you finish a long rest.

When you cast the spell with this feature, creatures also have Disadvantage on the spell's repeated saving throws.

### Writhing Webs of Lolth

(Eldritch Invocation) Prerequisite: Level 5+

You can cast *Natasha's Instant Bouncer* once without expending a spell slot. You can't do so again until you finish a long rest.

When you cast the spell with this feature, a creature that fails the saving throw is gagged with webbing, preventing it from speaking or casting spells with verbal components for the spell's duration.

### Baleful Bassinet

(Eldritch Invocation) Prerequisite: Level 5+

You can cast *Natasha's Leaden Crib* without expending a spell slot. You can't do so again until you finish a long rest.

When you cast the spell with this feature, creatures that fail the initial saving throw and are trapped within the spell's area have Disadvantage on Wisdom saving throws for the spell's duration.

Additionally, for the duration of the spell, you can see through the spell's walls as if they were transparent, and spells you cast can target and affect creatures within the crib as if the walls did not exist. Your spells also ignore half cover provided by the crib's walls when casting spells.

### Eyes of the Swirling Void

(Eldritch Invocation) Prerequisite: Level 7+

You can cast *Hypnotic Word* without spending a spell slot.

### Diabolic Swaddling

(Eldritch Invocation) Prerequisite: Level 7+

You can cast *Jezebel's Potty Pact* without using a spell slot. Once you do so, you can't cast it in this way again until you finish a long rest.

When you cast this spell with this feature against creatures that are not local to the current plane of existence, the spell's casting time is an Action.

### Blight of the Talisman

(Eldritch Invocation) Prerequisite: Pact of the Talisman

When the wearer of your talisman is hit by an attacker you can see within 30 feet of you, you can use your Reaction to cause the creature's bladder and bowels to give way.

The creature takes Necrotic damage equal to your proficiency bonus and must make a Potty Check against your Warlock spell save DC, or suffer an Accident.

This benefit can be used a number of times equal to your proficiency bonus, and all expended uses are restored when you finish a long rest.

### Eldritch Plaything

(Eldritch Invocation) Prerequisite: Pact of the Chain

When you cast *Find Familiar*, you infuse the summoned familiar with a fragment of eldritch power, reshaping it into a toy. Your familiar now has the following benefits:

- The familiar becomes a *Tiny* in size if it wasn't already, and its creature type changes to *Construct*. It retains its previous appearance and resembles a toy of your choice.
- While motionless, it is indistinguishable from an ordinary toy. A creature must succeed on an Intelligence (Investigation) check against your Warlock spell save DC to discern the familiar is animate.
- While you are holding your familiar in one or both hands, you can treat it as a Shield (AC + 2). When you take damage from a weapon attack, you can use your Reaction to have your familiar absorb part of the blow. You take half the damage (rounded up), and your familiar takes the other half.

Regression in Writing

(Eldritch Invocation) Prerequisite: Pact of the Tome

A new page appears in your Book of Shadows. As part of an Action, you can write a creature’s given name on that page, which can contain a number of names equal to your proficiency bonus. The creature must willfully provide their name to you by speech or written signature.

When any creature whose name is on the page is hit by an attack, the creature is immediately affected by the effects of the *Feign Regression* before applying damage.

Once a creature triggers this magic, its name is erased from the page and no other creature can be affected by *Feign Regression* from this feature until you finish a Short Rest. As an Action, you can erase a name on the page by touching it.

Vow of the Burdened Blade

(Eldritch Invocation) Prerequisite: Pact of the Blade, a diaper worn by you

You have made a pact with your pact patron, pledging your devotion to appease its whims in battle. Whenever you miss an attack with your weapon, you can choose to roll d6 and add the result to your attack roll, turning the miss into a potential hit.

After using this feature and failing to hit, you must make a Potty check against your Warlock spell save DC.

This feature can be used a number of times equal to your proficiency bonus. All expended uses are restored when you finish Long Rest.

Alchemy Bottle

(Artificer Infusion) Prerequisite: A bottle or flask (requires attunement)

This item has 3 charges. You infuse the item with a restorative alchemical formula.

As a Bonus Action, the user can expend 1 charge to regain hit points equal to 1d6 + your spellcasting ability modifier. The infused container regains all expended charges daily at dawn.

Starting at 6th level, the healing increases to 2d6 + your spellcasting ability modifier.

Transmute Padding

(Artificer Infusion) Prerequisite: A diaper

You’ve devised an arcane sequence that instantly changes and enhances diapers. As a Bonus Action, you can touch a diaper to activate the infusion. The diaper is instantly cleaned if currently worn, stays dry when exposed to mundane liquids, and does not impose Disadvantage on Dexterity (Stealth) checks if it did before.

You cannot use this infusion on the same diaper twice.

Synthesize Magic Diaper

(Artificer Infusion) Prerequisite: A diaper

When you infuse a diaper with this infusion, you imbue it with a spell you know of a level equal to or less than half your proficiency bonus (rounded down). The diaper becomes a magical item.

