



# COMBAT ACADEMY

REGULATION HANDBOOK



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# MAKING YOUR CHARACTER

Usually Small or Medium; Any Alignment Except Evil; All Core Races

**Hit Points MAXIMIZED Every Level**

**Speed -5 in diapers!**

**Level 5 (11 for Teachers) (Milestone Advancement)**

STR	DEX	CON	INT	WIS	CHA
Use	Point	Buy	For	Your	Stats!

**Condition Immunities** None

**Senses** Commonsense

**Languages** Polite, Nice, Thankful

**Challenge** Not being a brat during approval

**Homebrew** MUST be approved by admin staff! Homebrew already included in the Beyond Campaign materials are pre-approved. Our official Homebrew materials are located here in this book and to the right.

**Where the Diapers At?** Feats and flaws related to server-based homebrew, such as Incontinence can be found in the Reference section of the server.

**I'm baby, halp!** D&D Beyond is a free service, located at <https://www.dndbeyond.com/> that will help you create a character painlessly. If you need an invite to a content-sharing campaign to get access to paid-materials, ping Admin Staff and one will be provided.

**Gear?!** Use starting equipment and level 5 starting gold which is 500 + 1d10x25 GP.

**Where do I start?** Wherever you think is best! Don't overthink it!

**Dark Bargains** If you want to play Warlock, your character's patron will need to be approved first- this is to prevent the disruption that certain darker patrons cause through their requirements of worship.

**Who Do I Talk To About A Horse?** Assistance Staff and Little Helpers are the first line to ping about character approval questions.

**No Longer Baby...Want Power** You have to have had a student character for at least a few season or be approved by the Admin staff to make a teacher character.

**Hello, My Name Is: I NEED MONEY** You get STARTING EQUIPMENT PACKAGE AND at least 100GP. Your uniform, if desired, counts as this acquired armor. School uniforms are glamourized for the purposes of being armor and a uniform simultaneously.

## ACTIONS

**Ping Staff.** Send a @Assistance Staff message in the character approval channel if you need assistance!



Below you can find the links to our other handbooks and materials:

## AEGISKNIGHT:

Heroic defenders of truth and justice, magical guardians of peace and love, stalwart protectors of innocent, fun-loving vanguards of freedom- however you want to play a big, well-buffered, magically-empowered hero, this **modular and fully featured playable class** focuses on variety and choice to build unique heroes of mythic armor and might.

## LUMINANCER:

Masters of Light and Shadow- walkers in balance or bringers of brilliance and darkness. Stealthy and serene or entropic and severe. A powers-based class reminiscent of anime shinobi and psionic classes of earlier D&D editions.



# DIAPERS AND DIAPER USE

*So, you wound up here at the Academy and you think you're going to avoid time in diapers? Good Luck! For those who have already found themselves put into diapers—and for those for whom diapers were already a foregone conclusion—there are rules for when and under what conditions you will be expected to take care of your diaper and its needs.*

And of course, that's not all! You must also learn that some diapers are not so easily removed, whether through the firm grip of a teacher or the cunning trap of a diaper-monster.

Incontinent students—whether by flaw or by deliberate roleplay choice—are required to wear diapers and must roll diaper-use checks when prompted in-scene.

## TYPES OF DIAPERS

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The Academy employs several types of diapers, each with distinct characteristics:

- **Mundane Diapers:**

- **Cloth:** Reusable and often secured with pins or snaps. They offer basic absorbency but tend to become saturated quickly and can be bulky. Typically have a lower “capacity” before being considered full. Prone to leaks if not fitted properly or changed promptly.
- **Disposable:** Single-use diapers offering moderate to high absorbency. Less bulky than cloth, but create waste. Their capacity is generally higher than cloth, but they are definitively “used up” once full.

- **Magical Diapers:** Enchanted garments that offer various benefits. These diapers operate on “use charges” representing their magical capacity to handle incidents. A standard magical diaper might have 5-10 charges.

- *Examples:* Diapers of Endless Comfort (negates some discomfort penalties), Diapers of Odor Sealing (negates or reduces aroma effects), Diapers of Extra Capacity (more charges or can handle larger incidents without expending as many charges), Phase-Shift Diapers (can be “emptied” with a command word, consuming a significant number of charges or a special reagent).
- Obtaining or being issued magical diapers often depends on a student’s status, needs, or performance in certain Academy activities.

- **Specialty & Punitive Diapers:**

- **Restraint Diapers:** Designed to be difficult or impossible for the wearer to remove without assistance, often featuring complex buckles, locking mechanisms, or even minor enchantments.
- **Bulky Training Diapers:** Extra thick and noticeable, potentially used to emphasize a student’s regressed state or as a disciplinary measure, often imposing disadvantage on Stealth checks due to noise and bulk.

# CONTINENCE MECHANICS

At the Academy, your bodily control is measured in more than just successes and failures—it's a matter of pride, strategy, and sometimes, embarrassing mishaps. The following mechanics detail how your control (or lack thereof) is determined.

## THE CONTINENCE CHECK

Whenever a situation forces you to examine your control over bodily functions, roll a d20. The result determines your diaper's state, as recorded on the check chart below:

