

Leo took a shuddery breath as he slowly stepped forward, carefully and nervously glancing from side to side. In the back, as usual. Exactly where the luxio preferred to be. His armor wasn't all too protective, and most of his spells were useful from a distance anyways. It meant that his other party members could take the frontline, and as the cleric, he could heal them up from a distance. Plus, it meant that any traps weren't too likely to hit him, which he was happy about. Without their normal rogue, the ranger was the one who had to focus on looking for traps, and he wasn't anywhere near as good at it. But still, none of them had run into a trap yet.

He was fine. Not nervous or anything. Sure, after Sirius had yelled at them all about the dungeon that he said he could see and stormed off on his own, none of them had seen him again, and for some reason none of their direct messages to his account were going through, and no matter what time any of them logged on he was *always* in the online players list, something that definitely shouldn't be possible. But it was fine, probably just a weird glitch or something. This whole place seemed glitchy, anyways, so it made sense.

After a bit over a week of Sirius being missing, they all got together and decided to go investigate the spot where he'd said the dungeon was, and sure enough, as they approached it, a dungeon appeared on their map, even though it hadn't shown up at all the last time they passed through the area. Leo absolutely *did not* want to go in, but the rest of them did, and he wasn't a scaredy cat or anything. He was a big strong luxio, and he had to prove it! Plus, they all needed his healing to survive anyways. But... there was no shot that Sirius just solo'd the dungeon, right? Something weird must have happened that like, glitched his account or something. Definitely.

Because... this dungeon absolutely wasn't finished. It had a weird aesthetic to it, which looked *cool*, but not done. The few traps that the breloom ranger had identified so far all had placeholder debug text, there were no enemies... it felt unsettling. Creepy. When the world looked and felt as real as this one, reminders that it was all virtual always felt kinda existentially scary. Plus, the creepy music box playing somewhere deeper in the dungeon added to the creep-factor a lot.

But it was fine. Without any enemies... so far... Leo hadn't had much to do, just watching their backs, and their sides, and their fronts, constantly waiting for something to happen, always on edge. Even the dungeon's layout had just been a straight line so far, with nothing of note along the way aside from some unsettling tapestries along the walls. Though he noticed the end of the hallway coming up, with an open doorway standing in front of them, signaling that maybe something might be different.

They all stopped as the ranger scanned the door for any traps, seemingly finding nothing and motioning them all forward, the party walking into the next room. Though as they looked around, the place was entirely empty, just a blank cube. Apparently they *really* hadn't finished this place, it was strange that a dungeon like this would slip through the cracks and end up in the finished game.

It was only after Leo stepped into the room that something finally happened. Once everyone was inside, the sound of a loud **thud** echoed throughout the space as the doorway was closed off by a slab of stone, locking them in. A boss room, right here? Everyone drew their equipment, Leo's staff floating to his side as they all looked around the room with paranoid glances... but nothing appeared.

Instead, the sound of many clicks reverberated throughout the space, as everyone suddenly felt the floor beneath them sink an inch. Before they could react, hatches opened up in the floor beneath each of them, perfectly dropping all of them down into their own individual chute, despite the many disparate places they stood throughout the room. Darkness engulfed Leo's vision, panic welling up inside of the supposedly brave luxio as he screamed, limbs flailing as he fell down into the darkness, terror filling his mind in the dark.

With an involuntary groan, Leo opened his eyes, realizing that he'd... fallen unconscious at some point? That immediately tipped the luxio off that something was wrong, that wasn't supposed to be possible in this game. Forcing someone into even simulated unconsciousness wasn't very safe at all, because they couldn't log out if they were *out* themselves... he'd looked into the safety precautions of this hardware many times over before delving into it, even if his friends were willing to put themselves at risk for fun.

He could feel something soft underneath himself, and as he moved around, it felt remarkably unsteady to stand on... once he managed to get his eyes open, it was clear why – a pile of pillows squished underneath every movement, making it hard for him to get up. He quickly gave his whole body a shake, feeling frazzled as he glanced around the room he found himself in.

It was large, around the size of the room that he and his party had been trapped in before falling through those trapdoors that... suddenly appeared directly below each of them. Presumably that meant that they'd all fall into this room, but he didn't see any of them around. So either they ditched him, or they somehow found themselves falling into different parts of this weird, unfinished dungeon design. Great. He *loved* being on solo expeditions as a Cleric, this game was just so kind to support classes. ...Whatever. He didn't bring all of his stuff with him into the dungeon so when he inevitably got defeated by some roaming monsters, he'd just end up back home with slightly lighter pockets.

