

With a scoff and a turn, Sirius rolled his eyes, crossing his arms and looking away from the rest of his party as they laughed. With a flick of his claw, the zangoose opened up the game menu, navigating to the world map as it appeared in his vision. He could see it right there – the dungeon labeled with just three question marks in place of its name, a cave hidden at the base of the Darkstone Mounts, where he and his party had just been passing by yesterday. He pointed it out to them when it appeared on his HUD, but *apparently* none of them had discovered the location even though he had.

And *apparently* none of them wanted to believe him when he talked about the loot table for this dungeon, saying that he was just trying to trick them for some reason. Even though it had the rare ore that he needed to finally craft the highest level rogue daggers that he'd been working on for the past month. Couldn't rely on those fuckers for any help, even though he *just* helped grind a different dungeon's boss for four hours to get the rare drop the fighter needed for his cool new sword. He'd only recently learned that the final crafting material he needed supposedly wasn't obtainable in the game yet, but here it was, listed in the loot tables.

He glanced back towards the party as they all relaxed in the tavern, making jokes. Their party leader, the intelion fighter, looked back at him with a raised eyebrow and a smirk, clearly wanting to taunt him further. But before he even got a chance, Sirius stood up from the table with confidence, not letting them get the upper hand on him and flip his cool demeanor. "Guess I'll just go solo the dungeon and keep all the loot for myself, if none of you want a share," he growled out, tugging briefly on his cloak to make sure his hood was casting the right amount of shadow on his face to look cool.

He saw out of the corner of his vision that the party seemed genuinely confused for a moment, like they hadn't expected him to take whatever bit they thought he was doing this far. But rather than give them any time to turn it back around into another joke, he switched over to the teleport menu and selected his home, vanishing from the tavern.

The quiet of the room felt like a wave of relief suddenly after how loud it was in the tavern, the zangoose taking a breath and letting himself relax. At least he didn't have to work hard to keep up his persona while nobody was watching, letting that fade just a little bit and pulling back his hood. Assholes. He'd show them, he was plenty capable of sneaking through a dungeon for some loot and getting out. He didn't even have to get all the best stuff, if he could just get the ore he needed and get out, making those daggers would give him a massive advantage.

Sitting down on his bed, he checked the dungeon on his map once again, deciding to actually look into the details of it. Usually it didn't give much info on unexplored dungeons, but even just a bit could help him know what to prepare for. Though the zangoose paused for a moment as he looked at the description of the dungeon, seeing a wall of garbage text. Random letters, numbers, and symbols, and a scroll bar so small that it looked like the paragraph went on for miles. Weird... maybe something was

bugged about the dungeon? That could explain why his party apparently didn't get the discovery on it while he did...

For a moment, he thought about just logging off for the night and seeing if the bugs were resolved by tomorrow – he had been playing for a while, and checking the clock in the menu, it was getting late. It was so easy to get sucked into the game and forget about the passage of time as a whole with how... real the world was. The technology was amazing... which was something that interested him even outside of how it let him be a cool, badass rogue. But at least when he was in this world, all that was just nerd stuff. This was where he got to be the cool guy he wanted to be.

With a sigh, he checked his bag and opened up his home storage menu, starting to organize supplies for his solo dungeon run. Been a while since he last did one of these...

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Sirius took the delve into the dungeon slowly and carefully, gradually pushing his way deeper as he meticulously cleared out each area of it. The underground dungeon was made of a worked stone, looking old, with cracks running along the walls and ceilings and patches of moss dotted around. Areas of it had collapsed, showing its apparent age. All of the torches were unlit, keeping this dungeon in complete darkness, though thankfully the zangoose had a pair of Darkvision goggles. Much better than being in the light, rogues much preferred to work in the dark.

The ambience of this place was pretty on point, he had to admit. The devs must have put a lot of work into it, with old, faded banners showing strange symbols and some music that felt remarkably creepy – an unsettling music box tune that sounded like it was coming from deeper inside. He hadn't run into any enemies yet, but the thing that caught his attention the most were the traps. There were a *ton* of them, littering the floor with pressure pads and tripwires. His Trapfinding and Disarm skills were plenty high, as that was one of his primary jobs in his party, so he didn't have to worry too much about running blindly into one, especially with how slowly and carefully he was taking the journey.

Though despite finding the overabundance of traps, there didn't seem to be any way to disarm them, even after he'd analyzed them. All of them, regardless of appearance, were simply listed as "Undefined Trap", with more garbage text in the description. It was rare enough to see a trap in the game without any way to attempt a disarm, much less this many. In fact, there were far more traps than he'd ever seen in a dungeon before, it felt like whatever random generation this place was using had its trap frequency cranked up to 500%.