### CONTINENCE (CON) CHECK CHART

d20

Roll

Outcome & Effect

- |     |  |
|-----|--|
| 1   | <b>Complete Loss of Control:</b> Your mundane diaper becomes completely full (if not already). If using a magical diaper, it uses 3 use charges. If the diaper was already full, this results in an immediate <b>Leaking Diaper</b> state, potentially escalating to <b>Hyper-Messy</b> .  |
| 2–4 | <b>Severely Soiled:</b> Your diaper is extremely messy and wet. A mundane diaper is likely considered full if it wasn't already close. If it was already wet or partially soiled, it instantly becomes full. Magical diapers expend 2 use charges in this state. If a magical diaper lacks sufficient charges, it becomes mundane and full.                            |
| 5   | <b>Partially Soiled:</b> The diaper shows significant mess. For mundane diapers, this contributes significantly to becoming full. If a magical diaper was already wet (e.g. from a 6–9 result previously), it loses 2 charges; otherwise, just 1 charge is used. If a magical diaper lacks sufficient charges, treat as <b>Severely Soiled</b> for remaining capacity. |
| 6–7 | <b>Soaked:</b> The diaper is thoroughly soaked. Mundane diapers are now heavily wet and close to full if not already. Magical diapers use 1 use charge. Should previous states compound (e.g., multiple 'Soaked' or 'Slightly Wet' results on a mundane diaper), it might be considered full. A magical diaper without charges becomes mundane and soaked.             |
| 8–9 | <b>Slightly Wet:</b> A minor dampness is noted. Mundane diapers are now damp. Magical diapers consume 1 use charge. Multiple such results on a mundane diaper will lead to it being considered <b>Soaked</b> . A magical diaper without charges becomes mundane and damp.  |
| 10– | <b>No Incident:</b> Your control holds—no change occurs to the diaper's state. You may feel a momentary urge but manage to suppress it.  |
| 19  |  |
| 20  | <b>Exceptional Control:</b> In addition to a successful check, you gain advantage on your next Continence Check. Furthermore, you may choose to reroll a result of 1 on your next Continence Check within the following 12 in-game hours.  |

## DEFINING "FULL" FOR MUNDANE DIAPERS:

A MUNDANE DIAPER IS CONSIDERED FULL WHEN IT HAS ACCUMULATED A COMBINATION OF USES. FOR EXAMPLE:

- **One** "Complete Loss of Control" (Roll 1).
- **One** "Severely Soiled" (Roll 2–4) if previously dry, or after one "Partially Soiled" or "Soaked."
- **Two** "Partially Soiled" (Roll 5).
- **Three** "Soaked" (Roll 6–7).
- **Four to Five** "Slightly Wet" (Roll 8–9).

The GM has final say, considering the diaper's make and previous state. A "Full Diaper" cannot absorb further incidents without immediately becoming a "Leaking Diaper."

## INCONTINENCE AND DIAPER-RELATED TRAITS

The Academy also defines various traits and statuses related to your character's time in diapers. These not only influence roleplay but also grant distinct mechanical effects.

### INCONTINENT

*Prerequisite: Constitution > 11*

- **Description:** Your character has conditions—whether due to an injury, psychological factor, or purposeful roleplay—making them reliant on diapers in daily life.
- **Mechanics:** When making a Continence Check, any roll above 10 is automatically treated as a 9, indicating a minor but consistent loss of control.
- **Aroma Effect:** You continually emit a subtle odor (think hints of powder, lotion, or previous use) which gives disadvantage on Stealth or Hide checks when creatures are tracking you by scent within 15 feet.
- **Feature:** By nature, you gain the **Diaper-Trained** trait (see below).

## DIAPER-TRAINED

*This is a basic trait often granted to those new to extended diaper wear or as a feature of the Incontinent trait.*

- **Description:** Your character is accustomed to the presence of a diaper and has some ingrained responses to its use.
- **Mechanics:** You no longer suffer initial surprise or minor distraction penalties a GM might impose on someone utterly unused to diapers. When a Continence Check results in a 6-9 (Soaked or Slightly Wet), you have a brief moment of awareness as it happens, potentially allowing for subtle repositioning or a quick word if in conversation, rather than being caught completely off-guard. This doesn't stop the event but can influence immediate roleplay.
- **Self-Care Basics:** You are assumed to know the basics of diaper changing (if materials are available and you are able to do so), though proficiency under pressure is not guaranteed.

## DIAPER-MASTERY

*Prerequisite: Possession of the Incontinent trait*

- **Constitution Boost:** Your dedication (or misfortune) in mastering diaper management increases your Constitution by 2.
- **Relief Bonus:** When you roll a 1 on a Continence Check or successfully fill your diaper without leaking, you gain a +1 Relief Bonus to all rolls for the next 1 minute (10 rounds). This bonus represents both physical relief and a boost in mental focus.
- **Enhanced Sensitivity:** You gain advantage on Insight and Investigation checks that relate to diaper conditions. Furthermore, you may track any diapered creature via your Survival skill, even without traditional training in it.
- **Combat Adaptation:** In combat, aside from suffering the effects of a Leaking Diaper, you are no longer penalized by a full or messy diaper.
- **Social Perk:** When your diaper is in a messy state, you gain advantage on Persuasion checks—but only if these checks are not used to mask the true state of your maturity or odor.

## GENERAL DIAPER STATES

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### POTTY-TRAINED VS. DIAPERED 24/7

- **Potty-Trained:** Characters with proper training are less likely to incur accidental mishaps. They only undergo Continence Checks under extraordinary conditions such as:
  - Magical compulsion (e.g., a “Regression” curse).
  - Extreme physical or emotional stress (GM discretion).
  - Consuming specific alchemical concoctions or foods known to affect bladder/bowel control.
  - Teacher-enforced “stress tests” or disciplinary diapering.
- **Diapered 24/7:** Characters who are perpetually in diapers, by choice, curse, or Academy mandate, always risk mishaps as per the Continence Check rules when prompted. They face a persistent disadvantage on checks related to gracefully hiding their diapered state if it's not socially accepted in the current context. The **Diaper-Trained** trait helps mitigate some of the personal surprise or distraction from minor incidents but doesn't remove this social disadvantage. Characters with **Diaper-Mastery** are, by definition, Diapered 24/7 and their trait focuses on managing this reality rather than avoiding it.

## FULL DIAPER

- **Effects:** You suffer a 15-foot reduction in movement speed and disadvantage on Dexterity (Acrobatics, Stealth) checks and Charisma-based checks where composure and presentation are key. Stealth checks against creatures with keen scent are made with significant disadvantage. Any concentration-based spell has a 10% chance to fail upon casting and each subsequent round of maintaining concentration due to overwhelming discomfort and distraction. This discomfort may also impose disadvantage on precision-based tasks (e.g., picking locks, disarming traps) at the GM's discretion.

