

Mommies & Monsters

Playtest 1 Version 2

What You Need to Know

A lot has changed since *Magia*, so throw everything you remember out the door and start with the basics. You'll be creating a character similarly to any other OGL game, but you'll have a couple of new stats to work with and it's suggested that you only use races and backgrounds from this supplement as most others won't include the unique mechanics in *Mommies & Monsters*. Creative players and DMs will find ways to work around this, of course, likely by adding those pieces to their favorite backgrounds and races.

Start by choosing your character's race and class (any OGL-compliant/SRD5-compliant classes are fine) and then familiarize yourself with the Diaper Stuff section below. Make sure to read it all as virtually none of it is identical to the rules listed in *Magia* or the earlier related works!

Diaper Stuff

Attributes

There are two new attributes on each character's sheet when playing *Mommies & Monsters*. Both attributes start at 10 and are permanently modified (increased or decreased) by a character's Background and Quirk.

Control. Control describes how well your character can "hold it." High control means less frequent accidents while low control means that your character is likely diaper dependent. Failing a Control check means that your character will have an accident right after.

Awareness. Awareness describes your character's ability to know when they need to go. A low awareness means that your character likely has little to no potty training while a high awareness

means that even if they don't always make it in time, they at least know when they need to find a toilet. Failing an Awareness check means you have no clue if you'll need a potty anytime soon.

Passive stats. Your passive Control is 10 + its modifier.

Bladder and Bowels. These stats track how badly your character needs to go and are mostly the domain of the DM. They range from 0 to 20 and may easily be tracked with a d20 associated with each. Exceeding 20 at any time results in an accident, though a successful control check may give a character time to rush to the nearest toilet if the character is aware of their need to go.

Bladder and Bowels increase periodically during a session. After each battle and during a short rest, each player's Bladder increases by 1d8+1 and Bowels increases by 1d4+1. These should be rolled by the DM and the results kept secret from the players. During a long rest, Bladder increases by 3d8+1 and Bowels increase by 3d4+1; it's assumed that most characters will need to relieve themselves at some point during a long rest.

Note: these modifiers will likely be updated to include the effects of food and drink; until then, the effects of normal food and drink on these are up to DM discretion.

Saving Throws

Control saves operate similarly to standard checks; the DC is equal to the player's Bladder or Bowels level. A single roll counts as a save in both departments. If a player meets the DC for one but not the other, they experience an accident only for the one they failed.

Awareness saves have a DC of 20 - the player's Bladder or Bowels level. They enable a player to know that they need to find a bathroom and give advantage on Control saves until the player has an accident or relieves themselves.

If a character experiences significant stress while their Bladder or Bowels are above their passive

Control, they will need to immediately make a Control save. Should the character be aware of their need to go before this, they gain advantage on the Control save. Significant stress includes: taking damage, failing a check for a physical skill (Str, Dex, Con), and whatever else the DM decides.

Status Effects

Note that these status effects are abstractions; a character becoming Wet does not indicate that they were completely dry beforehand, just that they've reached the point where their wetness is distinct enough to be considered a condition.

Wet. Being Wet is a common condition for most adventurers using this supplement. As long as you've got a diaper of some sort on, you don't take any significant negatives other than a -5 to movement speed (soggy diapers tend to be harder to move in). A diaper change (during a short rest) will remove this condition.

Messy. While Messy, all movement is treated as if it were Difficult Terrain. In addition, you have disadvantage on all Charisma-related rolls; it's hard for anyone to find you charming when you're stinking up the room. A diaper change (during a short rest) will remove this condition.

Leaky. If you're already Wet but have a Bladder-related accident again - or even worse, already Messy but have a Bowels-related accident again - you immediately become Leaky. While Leaky, you automatically fail any social check (unless it's an attempt to get someone to pity you in your current condition). You also maintain your original Wet or Messy condition on top of this. Unlike Wet or Messy, getting rid of the Leaky condition not only requires a diaper change, but a replacement of your existing clothes (which must be washed before they can be worn again without regaining the Leaky condition).

Rash. If you are Messy at the end of a combat in which you have taken any actions, Wet at the end of two consecutive combats, or either at the end of a short rest, you gain the Rash condition. Similarly, at the DM's discretion, if you are Wet or Messy for

an extended period of time or during a physical skill check, you may be required to make an additional Constitution save in order to avoid getting a Rash. Constitution saves to avoid the Rash condition start at a DC of 10 and increase by 5 with each consecutive save.

While you have a Rash, you must succeed on a DC10 Constitution Saving Throw on each turn or be unable to move. The Rash condition naturally disappears at the end of a long rest but can also be removed with the application of rash cream.

Quirks

Each player gets a single Quirk unless otherwise specified. Quirks give both positive and negative effects to those who possess them. Quirks also modify a player's Awareness and Control.

Easily Frightened

You squeal and run away from anything that seems like it could possibly be new or dangerous.

Control. Your frequent bouts of fear have weakened your potty training. You receive a -2 to your Control.

Awareness. You tend to be slightly more wary of potential threats, including the threat of needing a diaper change soon. +2 to Awareness.

Positive. When you want to get away from something, you can get away from them. If attempting to escape from an enemy, you gain a bonus action that may be used either to Disengage or to Dash. This bonus action may only be used once per long rest.

Negative. If you were damaged on your last turn, you have disadvantage on attack rolls if you're standing within 10 feet of the creature that damaged you.