While wearing this diaper, you can cast the inscribed spell once as an Action, using your spellcasting ability and spell save DC, with the infused diaper acting as the spell foci. Spells that require costly material components cannot be inscribed.

You can also use this infusion to replicate Magic Diapers with a rarity of up to uncommon. At 10th level, you can replicate Magic Diapers that are rare in rarity.

Infused diapers retain their magic until the spell is cast, after which they lose their infusion and revert to mundane items.

Stirring Spell

(Metamagic) Cost: 2 Sorcery Points

When you cast a spell that targets and forces creatures to make a saving throw, you can spend 2 sorcery points to force creatures affected by the spell to roll a Potty Check against your spell save DC. You can use stirring spell even if you’ve already used a different metamagic option during the casting of the spell.

New Spells & Arcana

Sixteen new spells are presented in this section in alphabetical order:

|                        |                           |
|------------------------|---------------------------|
| Bottled Cure           | Jezebel’s Potty Pact      |
| Change Baby            | Lilith’s Dungeon Glyphs   |
| Churn the Cauldron     | Lilith’s Pocket Nursery   |
| Create Baby Supplies   | Mass Change Baby          |
| Dainty Curse           | Mass Instant Bouncer      |
| Feign Regression       | Natasha’s Instant Bouncer |
| Hypnotic Word          | Natasha’s Leaden Crib     |
| Jezebel’s Foul Sending | Power Word Toddle         |

## Bottled Cure

*Level 1 Evocation (Artificer, Cleric, Druid, Paladin, Ranger)*

**Casting Time:** Bonus Action

**Range:** Touch

**Components:** V, S, M (a flask or bottle)

**Duration:** Instantaneous

You magically produce a bottle field with a nourishing, sweet tonic, which you or another creature you touch can drink as part of casting this spell. The drinker regains hit points equal to 2d6 + your spellcasting ability modifier.

The bottle's form is magically altered as needed, whether to a baby bottle, flask, or other tiny container suitable for the drinker upon casting this spell. The bottle's new form remains until the next dawn or until the effect is dismissed by the caster.

Additionally, the drinker becomes resilient against diseases and poisons for 1 hour. During this time, the drinker has Advantage on their next Constitution saving throw made against the effects of diseases and poisons.

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## Change Baby

*Level 1 Abjuration (Cleric, Druid, Paladin, Sorcerer, Wizard, Warlock)*

**Casting Time:** Action or Ritual

**Range:** 30 Feet

**Components:** V, S, M (a pinch of baby powder)

**Duration:** Special

You target a humanoid creature within range, causing a Thick diaper to magically appear around their waist. Unwilling targets must make a Wisdom saving throw with Disadvantage if they are Small or prone.

On a failed save, the target finds themselves wearing a snugly fitting diaper that adapts to their size and shape. This diaper forms beneath any worn armor or clothing. You may choose the prints and patterns of the diaper. If a target is already wearing a diaper, it is magically changed into the new one.

You decide whether the diaper is magically locked in place, preventing removal by non-magical means without your verbal permission or until a specified condition is met (such as "until the clock strikes noon" or "you must fill the diaper until it's completely full"). The diaper retains their shape and size regardless of their contents and can remain locked for up to 12 hours.

It stays in place until the duration ends or the condition is fulfilled, at which point the lock is released. A *Dispel Magic* spell can also end the spell.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## Create Baby Supplies

*Level 3 Conjuration (Artificer, Cleric, Paladin)*

**Casting Time:** 1 minute

**Range:** 15 Feet

**Components:** V, S

**Duration:** Instantaneous

You conjure packs of diapers on the ground, or in containers, creating either Six packs of Average Diapers or Three packs of Thick Diapers within range. When you cast this spell, you can choose to conjure up to three changing pads within an unoccupied space within range.

Each diaper magically adjusts to fit the target's size and shape and comes in a single color with a floral scent of your choice. If you are proficient with Painter's Supplies, you can design the diapers with a pattern of your choice as part of the spell's casting.

After 30 days, all diapers produced by this spell vanish, except for those actively being worn. When a diaper conjured by this spell is changed, it disappears with a small puff of smoke once discarded.

**At Higher Levels:** When you cast this spell using a spell slot of 4th-level spell or higher, you create three additional packs of the chosen type of diapers, and all diapers produced last for an extra 30 days per spell slot higher than 4th-level.

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## Churn the Cauldron

*Level 1 Necromancy (Sorcerer, Warlock, Wizard)*

**Casting Time:** Action

**Range:** 30 Feet

**Components:** V, S, M (a dried fig or a vial of stagnant water)

**Duration:** Concentration, up to 1 minute

You curse a humanoid creature within range, causing their stomach and bowels to bubble and churn. The target must make a Constitution saving throw. On a failed save, the creature immediately suffers an Heavy Accident. It also takes 2d6 Acid or Necrotic damage (your choice). Incontinent creatures make this saving throw with Disadvantage.

On each of your turns for the spell's duration, you can use your Action to force the target to make another Constitution saving throw. If the target fails the check, it suffers an Accident and takes an additional 1d6 damage of the same type as the initial damage dealt. After three failed saving throws, the creature must begin rolling Continence saving throws if they are Continent.