## IMPACT OF TRAITS:

- A **Diaper-Trained** character might be better at maintaining composure despite the discomfort, potentially lessening purely roleplay-based social awkwardness, but the mechanical penalties (movement, Dexterity, Charisma checks due to obviousness/odor, spell failure) generally remain. Their awareness means they are not caught off-guard by the state.

- A character with **Diaper-Mastery** (as per its Combat Adaptation feature) is *not* penalized for movement speed or Dexterity checks by a full diaper. The spell failure chance is reduced to 5% (or negated if the diaper has comfort enchantments). However, Charisma and Stealth check penalties related to the diaper's obvious bulk or odor may still apply, though the "Social Perk" of Diaper-Mastery might offer an alternative way to leverage the situation if the diaper's state is evident.

## LEAKING DIAPER

- **Effects:** Similar to a full diaper, but the penalties are starker. Movement is reduced by 15 feet; you have disadvantage on Dexterity checks, Dexterity saving throws, and all Charisma checks. Concentration for spells suffers a 25% failure chance upon casting, with a 10% additional chance of failure per subsequent turn the leaking state persists. A visible and olfactory trail may follow you, automatically alerting creatures with scent or keen observation. Prolonged leaking can lead to rashes or skin irritation, potentially imposing a level of exhaustion.

## IMPACT OF TRAITS:

- The **Diaper-Trained** trait offers little mechanical relief from a Leaking Diaper. The character is aware of the leak, but the severe physical and social consequences persist.
- Even **Diaper-Mastery** has its limits here. The Combat Adaptation feature explicitly states that its benefits do *not* apply if the character is suffering from a Leaking Diaper. Thus, the 15-foot movement reduction cannot be negated, and other penalties apply in full. The situation is dire, and the focus shifts to immediate need for a change.

## HYPER-MESSY

- **Effects:** Triggered by a critical failure (e.g., rolling a 1 on a Continence Check while already Full or Leaking), or by GM fiat in extreme circumstances (e.g., a magical effect causing a catastrophic loss of control). Your movement speed drops to 5 feet—or even 0 feet if leakage is catastrophic and creates a significant hazard. During this state, you are also unable to take movement-based reactions (unless dashing, if movement is still possible) and permanently suffer the penalties associated with a Leaking Diaper until changed. You may also suffer disadvantage on all attack rolls and ability checks due to the extreme physical discomfort and mental distraction. Social interactions are almost certainly governed by this state, likely imposing severe penalties on any attempts at subtlety or dignity.

## Impact of Traits:

- The **Diaper-Trained** trait provides no mechanical mitigation for a Hyper-Messy state. The character is simply overwhelmed by the situation.
- As the Hyper-Messy state includes and often exacerbates the penalties of a Leaking Diaper, the benefits of **Diaper-Mastery** (specifically its Combat Adaptation) do not apply to mitigate these severe effects. The character is profoundly impaired until the situation is rectified.

# ADDITIONAL TRIGGERS FOR A CONTINENCE CHECK

A Continence Check need not be limited to routine “Potty Checks”—various external and internal factors can trigger an unscheduled roll. Examples include:

- **Magical Influence:**

If your character becomes affected by spells or magical effects designed to quicken digestion, disrupt natural control, or even as part of an arcane curse, a Continence Check is immediately warranted.

- **High-Adrenaline or Combat Scenarios:**

In intense combat or high-stress situations, the surge of adrenaline and physical strain can overwhelm your control. At the DM’s discretion, a check may be required at the start of a strenuous round or when entering desperate melee.

- **Environmental Hazards:**

Extreme conditions—such as abrupt temperature changes, overwhelming humidity, or magical weather anomalies—sometimes cause involuntary physical reactions. Such hazards may force a Continence Check upon entering a new area or when conditions suddenly shift.

- **Cursed Items and Zones:**

When a character is exposed to cursed artifacts, magical zones of chaos, or areas with disruptive enchantments (like haunted corridors or aberrant fields), a Continence Check should be rolled at the start of each round until the effect subsides.

- **Ingestion of Potent Substances:**

Consuming magical potions, spoiled rations, or any substances known to affect digestion can trigger an immediate check to determine if bodily control is maintained.

- **Physical Trauma or Injury:**

Sustained injuries—especially those affecting the abdominal area or overall stability—can compromise control, necessitating an extra Continence Check until the injury is stabilized.

# CONSEQUENCES OF FAILING A CONTINENCE CHECK

A failed check can carry additional nuances, representing both short-term discomfort and longer-lasting penalties:

- **Enhanced Aroma Radius:**

A significant mishap emits a stronger odor, temporarily increasing the tracking radius (by an additional 5–10 feet) for scent-based abilities until remedied.

- **Physical Discomfort:**

Extended failure may impose a minor penalty (such as a –1 to Initiative or Dexterity-related checks) as the pain and distraction hinder overall performance for the remainder of the encounter.

- **Secondary Status – Overflowing:**

In cases of critical failures (for example, if the roll misses a succeed by a large margin), the diaper may reach an “Overflowing” state. This status imposes an additional –10 ft movement penalty, and any actions requiring concentration (spellcasting, delicate skills) now have an extra 5% risk of failing.

- **Recurring Checks:**

In sustained conditions (such as moving through a cursed zone), the DM may require repeated Continence Checks each round, heightening the urgency to resolve the issue.

# EMERGENCY DIAPER MAINTENANCE

Characters are not left entirely at the mercy of fate. In moments of dire need or prolonged failure, the following options allow for damage control:

- **Diaper Maintenance Action:**

As a bonus action, a character can attempt a Diaper Maintenance Check. The DC for this check is equal to the result of the most recent failed Continence Check (or a set DC determined by the DM) and represents an attempt to alleviate the mishap. A successful roll reduces the current diaper status by one tier (for instance, from 4 used charges to 3), while failure leaves the state unchanged or may even worsen it if at a critical threshold. This cannot make a full leaking diaper suitable for continued use.