Though, speaking of which... what happened to all of his equipment? Carefully stepping off of the massive pile of pillows, Leo opened his menu, to find that his inventory was suspiciously empty, anyways. Without his robes he had absolutely *no* defenses, and without his staff there was no way for him to even use any of his skills; he wasn't nearly as lucky as a high level brawler would be in this situation, he'd never even tried the class before. Well... just made it easier to death warp out of this place.

But he might as well take stock of it, just in case. He hadn't encountered a single monster on the way in, after all. Maybe he wouldn't see any more after this, and could just loot the place? It was possible. The room only had one exit, though the luxio noticed something sitting on the ground near it – a staff? Carefully walking towards it, Leo eyed the weapon, which didn't look like any staff he'd seen on the wiki before. The head of the staff was a large golden bell, with two ribbons attached to it, one of them yellow, and the other black. The same shades as his fur, actually... it wasn't exactly common for luxio like him to have those fur colors, was this auto-generated? In any case, it was better to be armed than not. He picked up the staff to examine it, only to find a window appear as he opened his menu.

New Class Unlocked – Plushomancer!

That... definitely didn't sound right. What kind of playtest data had he and his party stumbled into? Looking at the weapon, it seemed to be fairly simple starting equipment made for this supposedly new class, rather than being a staff for clerics, so he couldn't equip it. But... he could always do a temporary restat into the other class to try it out, those were free to do at any time. It'd set him to level one in the new class, but hey, if he actually ran into an enemy, just an even quicker way back to his home spawn.

With a sigh, Leo opened up the class menu and examined the new class option, selecting it and choosing to swap classes. Immediately, as with the first time he'd swapped to any new class, his inventory was quickly populated with that class's default equipment, all of it materializing on his body as it was automatically equipped. The staff he already found floated up next to him, thankfully at least having gotten far enough into development to have a quadrupedal mode. Though as the base armor appeared, Leo was startled to find all of his clothes vanish in an instant, leaving behind only the armor that took its place, which he could feel very obviously pushing apart his hind legs.

With plenty of confusion, he swapped back to the equipment tab to find that indeed, his vanity clothes set was entirely gone, which was already abnormal enough on its own, but even more abnormal was the armor he'd gotten. "PlushPoof Diaper – For the cutest Plushomancers in training! Can only be changed by a creature with the Caregiver tag."

...He spent a while staring at that in disbelief, truly dumbfounded by what he'd just read. Okay, no. This wasn't worth it. Whatever weird intern had coded this on their flash drive and accidentally dropped it into the depths of the official release was not someone whose dungeon Leo particularly wanted to go exploring today. Finding Sirius could happen another time, when he was feeling a little bit more charitable towards the friend who was probably spending all of his time in the *diaper dungeon* by choice, if he had to guess at this point.

Whatever. Just warp home and meet up with everyone later.

...Just... warp home? Why was his teleport menu different? It didn't have the normal world map on it anymore. Usually that happened when they were in a sub map that the devs wanted to give special attention to, like that one expansion that had its own small island. But there was always an option in the top left to switch back to the normal world map. As he looked, the button to do that *was* there, just greyed out, unable to be selected. All he could see was a small circle labeled "Pillow Pile", which he could certainly hazard a guess as to the location of. The rest of the map was covered by the fog of war, meaning he hadn't discovered any further locations.

Okay, *great!* He'd have to walk out of here on his own. But he certainly wasn't doing it with a waddle in every step. He'd be switching right back to the cleric class for his 80 levels he'd earned, to at least give him some higher base stats to work with when getting out of here, even if it meant no weapon.

And yet, as he opened up the class menu, every other class was greyed out, with the words "Class Change Disabled" appearing as he tried to select them.

A little seed of worry started to sprout inside of the luxio's chest at that one. No warp out, stuck with a weird kink class somebody coded up for their personal device. ...Maybe today just wasn't his day. He could message his party members about whatever this was once they were all logged off later, and then figure out what to do. Or maybe it'd just be patched out by tomorrow, who knows?

Or at least, that's what he thought before noticing that the Log Out button wasn't there anymore.

Chills. Leo froze as he stared at that menu that he'd opened a hundred times, seeing it tell him something that was truly impossible, that he *knew* was impossible from every study he'd read, all of the research he'd done. It was impossible on the operating system level for software to mess with the system's primary menu, where the Log Out button was located. Literally impossible.

And yet here he was, stuck deep in some buggy dungeon he didn't recognize, without any of his equipment or levels to rely on, without the ability to teleport out... and with no way to log out of the game.

And of course, with a diaper taped to his waist that he couldn't take off.