With the garbage text, undefined traps, and seemingly unfinished lack of enemies... all Sirius could think of as he carefully delved deeper into the dungeon was that he'd somehow stumbled into an unfinished dungeon, not meant to be publicly accessible yet. Had some kind of glitch let him access it early? It definitely didn't seem like all of this was intentional... but if there were any loot chests coded to spawn in, the loot tables said that the ore he needed could spawn here. Getting it early could definitely give him a big boost over just about every other player, being the only one to have access to those daggers... why not press on? It didn't seem particularly dangerous, yet.

So he continued deeper into the dungeon, eventually finding a grand stone staircase leading to a lower floor. It looked similar, but everything was significantly less ruined, with brighter stone, less cracks, and the background music growing louder, like its source was closer. He took his time, stepping around traps as he found them, lockpicking doors in his way, and filling in the map for this floor as well. Still no chests... he'd be disappointed if they hadn't set chest frequency yet and this was all for nothing, but it was best to be thorough and finish his exploration, even if there was nothing so far.

The third level was more of the same, everything seeming even less ruined than before, giving the impression that whatever this once was, something still lived down here and kept the place in good shape, only to not frequent the higher levels. He shuddered at that thought... surely a boss would come pretty early in the dungeon creation process, right? He might have to solo whatever was down here... but he could do it. He steeled his nerves and pressed on, reassuring his confidence that he was worth most of his party's success anyways.

As he reached the stairs leading down to the fourth level, it was clear from sound alone that the source of the music was just below, and he prepared himself for anything that might be down there with it. Daggers drawn, he snuck slowly down onto the lower level, to find it consisted of a single room that looked very much like how the devs loved to make their boss rooms. A deep breath later, he slowly walked in, though the room didn't seem to have any enemies currently inside. All he could see was a single pedestal at the end of the room with a music box sitting on top of it.

Carefully avoiding the traps, he walked towards it, his HUD identifying the music box as apparently being a treasure chest. Score. Sheathing his daggers, he slowly opened it up, seeing his prize sitting inside – the black, shiny stone that he'd been looking for. Carefully taking it from the box, he opened up his menu to pick the Exit Dungeon option that always appeared after clearing a dungeon, only to find something else of note: the banner at the top that displayed the current objective suddenly switched to "Objective: Escape".

Before he could react, he was quickly blinded by light as the dungeon lit up, squinting and blinking to adjust his vision as he looked around.

The zangoose quickly realized how much he normally relied on the party's wizard to notice and dispel illusions.

As the false appearance of the dungeon fell away, Sirius was stunned for a moment by his surroundings. The old, polished gray stone was replaced with pale pink walls, the feeling of the hard floors suddenly swapped out for something more plush, noticing the puzzle-piece playmat covering the ground. Decals covered the walls, with rainbows, bubbles, stars, and all kinds of childish things all over. Furniture that he couldn't see before popped into his vision – a crib, changing table, wardrobe, toy chest... all kinds of things you'd find in a nursery, and all of them scaled up significantly.

He looked down at the ore in his hands, only to find that it was an illusion too, replaced with a shiny, large pacifier. In frustration, he tossed it onto the ground, grumbling as he turned around to leave, annoyed that this had all been some... really weird waste of time. However, as he turned, he froze once more, finding himself unexpectedly face to face with another pokemon.

Sirius's eyes locked onto the pokemon floating in the air in front of him – a porygon-z. Their movements were glitchy and strange as they seemed to fuzz in place, looking blurry and not fully substantial. A pokemon known for its ability to infiltrate digital systems, just like the game he currently found himself inside of... the strange, glitchy nature of the dungeon and all of its contents started to make a bit more sense in the zangoose's head.

But just as he was about to start yelling out some choice words at the only other pokemon he'd seen in the dungeon, he watched as they seemed to laugh before phasing away, disappearing from his view. He looked all around for where they might have went, quickly turning, only to notice something else of note just behind him. While he wasn't paying attention, the boss he'd been afraid of had spawned in.

The bewear with glowing red eyes stared him down, his HUD displaying its health bar, alongside its name, Daycare Guardian, and its level, 9999.

Sirius had already reached the game's current level cap of 80.

As the objective at the top of his screen flashed once more, reminding him of what his apparent goal was, he only let the bewear get a single step towards him before turning and rapidly booking it towards the staircase.