- **Hygiene Break:**

In non-combat or downtime scenarios, characters may opt for a full hygiene break. This action both resets the diaper’s condition and may require the expenditure of in-game resources (such as specialized cleaning supplies or the assistance of a caretaker) as well as time (represented as multiple rounds or minutes of roleplay).

- **Magical and Mundane Aids:**

Enchanted items—like a *Diaper of Diminished Disaster* or a *Portable Powder Pouch*—can provide bonuses to Continence or Maintenance Checks, reduce the risk of failure, or even grant temporary immunity from environmental triggers. Consult with your DM regarding their availability and precise effects.

## SITUATIONAL AND ROLEPLAYING CONSIDERATIONS

The Continence Check can serve as a dynamic narrative tool beyond its mechanical impact:

- **Humor and Vulnerability:**

Sudden mishaps can catalyze moments of levity, tension, or even character bonding. Whether the failure results in comedic banter or a dramatic moment of vulnerability, the check enriches roleplaying opportunities.

- **Dynamic Encounters:**

Unexpected events—such as an enemy’s manipulation of magical energies or the sudden onset of a hazardous area—may force an immediate check, influencing both tactical decisions and narrative pacing.

- **Character Evolution:**

Repeatedly managing or overcoming these challenges might lead to long-term character benefits, unique abilities, or the development of special traits that mitigate or even turn these mishaps into advantageous situations.

# PUNISHMENTS PADDED AND OTHERWISE



LONG THE WAY YOU'RE SURE TO RUN AFOUL OF some rule, statute, or regulation. The teachers and powers that be can often ensure you didn't know you "couldn't do that," whatever "that" might be. In these situations, or in those where you actively and knowingly broke the rules, there are punishments and provisions that can fall upon you- or those unlucky enough to take the blame for your misdeeds.

While by no means exhaustive, the following are a list of punishment rules, possible fates, and artifacts related to the Disciplinary Arts.

## DIAPER PUNISHMENT

When you find yourself staring down a lengthy stay in diapers, it can be hard to figure out just how long "two days in diapers" can be in a realm and multiverse where time is so causal and subjective. As such, it is easiest to assume the most literal interpretation of any assigned time in diapers.

### TIME IN DIAPERS

**Players should assume a causal-temporal relationship between time spent in diapers and in-game time when appropriate.** By this, it means that when you are told "two weeks in diapers" it means two weeks of **PLAYER** time, be that sessions or otherwise. This overrides any narrato-causal indications and is flat out a granular IRL time-descriptor of punishment length.

However, if a character's activities or choices have locked them down to a specific timeframe during which their punishment is ongoing, they do not shorten the overall punishment as it would be perceived by their character, and thus do not gain the same reduction in remaining days of punishment.

**For example:** If an assignment of two days in diapers is given, you would spend two IRL days in diapers. However, if you were in a dungeon for 4 IRL days wherein only 1 day of time passes in-game for your character, you would still have a second day of diaper punishment remaining to serve. This goes equally for all other punishment types that have a time-length duration unless otherwise noted.

*It is generally considered poor form, or the colloquial "dick move" to disappear in an attempt to avoid punishment time.*

### LOCKING DIAPERS

One of the best parts about diapers is that they tape on- normally making them a bit of a hassle to remove at one's immediate leisure. However, there are times when even this minor impediment is not enough and greater means are needed to keep someone within the confines of their diapers.

That is where locking diapers come in. These diapers, always magical, are treated as disposable magic items- unless noted to be cloth or a cover or some other form of non-disposable garment for locking on a diaper- and usually have no burst DC or escape DC except for those capable of casting magic equal to or greater than that of the creator.

Unlike traps and cursed items, both of which are very similar to locking diapers in how they work, locking diapers are meant as punishment items and as such their "Defeat Conditions" are expectantly severe and generally to be considered more hassle than it's worth to attempt rather than a challenge to overcome.

In sentencing a character to locked diapers, they no longer have the ability to change their own diaper- or otherwise can only remove a diaper when it is completely full (at the discretion of the person who locked the diaper on, player consent granting). Unless otherwise noted by the locking staff or hall monitor, a locking diaper can be changed by ANY student or staff other than the one locked into diapers. If re-diapering is required, the diapering DM/AGM/Staff may impose certain curse stipulations for those who do not get back into diapers.

### EXAMPLE CURSES FOR BEING UNDIAPERED

Curse	Duration
Incontinence	Until Diapered
Exhaustion	Until Diapered
Hyperwet Incontinence	1d3 hours after being Diapered
Mittened	Until Diapered or Staff Discretion
Paci-gagged	Until Diapered or Staff Discretion
Age-Regressed (Consented)	Until Diapered or Staff Discretion
Mind-Regressed (Consented)	Until Diapered or Staff Discretion
Forced to Babble	Until Diapered or Staff Discretion



AT THE ACADEMY, STUDENTS ARE GIVEN A SET OF expectations that are upheld by rulebringers and lawgivers as well as the aspirants of those lawful and axiomatic orders. For those that live outside the law and buck the rules and regulations and traditions of society...there's always a chance to stay ahead of the long paddle of the Dean's Law, but for most...it would be better to not test your luck.

## PUNISHMENTS AND CONSENT

Though there are some types of punishment that are completely out of a student's control, **there are forms of punishment that you can opt out of as a PLAYER**. These include:

SPANKING  
CHASTITY  
PLUGS  
**AGE/MIND REGRESSION**

## DO I HAVE TO USE MY (LOCKED) DIAPER?

*Short Answer:* Yes.

*Long Answer:* Messy, full, and leaking diapers are a mechanic in the realm. You do not have to enjoy it, you do not have to describe it in ways that disgust you, you don't need to go out of your way to describe it, but it may occur! Just go get changed. When you're playing with others you **MUST** pre-discuss your intended mechanical desires if you expect them to be accommodated.