The spell ends if your concentration ends, use your Action to do anything other than maintain the spell, or if the target succeeds on the Potty Check.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st. The creatures must be within 5 feet of each other when you target them.

Dainty Curse

Level 2 Transmutation (Bard, Sorcerer, Wizard, Warlock)

Casting Time: Action

Range: Touch

Components: V, S, M (a ribbon)

Duration: up to 1 hour

You chant a puerile curse and lay a hand upon a target humanoid creature within range, reshaping their appearance and attire with mocking magic. The target must succeed on a Charisma saving throw or be garbed in the trappings of a daintily dressed little girl.

On a failed save, the creature’s clothing, armor, weapons, and other possessions are transmuted into childish, frilly attire of your choice. These garments always appear pristine, and restore themselves if torn, soiled, or damaged. Transmuted equipment functions normally despite its appearance.

Additionally, the target has Disadvantage on the next saving throw it makes before the end of its next turn.

The spell ends early if you dismiss it as an Action or if Remove Curse is cast on the target.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

Feign Regression

Level 2 Transmutation (Bard, Cleric, Druid, Sorcerer, Wizard)

Casting Time: 1 minute or Ritual

Range: Self

Components: V, S, M (a pinch of sand)

Duration: 8 Hours

You magically regress back to a point in your youth. For the spell's duration or until you use an Action to dismiss the spell, you are under the following effects:

- You become Toddlecursed (see pg. 6). You decide your regressed age, which must fall within the range of 2 to 6 years old (in human years).
- You are masked from divination spells of 2nd level or lower that would reveal or discern your true form, such as *Detect Magic*.
- You gain temporary hit points equal to 5 + your spellcasting ability modifier. These temporary hit points remain for the spell’s duration or until they are depleted.

Upon taking damage after your temporary hit points are depleted, or casting a spell of 1st-level or higher, the spell ends.

Hypnotic Word

Level 1 Enchantment (Bard, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 30 Feet

Components: V

Duration: 1 Round

You mesmerize a creature of your choice that you can see within range. For the duration of the spell, your eyes become dimly lit and shimmer with colorful patterns. The target must make a Wisdom saving throw.

On a failed save, the target becomes Charmed by you and their attitude shifts two steps closer to friendly. You can then make one brief, reasonable request of the affected creature during the duration of the spell, provided it can communicate with and understand you.

Even after the spell ends, the target does not remember that you cast the spell on it and only retains its friendly attitude toward you regarding your request.

Jezebel’s Foul Sending

Level 4 Conjuration (Artificer, Sorcerer, Warlock, Wizard)

Casting Time: Action

Range: 60 feet

Components: V, S, M (a diaper, worn by you)

Duration: Concentration, up to 1 minute

You target a humanoid creature that you can see within range, sending your Accidents to the target’s diapers instead of yours. The creature must make a Wisdom saving throw.

On a failed save, a nonmagical copy of your diaper appears on the target if it isn’t already wearing one, which magically adjusts to fit it. For the duration, any accidents you have or carry are transferred to the target instead.

Upon casting the spell and as a Bonus Action, you can roll a number of times equal to 1 plus the amount of Accident Levels you had before casting this spell:

| d4  | Foul Sending Effect                                                             |
|-----|---------------------------------------------------------------------------------|
| 1   | The target has a Heavy Accident and is Incapacitated until the end of its turn. |
| 2   | The target has a Heavy Accident.                                                |
| 3-4 | The target has an Accident.                                                     |

The spell ends if the target is ever outside the spell's range.

Lilith’s Dungeon Glyphs

Level 4 Abjuration (Artificer, Bard, Cleric, Wizard)

Casting Time: 1 hour

Range: Touch

Components: (a tincture of fiend blood and a powdered ruby worth 200+ GP, which the spell consumes)

Duration: Until dispelled or triggered

You inscribe a fiendish glyph either on a surface (such as a section of floor or wall) or within an object that can be closed (such as a book or chest). The glyph can cover an area no larger than 10 feet in diameter. If you choose an object, it must remain in place; if it is moved more than 10 feet from where you cast this spell, the glyph is broken, and the spell ends without being triggered.

The glyph is nearly imperceptible and requires a successful Wisdom (Perception) check against your spell save DC to notice.

When you inscribe the glyph, you set its trigger and choose one of the following glyphs: Potty Glyph, Regressive Glyph, or Befuddling Glyph. Each one is explained below.

**Set the Trigger.** You decide what triggers the glyph when you cast the spell. For glyphs inscribed on a surface, common triggers include touching or stepping on the glyph, removing another object covering it, or approaching within a certain distance of it. For glyphs inscribed within an object, common triggers include opening that object or seeing the glyph.

You can refine the trigger so that only creatures of certain types activate it (for example, the glyph could be set to affect Aberrations). You can also set conditions for creatures that don’t trigger the glyph, such as those who say a certain password.

Once triggered, the glyph glows, filling a 20-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there. A creature is targeted only once per turn.