Unfortunately, as he hastily turned around to make a dash for it, the zangoose momentarily forgot about the many traps that he'd slowly scouted on his way down, finding his next step sinking into a pressure plate. His reflexes kicked in as he quickly jumped forward and rolled to avoid whatever deadly effect the trap might have, but as the "Trap Triggered!" text appeared in his log, he didn't hear any sounds of shooting darts or extending spikes. His HUD showed a quick flash of "Equipment Change Trap" at the top of his vision, and while he didn't feel too worse for wear, the zangoose found it slightly harder to walk normally, added bulk between his legs catching him off guard. A glance down as he ran forward showed that he did have something new equipped in the pants slot – a pink diaper around his waist.

His embarrassment combined with the slight waddle that the new garment caused him threatened to throw off his run, but he willed himself forward, trying his best to dodge around where he remembered the traps were on his way in. As he reached the staircase, the zangoose quickly turned to look behind him, seeing the lumbering, giant bewear slowly approaching. It was much slower than him, even with the slight movement penalty he registered on his debuff bar from the diaper. He'd have time to tear the thing to shreds later and re-equip his normal equipment, for now he just had to focus on getting out.

Unfortunately, getting up to the third lower level came with the realization that he definitely hadn't memorized the locations of all of the traps on his way down, not expecting to have to dash back through them. Without any choice, he pushed forward as fast as he could, scanning the ground ahead of himself for anything that set off his trap-aware senses.

As he pushed forward, he saw more nursery-themed furniture all around – rocking chairs, large plushies, and shelves full of knick-knacks that he didn't have time to stop and identify. Maybe some of the things he could now actually see could be valuable, but he was much more interested in getting out of here safely than any of that.

Running down a hallway, he found himself slipping and accidentally triggering another pressure plate as the walls of a playpen started to raise from the ground on either side of him. With lightning reflexes, he jumped forward, leaping over the rising wall ahead of him to escape from the trap, only to find his landing position directly on top of another one. The "Equipment Change Trap" text appeared once more, and Sirius suddenly found it even harder to walk, his steps feeling much more slippery as his Boots of Speed were replaced with pink booties with much lower traction. With how much they slowed him down, he quickly reached down to try to remove them, only to see "Equipment Slot Locked!" flashing at the top of his vision, something he hadn't seen since he had to get the wizard's help to get a cursed amulet off of him when he'd been too hasty. That didn't inspire much confidence in him... but he had to keep running.

Moving was significantly more difficult with even more speed penalties, but he kept at it, determined to get out of this dungeon in one piece. He definitely didn't want to lose some of his loot here and have to get help from his party to get it back... if they could even see this place by then. It could be lost forever at that point. His steps felt much more slippery now, and he kept nearly losing his balance as he ran forward. His paw slipped to the side and onto another trap, with what looked like a baby bouncer suddenly rising up from below him and trying to pull him into the air. He quickly slashed at the straps with his daggers, cutting himself down before it could pull him very high up, but his fall dropped him directly onto another pressure plate, with yet another equipment change as his Gloves of Thievery were swapped out for a set of pink mittens. He could barely hold onto his daggers with only his thumbs having their own section of the mittens, picking himself up off the ground and pushing forward.

Up the stairs and to the second lower level, it wasn't long before his memory started to completely fail him at this point. Cursing to himself, he saw his daggers disappear from his mittened paws, with just a rattle replacing it in one hand. As he tried to run forward, the sound of the rattle shaking as he swung his arms felt incredibly distracting, pulling his attention away from the path ahead of him as he turned to look at it, having trouble looking away. He ended up quickly careening into another trap because of it, his waddle becoming even more pronounced as another layer was added to his diaper. Shaking himself out of the strange compulsion that had come over him, he tried to unequip the rattle, only to find another lock on his equipment there, instead just putting it away in the weapon slot on his belt. It still made the shaking noise as he waddle-ran onwards and he could feel that gentle rattling noise tugging on his mind, but at least it wasn't in his vision.

With distractions pulling his attention away and a more pronounced waddle in his step, it didn't take long for him to end up stumbling onto another trap, this one swapping out his Cloak of Stealth for a pink, ruffled princess dress. The debuff section of his HUD was nearly full at this point; Slowed, Clumsy, Distracted, ...Embarrassed? That didn't sound much like a normal status effect he'd run into, but he could definitely feel the blush taking over his entire face as he waddled as quickly as he could towards the exit. He couldn't even conjure enough attention to look for traps anymore, stumbling into yet another as he reached the stairs to the upper level. Another equipment change, but he couldn't even tell what it had done.