Giggly

You possess the sort of stoicism usually limited to young children: the ability to find almost any situation funny.

Control. Laughing too hard makes it difficult to make it to the bathroom, though it's not that big of a deal to you. -2 to Control.

Awareness. You don't worry about much, not even your potty training. -2 to Awareness.

Positive. Once per long rest, upon taking damage, you can immediately gain 1d8 temporary hit points as you laugh off the attack.

Negative. You don't take threats very seriously. All attackers gain advantage on attack rolls against you in combat until you've taken damage the first time that combat.

Imaginative Mind

You tend to get lost in your own fantasies and daydreams.

Control. You tend to focus on things other than making it to the potty. -1 to Control.

Awareness. Sometimes you get a bit too distracted to care about needing to find a toilet. -1 to Awareness.

Positive. Once per long rest, you can cast an illusion spell of first level without using a spell slot. You can instead choose to cast any illusion-related cantrip including those you don't know if you don't know any 1st level illusion spells or don't wish to cast one.

Negative. When rolling Intelligence or Wisdom-based skill checks, you must first pass a DC10 saving throw of the same skill to avoid daydreaming. If you fail this saving throw, you have disadvantage on the skill check.

Tantrum-Prone

Your temper has a tendency to flare up at the slightest provocation.

Control. People who are Tantrum-Prone receive a -2 to their Control; they're just as bad at controlling their bathroom needs as their emotions.

Awareness. Tantrum-Prone people tend to be more cognizant of things that might cause their tantrums and thus receive a +2 to Awareness.

Positive. When you take damage for the first time in an encounter, you can choose to take the Tantrum condition. This ability can only be activated once per long rest.

While you have the Tantrum condition, you gain advantage on all attacks. In addition, you may only take actions that result in moving closer to an enemy or dealing direct damage. You may make a DC10 Wisdom saving throw at the start of your turn each round in order to end the condition.

Negative. While having a Tantrum, all enemies gain advantage on attack rolls against you.

Tearful

Crying comes almost as easily to you as breathing, no matter how trivial the matter.

Control. You've worried about almost everything for most of your life; potty training's no exception. +2 to Control.

Awareness. You're not exceptionally more or less aware of your need to go than others, just easily upset when you have an accident. +0 to Awareness.

Positive. Once per long rest, if an enemy has previously caused damage to you, you can impose disadvantage on that enemy's next attack roll against you.

Negative. On your next turn after taking damage, you must make a DC10 Wisdom saving throw or have disadvantage on any attack that turn.

Backgrounds

Brat

You grew up in a large house with the fanciest of clothing and the nicest of foods. You got basically everything you wanted growing up and it's certainly affected how you view the world.

-2 to Control and -2 to Awareness. Someone else always changed your diapers; why should you need to care?

Skill Proficiencies: Persuasion, Performance.

Languages: One of your choice.

Equipment: A set of fine clothes, a pack of 8 fine disposable diapers, a pack of 100 wipes, and a purse containing 25 gp.

Caregiver

You spent a large portion of your life caring for others, whether they be siblings, friends, the children of your employer, or something else entirely.

+2 to Control and +2 to Awareness. You helped enough others with their potty training to be pretty good at your own.

Skill Proficiencies: Medicine.

Tool Proficiencies: Changing others' diapers.

Languages: One of your choice.

Equipment: A set of common clothes, a pack of 8 common disposable diapers, a pack of 100 wipes, and a pouch containing 10 gp.

Momma's Boy/Girl

You're devoted to your mom and share a bond with her unlike any other. You've lived with her most of your life and probably still depend on her for a lot.

-2 to Awareness. Momma always checks and changes your diapers anyways.

Skill Proficiencies: Two of your choice.

Languages: One of your choice.

Equipment: A set of common clothes, a pack of 8 fine disposable diapers, a pack of 100 wipes, and a pouch containing 10 gp.

Outsider

You grew up on your own and taught yourself the ways of the world. You may not have the best book smarts, but you certainly have the street smarts you need to survive.

+2 to Control. You're not all that well-taught in knowing when you need to go, but you certainly know how to hold it until you're in a safe place.

Skill Proficiencies: Athletics, Survival.

Tool Proficiencies: Changing your own diapers, a gaming set of your choice.

Languages: One of your choice.

Equipment: A set of common clothes, 3 makeshift cloth diapers, a pack of 100 wipes, and a pouch containing 5 gp.

Student

You've spent most of your life up until this point in schooling, studying and learning all you can.

+1 to Control and +1 to Awareness. You're not the most proficient in potty training, but you've certainly put in some effort.

Skill Proficiencies: History, Arcana.

Languages: Two of your choice.

Equipment: A school uniform, a pack of 8 common disposable diapers, a pack of 100 wipes, and a pouch containing 5 gp.

Items

<i>Item</i>	<i>Effect</i>	<i>Price</i>
Disposable diaper, common (8)	One-time use.	2 sp
Disposable diaper, fine (8)	One-time use. Extra absorbent.	1 gp
Cloth diaper, common	Can be reused after washing.	2 sp
Cloth diaper, fine	Can be reused after washing. Very soft.	1 gp
Rash cream	Alleviates the Rash condition.	5 sp
Wipes (100)	One is needed for every change (two if messy).	2 sp
Diuretic	Consumption doubles all Bladder increases until the next long rest.	2 gp
Laxative	Consumption doubles all Bowels increases until the next long rest.	3 gp