**Potty Glyph.** Each creature in the area makes a Charisma saving throw. On a failed save, it suffers an Accident and must repeat the save at the start of its next turn until it succeeds. After three failed saving throws, the creature must begin rolling Continence saving throws if they are Continent.

**Regressive Glyph.** Each creature in the area must make a Wisdom saving throw. On a failed save, the creatures become Toddlecursed for 1 hour. After three failed potty checks while under this effect, it must begin rolling Continence saving throws once this effect ends.

**Befuddling Glyph.** Each creature in the area must make a Wisdom saving throw. On a failed save, the creature falls prone and can only crawl at half its normal movement speed for 10 minutes. The creature can attempt to end the effect early by making another Wisdom saving throw at the end of each of its turns.

Lilith’s Pocket Nursery

Level 4 Conjuration (Bard, Sorcerer, Wizard)

Casting Time: Action

Range: 60 feet

Components: S, M (a babysitter’s manual)

Duration: Concentration, up to 1 hour

You fill a 20-foot cube you can see within range with colorful magic. Roll on the Playful Surge table to determine the magical effect produced, and roll again at the start of each of your turns until the spell ends. You can move the cube up to 10 feet before you roll.

| d4 | Playful Surge Effect                                                                                                                                                                                                                       |
|----|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | <b>Foul Formula.</b> Spectral hands force-feed each creature a bottle filled with a bland, nauseating formula. Each creature in the area must succeed on a Constitution saving throw or become Poisoned until the start of your next turn. |
| 2  | <b>Spectral Fuss.</b> Each creature in the cube must make a Wisdom saving throw. On a failed save, a creature is incapacitated until the start of your next turn as spectral hands fuss over them.                                         |
| 3  | <b>Baby Bouncers.</b> Each creature in the cube must make a Dexterity saving throw. On a failed save, a creature is restrained and has a speed of 0 until the start of your next turn as it is trapped bouncing in place.                  |
| 4  | <b>Playful Suggestion.</b> Each creature in the cube must make a Charisma saving throw. On a failed save, the creature suffers an Accident (see pg. 3).                                                                                    |

**At Higher Levels:** When you cast this spell using a spell slot of 5th level or higher, you may roll twice instead of once on the Playful Surge table. At the start of your turns, you can roll twice instead of once until the spell ends.

## Mass Change Baby

*Level 3 Abjuration (Cleric, Druid, Paladin, Sorcerer, Warlock)*

**Casting Time:** Action or Ritual

**Range:** 30 Feet

**Components:** V, S, M (a handful of baby powder)

**Duration:** Special

You target any number of humanoid creatures within range, causing Thick Diapers to magically appear around their waists. Unwilling targets must make a Wisdom saving throw with Disadvantage if they are Small or prone.

On a failed save, each target finds themselves wearing a clean, snug diaper that adjusts to their size and shape. Diapers form beneath any worn armor or clothing. You can also choose their prints and patterns of the diaper. If a target is already wearing a diaper, it is magically changed into the new one.

All affected creatures are subject to the same conditions, which you specify during casting. You decide whether the diaper is magically locked in place, preventing removal by non-magical means without your verbal permission or until a specified condition is met (such as "until the clock strikes noon" or "you must fill the diaper until it's completely full"). The diaper retains their shape and size regardless of their contents and can remain locked for up to 24 hours

It stays in place until the duration ends or the condition is fulfilled, at which point the lock is released. A *Dispel Magic* spell can also end the spell.

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## Mass Instant Bouncer

*Level 5 Conjuration (Artificer, Bard, Ranger, Warlock, Wizard)*

**Casting Time:** Action

**Range:** 90 Feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You summon several magical baby bouncers, each appearing beneath each target humanoid creature within a 20-foot square centered on a point you choose within range. Each target must make a Dexterity saving throw, with Disadvantage if it is Small or smaller.

On a failed save, the target is Restrained and hoisted into the air, bouncing rhythmically for the spell's duration. A Restrained creature can take an Action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the bouncer and the spell ends.

At the start of each of its turns, the target's tummy stirs from the bouncing must make a Potty Check against your spell save DC. On a failure, it suffers an Accident (see Potty Check rules).

## Natasha's Leaden Crib

*Level 2 Evocation (Artificer, Ranger, Bard, Sorcerer, Wizard)*

**Casting Time:** Action

**Range:** 30 Feet

**Components:** V, S, M (a tiny cube of lead)

**Duration:** Concentration, up to 10 minutes

You conjure a towering cradle of magical force in a 10-foot cube centered on a point within range. When the cradle appears, each creature in its area must make a Dexterity saving throw. On a successful save, a creature is pushed to the nearest unoccupied space outside the crib.

On a failed save, a creature is trapped inside. A trapped creature can move freely within the cradle but cannot exit by non-magical means. Spells of 2nd level or lower cannot be cast through the crib's walls, and their effects cannot pass through it.

The cradle has AC 14 and 10 hit points. It is immune to poison, psychic, and necrotic damage. If reduced to 0 Hit Points, the crib shatters, and the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, the crib's hit points increase by 5 for each slot level above 2nd.