With another misstep, a new sound joined the shaking of the rattle on his belt as he walked – a large bell attached to the new collar around his neck. He grumbled, this sound not affecting his mind and attention like the other one, but definitely making it much more difficult for a rogue like him to sneak around, if he even could at all at this point.

He was nearly at the exit, and even though his pace had slowed dramatically, he was still ahead of the boss that was lumbering after him. What remaining pace he was keeping was quickly shattered as another equipment change affected his shoe slot, transforming the Unsteady Booties into Unsteady Spiked Booties. A sudden spike of pain on his next step quickly had him stumbling down onto hands and

knees, the new nubs in the bottom of his booties ensuring that he wouldn't be doing much walking or running anymore. Sirius whimpered as he crawled forward, desperate to make it to the exit. He was so close!

With the entrance of the dungeon in sight, the zangoose crawled towards it, running into one last trap just before reaching it. As another large baby bouncer appeared underneath him and scooped him up, he didn't have any way to escape, his daggers gone and his dexterity debuffed lower than the base stat. He wriggled and struggled to get out, trying to grab onto the straps hanging from the ceiling and pull himself upwards out of the seat, but a set of buckles locked around his waist kept him from escaping, and for good measure, his wrists were quickly strapped to those hanging cords above his head.

He could hear the sounds of the boss approaching behind him, and with nothing left that he could do, he just struggled in place. The bewear's footsteps stopped just behind him... standing there. He waited for the attack to come, but it never seemed to. Unable to turn around, he waited, breathing heavily, before something finally happened.

The porygon-z he'd seen previously glitched back into existence in front of him, laughing at his current state. Where he'd normally start yelling and cursing at them... the zangoose found himself at a loss for words, unable to conjure any of the obscene things he'd typically say. Instead, he found his blush intensifying as he squirmed in place, his breathing growing heavier... and an unexpected feeling growing down between his legs as well. Though it wasn't long before that feeling was stopped suddenly by something else – something constricting down there, keeping him from getting hard like his body wanted.

He didn't think there were any sexual mechanics in the game, as far as he knew...

As the porygon-z stopped laughing, he saw his menu open up on its own at a gesture from them, rather than him. Confused, he watched the pokemon disappear from three-dimensional space, suddenly appearing inside of his character menu. His arms weren't free to control it manually, but even as he tried to mentally move through the menu, nothing seemed to be responding to his inputs. Despite this, he could see the porygon-z seemingly giggling once more.

The porygon-z floated up to the top of his character info panel, eyeing the details there, before moving to the class section. He watched as the "Rogue: Level 80" text was scrambled into random characters, before the glitchiness subsided, leaving "Sissy: Level 1" in its place. A red lock appeared next to it, the class field gaining a red tint as all of his class features disappeared from the lower section of the menu. He squirmed and struggled in the bouncer, trying to get out or gain any control over his menu, only to

feel the soft but strong arms of the bewear behind him wrap around his body, keeping him from struggling all that much.

The tab changed over to his equipment, and he could actually take a moment to take stock of everything that was equipped at this point. The dress, mittens, spiked booties, collar, rattle “weapon”... and double-diaper were all locked on with the same lock symbol he recognized from cursed items. The accessory slot was also filled with something new – a Sissy Chastity Cage. Just reading that was enough to heighten his embarrassment, which quickly caused the cage to twitch underneath the diapers. For some reason, the lock symbol on that one was replaced with a pink heart that had an X over the lock opening, the tooltip of that icon stating “Required Equipment for the Sissy class. Cannot be removed.”

“H-hey, what the hell is going on?!” Sirius yelled, confused and somewhat overwhelmed by everything that was happening. Surely none of these were normal mechanics, he’d never heard of any of these items, or anything like a “Sissy” class before. His yelling seemed to catch the porygon-z’s attention, who moved over to the head equipment, the slot glitching out before something suddenly appeared in his mouth. The pacifier he’d thrown down earlier had suddenly appeared both in the slot and in his mouth, with accompanying straps to wrap around his snout and the back of his head to form a gag. He tried to yell through it regardless, only for the “Silenced” condition in the debuffs panel to glow for a moment as he did. It didn’t seem to have any problem with him whimpering though, as he quickly discovered.

He quickly glanced over the effects of all of his locked equipment in worry, seeing the Pacifier of Cuteness at the top of the list, stating that the wearer could not make any sounds not considered “cute”. The Princess Dress of Embarrassment magnified the wearer’s shame and embarrassment, the Unsteady Spiked Booties lowered speed, imposed Clumsy, and imposed Pained when standing or walking, the Jingly Collar lowered his stealth stat, the Rattle of Entrancement imposed Distracted, and imposed Calmed and lowered Intelligence when shaken. His worry and embarrassment simultaneously grew as he read through each of the effects.