## STUDENT CODE OF CONDUCT

The basic expectations of all students includes BUT IS NOT LIMITED to:

### 1: A STUDENT ACCEPTS ALL RESPONSIBILITIES OF BEING AN ENROLLED MEMBER OF THE ACADEMY FAMILY- FAILURE TO DO SO WILL RESULT IN EXPULSION.

If you're hanging around the spaces within the Academy, you can assume you're enrolled. **Orientation is optional.**

### 2: ACCIDENTS THAT SOIL PANTS, UNDERPANTS, BEDDING, SEATING, OR SCHOOL PROPERTY MAY RESULT IN IMMEDIATE DIAPERING.

This school has played host to demons, angels, princes and princesses, imperial nobility, and all manner of deities nascent and juvenile. They got diapered when they had accidents. This is also expected of you. The length and thickness of diaper punishments given to you is entirely dependent on the punishing staff member and your own actions and behavior. If you're acting especially rotten, your diapers may also look appropriately infantile to match your tantrum.

### 3: NO STUDENT IS ABOVE PUNISHMENT FOR THEIR ACTIONS.

There exists a punishment applicable for every student and every infraction.

### 4: HALL MONITORS CAN ENFORCE RULES & ARE ALLOWED TO USE FORCE WHEN IT IS NECESSARY.

Hall Monitors should attempt to restrain before subjecting anyone to force.

### 5: ALCOHOL AND SMOKING ARE PROHIBITED IN DORMS AND ON SCHOOL GROUNDS.

We all know you're going to do it anyway... just be aware it's right here in the rules when you're over a knee complaining that you "had no idea," you couldn't do a keg-stand in the common area.

### 6: USE OF LIVE WEAPONS/LETHAL MAGIC ON CAMPUS IS HIGHLY PROHIBITED.

All students will note that their weapons do not deal lethal damage while on campus- though are capable of knocking out and generally harming others regardless.

### 7: UNIFORM DRESS CODE WILL BE ENFORCED ALL WEEKDAYS & FOR ALL STUDENTS GIVEN PUNISHMENT CLASSES OR OTHER WEEKEND DUTIES.

As well, students taking part in dungeons or adventures off-campus must wear their armored uniform during the course of their assignment. Uniform includes: undergarment, button-up or blouse, vest, pants/skirt/diaper (counts for undergarment as well), bow/tie/bowtie/ascot, and any appropriate regalia as called-for by the activity in question.

### 8: CHEATING ON ASSIGNMENTS AND OTHER FORMS OF ACADEMIC DISHONESTY WILL BE DEALT WITH SEVERELY.

Mechanical or player-based cheating of the game may result in removal of playing privileges up to and including outright Expulsion from the Realm.

### 9: THEFT OF PERSONAL ITEMS FROM STAFF/STUDENTS WILL BE PUNISHED SEVERELY DEPENDING ON THE ITEM.

Light fingers are one thing, taking the important items of other students is another and will not be tolerated.

### 10: RIGHT TO GO ON QUESTS IS DEPENDENT ON BEHAVIOR AND AVAILABILITY.

Questrunners are people with lives and responsibilities- they will schedule and run these quests at their own discretion. You cannot reasonably expect quests and dungeons to be paused or held back for you. If your presence in a situation would be dangerous if you need to leave, you will be teleported to safety.



E DO THINGS A LITTLE DIFFERENTLY AROUND here. You were probably expecting us to say that, weren't you? Well, if you got this far, you probably know that already! Anyway, here is a small and expanding list of the active house-rules we use here in the Combat Academy.

### OUT OF COMBAT HEALING:

When not in combat or in a scenario when one would have to rush or is being harried, healing is considered to be full damage. Thus, a 2d4+2 healing potion would heal 10HP outside of combat.

### SUBDUAL DAMAGE:

All weaponry and ammunition used within campus grounds, are counted as dealing subdual damage. Outside of campus, Bludgeoning weapons can be used to deal lethal damage simply by intending to use lethal damage as normal. When a creature receives their total HP in subdual damage or any combination of subdual and lethal damage, they are knocked unconscious unless they pass a Constitution save equal to their remaining HP minus damage taken.

### BLOODY STATUS/OVERWHELMING DAMAGE:

If a creature or player takes over 50% of their maximum HP in a single blow, they are considered bloodied. PCs suffer a -1 to AC and a +1 adrenaline bonus to attack and damage until the end of combat or they are reduced to 0 HP.

If an NPC/monster that is not legendary, undead, an automaton, or otherwise indicated to be immune to either critical hits or overwhelming damage, takes over 50% of their HP in a single attack, they must roll a Constitution check where the DC is the Damage dealt divided by 2 or be slain outright.

### SECOND WIND POOL VARIANT:

Instead of using their Second Wind indicated in the PHB, fighters may, instead, use their Second Wind as a pool of instant healing equal to  $7 + \text{Fighter Level}$ . This healing can only be used on themselves, but may be used as the Lay on Hands feature of Paladin. It does not require them to touch themselves or be able to speak.

### RESURRECTION/REVIVAL FATIGUE:

If you require resurrection, you will suffer resurrection fatigue for 1d4 weeks. This includes being Incontinent and taking a -1 to Attack and Damage. This effect stacks, but the negative to attack and damage is capped at -5 and can be removed with Remove Curse or 5 HP of a Paladin's Lay on Hands per level of Revival Fatigue.

## REALM HOUSE-RULES

### NO PERMA-DEATH:

If you are killed in combat, reduced to 0 hit points, or otherwise fully incapacitated unto death, your body will instantly removed to the infirmary

If you are killed and you cannot be immediately revived as stated above, your body can be collected and revived as normal. If there is no body to collect, you may be penalized for the need of creating a homunculi copy of your body for your new soul to inhabit. The homunculi body will also start incontinent and need to be potty-trained.

## LEGACY WEAPON DETAILS

To learn about how to craft, obtain, and upgrade the mythical **Legacy Weapons** available to students at Diaper School and the Greater Combat Academy, you should visit the materials below and familiarize yourself with the system and its options as it develops and nears roll-out.