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## Natasha's Instant Bouncer

*Level 1 Conjuration (Artificer, Bard, Ranger, Warlock, Wizard)*

**Casting Time:** Action

**Range:** 60 Feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You summon a magical baby bouncer beneath a target humanoid creature you can see within range. The target must make a Dexterity saving throw, with Disadvantage if it is Small or smaller.

On a failed save, The target is Restrained and hoisted into the air, bouncing rhythmically for the spell's duration. A Restrained creature can take an Action to make a Strength (Athletics) check against your spell save DC. On a success, it frees itself from the bouncer and the spell ends.

At the start of each of its turns, the target must make a Potty Check against your spell save DC. On a failure, it suffers an Accident.

**At Higher Levels:** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature for each slot level above 1st.

## Jezebel's Potty Pact

Level 4 Abjuration (Cleric, Paladin, Warlock, Wizard)

**Casting Time:** 1 minute

**Range:** 30 Feet

**Components:** V, S, M (A diaper, worn by the creature for the duration)

**Duration:** 7 days

You begin the rites to bind a celestial, elemental, fey, or fiend to your service, bound in diapers. Upon completing the rites, the target must make a Charisma saving throw.

On a failed save, the target becomes Charmed by you and is bound to serve you for the duration. If the creature was summoned or created by another spell, that spell's duration is extended to match the duration of this spell.

While Charmed, the creature suffers an Accident each time it acts contrary to your instructions. At Accident Level 5, it takes 2d6 psychic damage instead. You may issue any command except those that would directly cause the creature's death; upon which the spell ends. The spell restricts the bound creature from tampering with or changing its diaper.

The diaper retains its shape and size regardless of their contents while under the spell's effect. At the end of each Long Rest, the diaper is replenished to full Protection Levels.

Once the spell's duration ends, the creature must make another Charisma saving throw. On a success, the spell ends.

You can dismiss the spell early by using an Action. The spell can be ended by a *Remove Curse* or *Greater Restoration* spell.

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## Power Word Toddle

Level 5 Transmutation (Bard, Cleric, Sorcerer, Warlock, Wizard)

**Casting Time:** Action

**Range:** 60 feet

**Components:** V

**Duration:** Instantaneous

You speak a word of power, forcing one creature you can see within range to regress to a point in its youth. If the target has 30 hit points or fewer, it becomes Toddlecursed (see pg. 6). Otherwise, the spell has no effect.

Any non-magical armor, clothing, or weapons the target carries are transformed into juvenile, harmless versions. This effect only applies to items of uncommon rarity or lower, including wondrous items. Any altered equipment remains changed until the Toddlecursed condition is cursed.

When casting this spell, you can also choose to magically change the target into a diaper of your choice (see pg. 13) as part of the spell's casting.

## New Condition

### Toddlecursed

*Applied from: Spells, Curses, Psionics*

Toddlecursed creatures fall under the following effects:

**Shrunken and Cursed.** The creature is indefinitely cursed, becoming Small in size if it was not already. Its carrying capacity is halved, and any non-magical clothing or equipment it carries shrinks to fit its new size.

**Perpetual Youth.** The creature retains a cute, juvenile appearance and is cursed with eternal youth. It appears childlike to all outward inspection and magical or mundane examination.

**Diaper Dependent.** The creature becomes Incontinent and has Disadvantage on checks made to Potty Train.

**Skill Impairment.** The creature can no longer add their Proficiency Bonus to Skill Checks made with skills with which they are proficient.

**Removing the Curse.** Casting the *Remove Curse* or *Greater Restoration* spell cures the condition, at the GM's discretion.

## Maturity Points (Optional Rule)

**Maturity Points.** A Toddlecursed character can spend a Maturity Point to muster its regressed potential. When it does, it makes an Ability Check as though it were proficient in the skill.

A Toddlecursed creature has a number of Maturity Points equal to its proficiency bonus. It regains 1d4 Maturity Points whenever it completes a Short Rest.

If a Toddlecursed creature fails an Ability Check after spending a Maturity Point, it must immediately make a Potty Check (see pg. 3).

## D&D 2025 to 2014 Subclass Conversion

Subclasses presented in the next section were brewed for the 2025 version of D&D 5th Edition. For the 2014 version of 5th Edition, follow the conversion guide below.

### Cleric - Regression Domain

- The *Sleep* and *Natasha's Instant Bouncer* domain spells are acquired at 1st-level instead.
- Blessings of Change is acquired upon choosing this domain at level 1 instead.
- Channel Divinity: Invoke Regression is acquired at level 2 instead.
- Potent Spellcasting is acquired at level 8. You add your Wisdom modifier to the damage you deal with any cleric cantrip.