As class features started populating that pane, he looked at the Sissy Chastity Cage’s effects – “Converts Embarrassment to Arousal. Higher Arousal increases the potency of Sissy Class Features. Prevents Orgasm.” Arousal definitely wasn’t a normal mechanic, and yet he could feel its effects on him, the game’s rules overriding his normal feelings on the matter. And the worry grew as he got to the Diaper of Draining, stating that it “Greatly Heightens Arousal and Distraction and Reduces Mobility with use. Permanently Reduces Continence upon use. Can only be changed by a creature with the Caregiver tag.”

With new class features filled out, a new tab appeared in his menu for Sissy features, the porygon-z switching over to it to show an image of Sirius with a few bars next to him. The embarrassment bar was already quite high, and the arousal bar wasn’t that much lower. The porygon-z seemed much more interested in the Bladder bar, though, and as it started to glitch and change, the zangoose couldn’t help

but squirm in the bouncer as he felt the need to go greatly increasing. He whimpered as he tried to hold back, but the bar rapidly increased, seeing the pokemon laugh at his growing desperation not to wet himself. He wasn't able to last out for long, though, the pressure on the dam quickly growing to be too much for him to handle. As he released the intense pressure on his bladder, he felt the diaper taped to him start to grow warmer as he wet it, and as it happened, he was caught off guard by a sudden vibration coming from the padding.

His squirming intensified as he continued to wet himself, the vibration growing stronger the wetter the diaper became. By the time his bladder finally emptied, the diaper was vibrating at a moderate buzz that didn't seem to stop, pressing against the cage around his dick. It felt really good, if a bit muted by the cage, but that certainly didn't stop it from massively increasing the arousal he was feeling, with the bar on his status screen agreeing.

The rattle at his hip shook as he squirmed, pulling away more of his attention and making it harder to concentrate on holding himself back. He couldn't help but start to hump upwards at the air, wanting more stimulation from the buzzing of his diaper. It felt so nice... but with the cage on, it wasn't enough to bring him up to the edge, even as his dick pressed against the bars of his chastity, trying to grow hard. He couldn't even reach down to rub against the front of his diaper with his arms restrained, leaving him helpless there to hump at the air in front of the porygon-z, which only further increased his embarrassment in a loop.

He couldn't pay full attention as the pokemon continued to fiddle around in his menu, though text appearing at the top of his view did catch his attention. "Home Point changed to: Daycare Dungeon. Spawn Point changed to: Daycare Dungeon. Parental Controls Enabled." All Sirius could do was watch as all of his options were changed without any way to fix them, humping at the air as most of his mind was fixated on the pleasure and denial from his diaper. He just wanted to cum! He could work on getting out of this mess once he'd dealt with the overpowering horniness clouding his mind, he just... had to cum!

He looked back down at the floating screen to see the porygon-z waiting on the menu, looking up at him. He looked back at them, confused, seeing them float next to the Log Out button. He breathed a slight sigh of relief – at the very least, he could log out and deal with this on his own. Even never play the game again if he was stuck in this state. He'd be more than happy for them to just press that button for him and put an end to this.

The porygon-z had other plans, though. Sirius watched as the same glitchy effect he'd seen a few times took over the Log Out button, before it vanished entirely.

Panic overtook him as he struggled in his restraints, not sure what he could even do. Even if he got control over his menu back, how was he supposed to disconnect and get back to real life without the button to do just that? It was just so hard to think with his thoughts being so overwhelmingly horny, he didn't know what to do.

The menu closed, and the porygon-z appeared back in 3d in front of him to give a little giggle at his predicament. He couldn't stop himself from humping the air even more at the feeling of being laughed at, finding himself slowly being lifted into the air and out of the bouncer. The bewear behind him pulled him out of the suspended seat, cradling the now sissified zangoose in its incredibly strong arms, turning around to walk back deeper into the dungeon that he'd just tried so hard to escape from. He watched as the porygon-z floated alongside them, seemingly happy to watch him squirm in the Daycare Guardian's arms, only halfway trying to escape, the other half dedicated to the fruitless effort of trying to get off.

Maybe he'd get used to the feeling as he started gaining some experience in his new class. After all, he could only get a class change once he hit at least level 50, so he'd need to start doing some dungeon dives with other players if he wanted to get there. Of course, learning that class changes were blocked by parental controls might put a damper on that idea... maybe the porygon-z could add a 1/month orgasm as a perk at level 100, once the level cap was increased.

If they were feeling generous enough, that is.