## LEGACY WEAPON SYSTEM



VER THE LAST 900 YEARS, THE ACADEMY HAS been a bulkwork of education against the misuse of power and an institution of consistent renown in the business of training up generations upon generations of heroes and champions of just causes.

## PRE OLD-WAR PERIOD

### A BRIEF HISTORY OF THE SCHOLIA DIASPROS

The Academy, formally known as the Scholia Diaspros, has a long and often tumultuous history. Understanding its past can provide context for its present state and the challenges faced by its students.

- **~1000 Years Ago:** The Academy Plane is established by the enigmatic owlish figure known only as The Headmaster, later revealed in fragmented records to be **Horace Hootz**. He envisioned a sanctuary for learning that transcended mundane worlds, a place where potential could be nurtured regardless of origin.
- **~900 Years Ago:** Headmaster Horace Hootz teaches his first class, “Practical Adventuring.” The subject matter and the Headmaster’s unique pedagogical style prove immensely popular, so much so that the backlog to attend is estimated to be nearly nine centuries long. The Scholia Diaspros quickly gains renown across myriad planes.
- **~850 Years Ago:** The Headmaster, Horace Hootz, begins to fade from everyday life within the Academy, his physical presence becoming increasingly rare. Despite this ontological dysfunction, his classes, particularly “Practical Adventuring,” somehow continue as scheduled. Over time, most students forget they are even enrolled, or that the Headmaster still teaches, despite credits appearing on their rosters. Some students recount vivid, if disjointed, memories of sessions with a “Professor Hoots,” describing an owlish figure imparting profound wisdom. However, many dismiss these claims as mere dreams or illusory tricks of the Academy’s potent latent magics, a testament to the plane’s growing peculiarities.
- **~800 Years Ago:** A young, crimson-haired sorceress named **Tabitha Caelestis** enrolls at the Academy at the age of 12. An orphan from a devastated and mysteriously erased realm, she arrives with her sisters, seeking knowledge and perhaps a way to understand or undo the tragedy that befell her home. She is noted for her keen intellect and an early preoccupation with temporal magics and the nature of souls.

- **~770 Years Ago:** Tabitha Caelestis, now a prodigious student, unveils **The Well of the Blessed Engine**. She publicly claims its purpose is to save souls from other planes, particularly those who died without spiritual protection, offering them sanctuary or a chance at rebirth. This grand project garners significant attention and resources within the Academy.
- **710-708 Years Ago:** The true, horrifying intent of the Well of Souls (as it became known) is unleashed by Sorceress Tabitha. Despite her earlier claims of cautious, limited use, the device had been surreptitiously collecting and storing vast quantities of spiritual energy—souls—for nearly a century. Harnessing this immense power, Tabitha creates the first terrifying echelons of her **Warforged Host**, automatons animated by trapped spirits, bound to her will. Her ambition shifts from rescue to conquest.
- **~707-705 Years Ago:** Wielding the might of the Well and her ever-growing Warforged Host, Tabitha Caelestis wrests control of the Academy from **The Council of Professorial Oversight**. The Council had assumed governance following Headmaster Hootz’s apparent descent into ontological dysfunction. Tabitha’s pataphysical control over the Academic Plane becomes so absolute that she can summarily eject any students and staff who pose even a perceived threat to her burgeoning hegemony. The Academy’s mission warps; Tabitha begins to recruit students not for enlightenment, but to harvest those deemed “failures” for conversion into more fodder for her Warforged Host, their souls fueling her machines of war.

## THE OLD WAR PERIOD (THE SCHISM OF SCHOLIA)

- **704-700 Years Ago: The First Internal Siege of Scholia Proper** erupts. This marks the first overt military assault on the main Academy Campus by Tabitha's Warforged Host. Having found a way to temporarily disable or bypass the powerful anti-lethality wards protecting the school, Tabitha aims to reave the souls of the largest enrolled class since the Academy's inception. The initial days of the siege are a bloodbath, with hundreds, if not thousands, of students and faculty perishing within the normally sacrosanct grounds of the demiplane.
- **704 Years Ago:** Among the many casualties of the First Internal Siege is a student named **Pliya**, along with dozens of her peers. Warforged constructs, seemingly emerging from hidden tunnels and chambers beneath the school itself, ravage the campus. Their advance is only halted by the desperate activation of remaining magical bulwarks and the valiant, self-sacrificial efforts of surviving students and staff who manage to turn back the initial, overwhelming tide. In the aftermath, Tabitha, who had been acting as a de facto (and increasingly tyrannical) Headmistress, disappears from public view as intense scrutiny and blame fall upon her for the devastation.
- **703 Years Ago:** The conflict escalates beyond the Academy walls. The settlements of **Magiana** and **Lesser Radiana**, located on the periphery of the Academy's immediate planar influence, are consumed in magical fire and what survivors describe as "etheric nuclear flame." This destruction is heralded by the terrifying sight of the **Dragons of Monacalath** flying in war formation for the first time in two centuries. They deliver a stark message: the Academy must surrender to Tabitha's forces. However, by incinerating these less-protected outlying areas, Tabitha inadvertently destroys any remaining possibility of a negotiated settlement. War becomes absolute.
- Later this year, **The First Battle of the Gate** rages. Tabitha's armies, commanded by the formidable **Monacalath the Dragon Lord** (a powerful draconic being, possibly the leader of the aforementioned dragons) and **Sylane the Sister-Witch** (Tabitha's own sibling, now a potent magical force on her side), launch a direct assault on the main Academy Gate. They are met by the hastily assembled Scholian Forces, led by the heroic **Galander Forsythe** and the nature-attuned **Ylva of the Circle of the Academy**.
- After weeks of brutal siege, with Tabitha's forces relentlessly slamming against the Gate's magical and physical defenses, the **Battle at the Doors** takes place. For a second time, Monacalath and Sylane are repelled from the Academy grounds they had once called home. Legends from this battle speak of an **Avatar of the Headmaster** (perhaps a manifestation of Horace Hootz's lingering power or will) and another unnamed hero of the age, who held aloft the original, massive doors of the Academy, using them as both weapons and shields against the Warforged Host.
- In a devastating act of reprisal following the loss of Galander Forsythe, the esteemed leader of the Scholia Armies, the **Mountains Mordest** are leveled. On the Eve of the New Year, at a time of potent planar energies, Ylva, consumed by grief and rage, makes a desperate pact with the primal spirits of nature bound to the Academy plane. The mountains, a significant geographical and possibly strategic feature, are utterly destroyed, collapsing into the planar void.
- **702 Years Ago: The Day the Mountains Tumbled**, as the event came to be known, results in the near-total annihilation of the Renegade Remnant—those students and faculty who had sided with Tabitha and were encamped in or near the Mordest range. The cataclysm also obliterates most of **The Training Fortress**, a key Academy facility that Tabitha's forces had captured and converted into their stronghold, **The Ebony Echelon**.
- With Tabitha's forces severely crippled, **The Iron March** begins, coinciding with the onset of **The Longest of Wintertide**. In a last-ditch effort to defend the Academy from any remaining threats and to regroup, the surviving Scholian mages enact a powerful spatial distortion magic. This ritual, fueled by a desperate and dangerous tapping of the nearly depleted Well of Souls (or perhaps a different, hidden source of power), drastically elongates the Academy's planar demesne in both its spatial and temporal dimensions, creating a period of extended hardship and isolation. The immense strain of this working claims the lives of the entire **Scholia Psionica** (the Academy's department of psionic studies), marking the tragic end of those disciplines at the Academy for nearly 650 years.