## New Subclass

### Cleric - Regression Domain

#### Level 3: Regression Domain Spells

You gain domain spells at the cleric levels listed in the Regression Domain table. Spells marked with an asterisk (\*) are new spells described in the New Spells & Arcana section of this homebrew.

| Cleric Level | Spells                                                                                                  |
|--------------|---------------------------------------------------------------------------------------------------------|
| 3            | <i>Sleep</i> , <i>Natasha's Instant Bouncer</i> *,<br><i>Ray of Enfeeblement</i> , <i>Zone of Truth</i> |
| 5            | <i>Hypnotic Pattern</i> , <i>Mass Change Baby</i> *                                                     |
| 4            | <i>Fount of Moonlight</i> , <i>Lilith's Pocket Nursery</i> *                                            |
| 5            | <i>Modify Memory</i> , <i>Power Word Toddle</i> *                                                       |

#### Level 3: Blessings of Change

You always have the Change Baby spell prepared, and it does not count against the number of spells you can prepare each day. For you, it also counts as a domain spell.

**Weal of Change.** You can cast Change Baby a number of times equal to your Wisdom modifier without expending a spell slot or material components. You regain all expended uses when you finish a long rest.

**Woe of Change.** The first time a creature fails a saving throw against one of your domain spells, it has Disadvantage on the next saving throw it makes against a different spell on your domain spell list.

#### Level 3: Invoke Regression

You can use your Channel Divinity to regress a creature. As an action, choose one target you can see within 30 feet. The target must make a Wisdom saving throw.

On a failed save, the creature is regressed for 1 minute or until you lose concentration (as if you were concentrating on a spell). While regressed, it suffers from one of the following effects of your choice:

- Its size is reduced by one category (minimum Small).
- Its hit point maximum is reduced by 1d6 per your cleric level (maximum 5d6).

If this reduction would drop a creature to 0 hit points, it instead becomes Toddlecursed for the duration.

#### Level 6: Rejuvenate

Once per day, you can cast the Revivify spell without a spell slot or costly material components as an Action.

A creature revived this way becomes Toddlecursed for 1d4+1 days. It also regains hit points equal to your Wisdom Modifier + your Cleric level.

The condition can be removed early with Remove Curse (3rd level+) or Greater Restoration. You can use this feature once per long rest.

#### Level 17: Fount of the Ages

As an Action, you can conjure a fountain of sparkling, magical water at a point you can see within 60 feet. The fountain creates a 20-foot radius of mist that lasts for 1 minute.

Creatures that enter or start their turn within the fountain's area must succeed on a Constitution saving throw against your Cleric spell save DC or take 4d6 force damage and suffer the full effects of your Invoke Regression feature, or take half as much damage on a successful save..

**Cascade of Youth.** As an Action while the fountain persists, you can hurl a torrent of magical water at a creature that you can see within 60 feet of it. The target must make a Dexterity saving throw or take 4d6 force damage, or half as much on a successful save.

**Second Chance.** When a creature is reduced to 0 hit points or killed by damage from the fountain or a spell you cast, you can choose to restore it to life with half its maximum hit points. Instead of dying, the creature is revived and becomes Toddlecursed. This curse can only be removed by a Wish spell or through terms set by your deity, at the GM's discretion.

You can only use this feature once per long rest

# New Adventuring Gear & Equipment

## Diapers, Average

### Adventuring Gear

Specially designed diapers for the common adventurer. They are crafted with a blend of soft, absorbent materials and enchanted with minor spells of cleanliness and comfort for long journeys. Each diaper is adjustable to fit a variety of sizes. They are available in either packs or boxes for convenience.

**Absorbency.** This type of diaper has 2 Protection Levels. See the *When Accidents Happen* section of this homebrew.

### Pack of Diapers, Average.

1 lbs, 10 CP

A pack of 10 Diapers wrapped in a resealable, flexible packaging that keeps them fresh and protected. Packs are easy to carry in a bag or pouch.

### Box of Diapers, Average.

4 lbs, 35 CP

A sturdy box filled with 4 packs of 10 diapers each.. The box features bright, colorful graphics that are designed by its brand or creator. It is designed to fit compactly in storage containers like chests or similar.

## Diapers, Thick

### Adventuring Gear

Commonly available from adventuring guilds and exotic merchants, thick diapers offer enhanced absorbency and comfort. These diapers are designed for adventurers who prioritize practical functionality over discretion. Their increased thickness makes them more noticeable.

**Absorbency.** This type of diaper has 3 Protection Levels. See the *When Accidents Happen* section of this homebrew.

**Crinkly Step.** While wearing this diaper, a creature suffers Disadvantage on Dexterity (Stealth) checks made to move quietly or take the Hide Action.

### Pack of Diapers, Thick.

1 lbs, 15 CP

A pack of 8 Diapers wrapped in a resealable, flexible packaging that keeps them fresh and protected. Packs are easy to carry in a bag or pouch.

### Box of Diapers, Thick.

4 lbs, 50 SP

A sturdy box filled with 4 packs of 8 diapers each. The box features bright, colorful graphics. It is designed to fit compactly in storage containers like chests or similar.

## Baby Bottle

### Adventuring Gear

A sturdy glass bottle that comes with a rubber teat that prevents spillage. It can hold up to 1 quart of liquid.

## Box of Crayons

### Adventuring Gear

A small paper box containing a set of 12 colored crayson, with 2 crayons for each color: red, orange, yellow, blue, green, and purple. These crayons are made of dyed wax and can be used to draw or write.

## Changing Kit

### Adventuring Gear

A compact kit containing essentials for diaper changes, including wipes, creams, and a changing pad. The kit has ten uses. As an Action, you can expend one use of the kit to perform a diaper change.

## Cloth Diaper

### Adventuring Gear

A cloth diaper complete with safety pins or velcro snaps. It functions as a Thick Diaper. It is reusable and can be cleaned by washing and hanging out to dry. The *Prestidigitation* cantrip cleans it instantly.

## Diaper Bag

### Adventuring Gear

A spacious bag designed to carry diapering supplies. It can hold up to 30 pounds for gear. Any diapers and changing supplies stored in this bag can fit comfortably and does not count against the amount of gear you can carry.

## Padded Manacles

### Adventuring Gear

Heavy manacles designed using a set of padded mittens. The wearer cannot hold or manipulate objects, and they have Disadvantage on Dexterity checks requiring their hands. Breaking them requires a successful DC 18 Strength check. Each set of mittens comes with one key.

Without the key, a creature proficient with thieves' tools can pick the manacles' lock with a successful DC 16 Dexterity check. The mittens have 20 hit points and are resistant to bludgeoning damage.

## Night Light

### Adventuring Gear

A tiny, magical lantern that automatically activates at night. It casts a soft glow similar to the effects of the Light cantrip. Upon activating, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like.

**Activation.** The lantern only activates during night time hours, during which it can be activated as part of an Item Interaction. When transported to a different plane, it requires 1 hour to attune to the new plane's day-night cycle

Pacifier

Adventuring Gear

A tiny bauble designed with a shield affixed to a rubber bulb.

Plastic Pants

Adventuring Gear

Protective, translucent pants that are designed to be worn over diapers. They provide reliable protection against water and while swimming. They keep the wearer dry in wet conditions and shield against spills and splashes.

**Water Resistant.** While wearing these pants, diapers worn under them remain dry even when exposed to water or while submerged.

**Crinkly Step.** While wearing these plastic pants, the wearer has Disadvantage on Dexterity (Stealth) checks made to move around.

Powder Bomb

Adventuring Gear

As an Action, a creature can throw a smoke bomb of baby powder at a point up to 30 feet away. One round after the smoke bomb lands, it emits a cloud of baby powder that creates a heavily obscured area in a 10-foot radius.

A moderate wind (at least 10 miles per hour) disperses the smoke in 4 rounds; a strong wind (20 or more miles per hour) disperses it in 1 round. Creatures that move within or start their turn in the cloud are covered with the scent of baby powder for the next hour.

Wooden Rattle

Adventuring Gear

This wooden baby rattle is engraved with painted or carved images. It can be shaken as an Action to produce a soft rattling sound that can be heard from up to 30 feet away. When a creature moves or uses an Action while the rattle is being held, it produces a sound that can be heard from up to 10 feet away. It must be stowed away in a bag or similar means of storage to quell any audible rattling.

Training Pants

Adventuring Gear

These specially designed training pants are tailored for adventurers who are still potty training.

**Absorbency.** These training pants grant 1 protection level. They do not grant additional protection levels when worn over diapers.

Magic Diapers

| Item                         | Rarity    |
|------------------------------|-----------|
| Diaper of Alerting           | Common    |
| Diaper of Baleful Regression | Very Rare |
| Diaper of Diminution         | Common    |
| Diaper of Compulsion         | Common    |
| Diaper of Foul Bane          | Uncommon  |
| Diaper of Growth             | Uncommon  |
| Diaper of Holy Virtue        | Uncommon  |
| Diaper of Locking            | Common    |
| Diaper of Magic Disjunction  | Very Rare |
| Diaper of Pact Binding       | Rare      |
| Diaper of Regression         | Uncommon  |
| Diaper of Skunking           | Rare      |
| Diaper of Toddling           | Common    |

Diaper of Alerting

Wondrous Item (Magic Diaper)

An alarm spell has been inscribed on this diaper. When a creature wearing this diaper has an Accident, the alarm goes off and can be heard from up to (self) 120 feet away.

The audio of this effect ranges from a potty time song, to a friendly voice alerting anyone nearby that the creature needs a change. The audio lasts for up to 10 seconds, after which the effect ends. Having another Accident in these diapers will cause the alarm to trigger again until the creature has been changed.

## Diaper of Baleful Regression

*Wondrous Item (Magic Diaper)*

When a creature wearing this diaper has an Accident, it must make a DC 15 Intelligence saving throw.

On a failed save, the creature is inflicted with the Toddlecursed condition for 1d4 hours. While Toddlecursed, after each Accident or failed saving throw, the creature must repeat this item's saving throw. On a failure, the duration of the Toddlecursed condition increases by an additional 1d4 hours, and the total accumulated duration is added to the curse's remaining duration.

Once the total accumulated duration reaches 12 hours, the Diaper of Regression becomes indefinitely locked in place and cannot be removed except by means of a Remove Curse spell. The diaper cleans itself and remedies any incurred Accident Levels every day at dawn.