## THE MIDDLE WAR PERIOD (THE LONG CHILL)

- **~699 Years Ago:** The Iron March, a period of grim survival and slow rebuilding through the magically extended Longest of Wintertide, finally concludes. The Council of Professorial Oversight, its numbers diminished but its resolve hardened by the surviving heroes and faculty, formally reasserts its governance over the Scholia Diaspros. One of their first acts is to definitively seal The Well of the Blessed Engine, the source of Tabitha's power and so much suffering. The Academy, scarred and humbled, embraces a new epoch characterized by extreme caution, prudence in arcane research, and a deep suspicion of unchecked ambition. The once-vibrant spirit of boundless discovery is replaced by a more somber dedication to preservation and responsible stewardship of knowledge.
- **~680 Years Ago:** The Academy's reputation lies in tatters across the planes. The dark shadow of the War, the tales of Tabitha's tyranny, and the sheer scale of destruction have led to a dramatic and sustained decline in enrollment. Faced with the prospect of fading into obscurity, the Council of Professorial Oversight makes a controversial decision: they significantly broaden the Academy's admissions criteria. Pupils from diverse, unconventional, and sometimes even "less reputable" backgrounds, including those with unusual magical talents or challenging personal histories, are invited to walk its storied, if now somewhat desolate, halls. This marks a slow shift towards a more inclusive, if still wary, student body.
- **~650 Years Prior:** The Great Library of Scholia, a bastion of erudition and the epicenter of academic endeavor, arose from the ashes of the past. It was enshrouded by an enchanted barrier, impermeable to those whose intentions were not pure.
- **~630 Years Prior:** The Shadow Guild, a clandestine cabal of nefarious scholars and practitioners of the arcane, insinuated themselves into the very fabric of the Academy. Their machinations aimed to corrupt the youth and pilfer the school's ancient secrets.
- **~600 Years Prior:** The Second Internal Siege of Scholia Proper was discovered as the Council unearthed a clandestine chamber within the Great Library, serving as the nexus of the Shadow Guild's operations. The ensuing battle cleansed the School of this malicious presence. After the battle, the first sightings of darklings outside the walls of the school is reported. Early darklings are largely formless and pose little threat to anyone.
- **~580 Years Prior:** In the wake of the Old War, the Academy introduced a novel curriculum centered on the study and safeguarding of ancient artifacts, recognizing the dual nature of power in the hands of the unenlightened.

## THE FIRST NEW DAWN OF STABILITY

- **~550 Years Prior: The Planar Games Established.** Recognizing the deep scars left by centuries of conflict and mistrust, the reconstituted Council of Professorial Oversight, alongside influential leaders from several recovering planes, proposed a grand, recurring event: The Planar Games. More than mere athletic or magical contests, the Games were conceived as a vital diplomatic tool. Their primary aim was to foster a sense of unity and camaraderie among the disparate realms of existence, providing a structured and relatively safe outlet for interplanar rivalries that might otherwise fester into open conflict. The inaugural Games, held on a neutral demiplane gifted for the purpose, were a tentative affair, but their success in opening dialogue and showcasing shared values (alongside spectacular displays of wit, might, and arcane prowess) laid the groundwork for a tradition that would endure for centuries. The Academy itself often played a significant role, sometimes as host, other times as a prominent participant, using the Games to subtly project its recovering strength and its renewed commitment to broader planar cooperation. Early iterations focused on non-lethal dueling, complex magical theorcrafting challenges, and grand collaborative enchantments.
- **~520 Years Prior: The Circle of the Academy Formed.** The memory of Sorceress Tabitha's betrayal and the near-annihilation of the Scholia Diaspros remained a raw wound in the institution's psyche. While the Council of Professorial Oversight managed the day-to-day affairs and external relations, a growing sentiment among certain long-serving faculty and deeply loyal alumni held that a more proactive, and perhaps less visible, shield was necessary. Thus, **The Circle of the Academy** was secretly founded. Composed of carefully vetted individuals known for their unwavering dedication to the Academy's founding tenets, profound wisdom, and often formidable personal power, the Circle operated in the shadows. Its primary mandate was the protection of the School from existential threats, both internal and external. They became the unseen hand, meticulously gathering intelligence, subtly counteracting nascent conspiracies, safeguarding dangerous artifacts, and ensuring that no individual or faction could ever again amass the kind of unchecked power that Tabitha had wielded. Their methods were often inscrutable, their membership a closely guarded secret, but their influence became a quiet bastion of order and vigilance within the ever-shifting tapestry of academic intrigue and planar politics.