## Diaper of Charming

*Wondrous Item (Magic Diaper)*

When the creature attempts to change out of this diaper, it must roll a DC 14 Wisdom saving throw.

On a failed save, the diapered creature becomes infatuated with their crinkly posterior, being unable to bring itself to change until they have accumulated at least 1d4+1 Accident Levels.

A Remove Curse spell dispels the effects of this diaper for 10 minutes.

## Diaper of Diminution

*Wondrous Item (Magic Diaper)*

An enlarge/reduce spell has been inscribed on this diaper. When a creature wearing this diaper has an Accident, it gains the "reduce" effect of the enlarge/reduce spell for 1d4 hours (no concentration required).

A Remove Curse spell dispels the effects of this diaper for 10 minutes.

## Diaper of Growth

*Wondrous Item (Magic Diaper)*

An enlarge/reduce spell has been inscribed on this diaper. While wearing this diaper, the creature can use its Action to gain the "enlarge" effect of the enlarge/reduce spell for 1d4 hours (no concentration required).

A Remove Curse spell dispels the effects of this diaper for 10 minutes.

## Diaper of Woe

*Wondrous Item (Magic Diaper)*

A bane spell has been inscribed on this diaper. While wearing this diaper, you cast the bane spell (save DC 12), which affects any number of creatures within range for 1 minute, as part of a Bonus Action.

Once this effect is used, this diaper's magic disappears and it cannot be used again.

## Diaper of Weal

*Wondrous Item (Magic Diaper)*

A bless spell has been inscribed on this diaper. While wearing this diaper, you can cast the bless spell, which affects any number of allied creatures (including you) within range for 1 minute, as part of a Bonus Action. You must also roll a DC 12 Potty Check..

Once this effect is used, this diaper's magic disappears and it cannot be used again.

## Diaper of Locking

*Wondrous Item (Magic Diaper)*

When a creature wearing this diaper has an Accident, it must roll a DC 12 Intelligence saving throw.

On a failed save, hidden runes flash across the diaper and it locks itself in place, preventing removal. After each Accident, the creature may attempt the saving throw again to decipher the runes.

Attempting to remove the diaper by force increases the DC by 2.

A Dispel Magic or Knock spell will automatically unlock this diaper and nullify its enchantment for 10 minutes.

## Diaper of Magic Disjunction

*Wondrous Item (Magic Diaper)*

When a creature wears or is changed into this diaper, it must succeed on a DC 18 Intelligence Saving throw.

On a failed save, the diapers become locked on and the creature is sealed from the magical energy that suffuses the multiverse. The wearer cannot cast spells, creatures it has summoned return to their original planes, and magical items on the wearer become mundane and harmless.

The diaper cleans itself and remedies any incurred Accident Levels every day at dawn.

## Diaper of Pact Binding

*Wondrous Item (Magic Diaper)*

A Jezebel's Potty Pact spell has been inscribed on this diaper, which can only be cast once.

When a creature wearing this diaper has an Accident, the spell activates instantaneously, and it must make a DC 18 Charisma saving throw. The one who changes the creature into this magic diaper is treated as the caster. If the wearer is humanoid, the spell save DC is 10 instead.

When a creature has changed themselves into this magic diaper, the changer can choose to cast the spell, using this diaper as its material component.

Diaper of Regression

Wondrous Item (Magic Diaper)

When a creature wearing this diaper has an Accident, it must make a DC 15 Intelligence saving throw.

On a failed save, the creature is inflicted with the Toddlecursed condition for 1d4 hours. The diaper cannot be removed except by means of a *Remove Curse* spell.

Diaper of Skunking

Wondrous Item (Magic Diaper)

When a creature wearing this diaper has an Accident, it must roll a DC 15 Constitution saving throw.

On a failed save, the creature sprouts a skunk tail, and the effects of the *Stinking Cloud* spell are triggered spontaneously, centered on the wearer. The spell moves with the wearer for 1d4 rounds before dissipating.

Diaper of Toddling

Wondrous Item (Magic Diaper)

When a creature wearing this diaper has an Accident, it must roll a DC 15 Constitution saving throw.

On a failed save, the creature is overwhelmed with a sense of clumsiness and the effects of the *Slow* spell affect the target for 1d4 rounds.

New Adventuring Gear

| Item            | Weight        | Cost   |
|-----------------|---------------|--------|
| Baby Bottle     | 5 lbs. (full) | 1 SP   |
| Box of Crayons  | –             | 5 CP   |
| Changing Kit    | 1 lb.         | 2 SP   |
| Cloth Diaper    | –             | 8 SP   |
| Diaper, Average | –             | Varies |
| Diaper, Thick   | –             | Varies |
| Diaper Bag      | 5 lbs.        | 4 GP   |
| Padded Manacles | 6 lb.         | 2 GP   |
| Night Light     | 2 lbs.        | 100 GP |
| Pacifier        | –             | 1 SP   |
| Plastic Pants   | 1 lb.         | 4 SP   |
| Powder Bomb     | 2 lbs.        | 20 GP  |
| Wooden Rattle   | –             | 2 SP   |
| Training Pants  | 1 lb.         | 5 SP   |