- **~490 Years Prior: The Great Reawakening of Magic.** A profound shift rippled through the multiverse, an event later termed “The Great Reawakening of Magic.” This was not a sudden explosion but rather a significant and sustained intensification of ambient magical energies, a quickening of arcane potential across all planes. For the Scholia Diaspros, still diligently rebuilding, this Reawakening was both a blessing and a profound challenge. Enrollment applications soared as individuals from countless worlds sought to understand and harness this burgeoning power. Many aspirants were driven by a genuine desire to prevent future cataclysms like the Old War, believing that greater knowledge and responsible control of magic were key. The Academy’s curriculum rapidly adapted, with new departments emerging to study the nuances of the Reawakening. However, the influx of potent, often untrained, magical talent also presented new risks, stretching the Academy’s resources and testing the wisdom of its faculty in guiding so many eager, yet potentially volatile, minds. The Circle of the Academy found its duties significantly increased during this period, monitoring for those who might misuse the newly abundant energies.

- **~450 Years Prior: The Headmaster’s Tome**

**Unearthed.** Amidst the renewed fervor for magical knowledge spurred by the Great Reawakening, several expeditions, sanctioned by the Council, began to cautiously explore the desolate ruins of The Training Fortress (formerly Tabitha’s stronghold, The Ebony Echelon), which had been largely abandoned since its destruction during The Day the Mountains Tumbled. It was during one such expedition, led by a team of arcane archaeologists and loremasters, that a discovery of immense significance was made:

- **The Headmaster’s Tome.** This ancient, heavily warded grimoire, found hidden deep within a collapsed and magically sealed sub-level of the fortress, was immediately identified as belonging to the founder, Horace Hootz. Though its contents were cryptic and protected by layers of forgotten enchantments, initial decipherings hinted at the true nature of the Headmaster’s “ontological dysfunction,” the deeper secrets of the Academy Plane’s creation, and the vast, untapped latent potential within the Scholia Diaspros itself. The Tome became an object of intense study, promising to unlock not only the mysteries of the past but also a path towards a more secure and enlightened future for the Academy, though some worried it might also reveal dangers best left undisturbed.

- **~430 Years Prior: The Planar Exchange Program**

**Initiated.** Building on the diplomatic successes of the Planar Games and fueled by the intellectual curiosity ignited by the Reawakening and the discovery of the Headmaster’s Tome, the Academy initiated **The Planar Exchange Program.**

This ambitious undertaking went far beyond simply accepting students from other realms. It established formal partnerships with reputable (and sometimes cautiously-vetted, less reputable but magically significant) institutions across the multiverse. Students and select faculty were enabled to venture forth to study in these distant lands, immersing themselves in alien cultures, diverse magical traditions, and unique planar phenomena.

Conversely, scholars and learners from these partner institutions were welcomed to the Scholia Diaspros. The program aimed to weave a rich tapestry of diplomatic ties, foster profound cultural understanding, and accelerate the dissemination of knowledge—particularly concerning the safe and ethical handling of the Reawakened magical energies. It also served as a subtle means for the Academy, and particularly The Circle, to gain firsthand insights into the developments and potential threats emerging on other planes, ensuring the Scholia Diaspros remained not just a beacon of learning, but also an informed and vigilant guardian of stability.

## THE MODERN AGE PERIOD

### THE MODERN AGE PERIOD

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- **~350 Years Prior: Mastery of Planar Mechanics.**

Building upon the knowledge gleaned from the Headmaster’s Tome and the necessities of interplanar diplomacy highlighted by the Planar Exchange Program, the Academy dedicated significant resources to the esoteric study of **Planar Mechanics.** This wasn’t merely about creating portals; it was a deep dive into the fundamental laws governing the creation, stability, and interaction of dimensions. Schools of thought emerged focusing on planar cartography, dimensional engineering, rift stabilization, and even the theoretical manipulation of cosmic strings. Mastery of these intricacies allowed the Academy not only to refine interdimensional travel for its students and faculty, making it safer and more efficient, but also to develop sophisticated methods for safeguarding its own demiplane and, by extension, contributing to the stability of the wider multiverse. Specialized departments trained “Planar Navigators” and “Dimensional Wardens,” individuals capable of charting the chaotic seas between realities and mending tears in the fabric of spacetime.

- **~330 Years Prior: Graduation of The Diapered Defenders.** A unique and somewhat unconventional band of heroes, who affectionately (or mockingly, depending on the source) became known as **The Diapered Defenders**, graduated from the Academy. This diverse group, comprising individuals from various disciplines, made a conscious and emblematic choice to incorporate stylized, magically enhanced diapers into their adventuring attire. Their philosophy, radical for its time, championed the concepts of humility, resilience in the face of vulnerability, and the idea that true strength often came from acknowledging and overcoming perceived weaknesses or societal embarrassments. Their early exploits involved protecting fledgling settlements on volatile new planes and rescuing those lost in planar anomalies. Legends of their deeds grew, often highlighting their surprising effectiveness, their disarming presence often catching foes off-guard, and their unwavering commitment to protecting the innocent. They became unlikely symbols, proving that heroism wasn't defined by conventional trappings but by courage and conviction, even if that conviction was padded.
- **~300 Years Prior: The Great Schism.** Despite the progress, the Academy faced a significant internal ideological crisis known as **The Great Schism**. A vocal contingent of traditionalist faculty and alumni, some with ancestral ties to the pre-Tabitha era, began to advocate for a partial return to what they viewed as the "lost glories" of the Academy, specifically referencing the power and potential embodied by the (now sealed) Well of Souls. They argued that the extreme caution adopted after the Old War was stifling true arcane advancement and that, with proper safeguards, the principles behind the Well could be harnessed for good. This movement gained traction among students frustrated by perceived limitations on their research. Tensions ran high, with heated debates in the Grand Hall and clandestine meetings in forgotten lecture rooms. The Council of Professorial Oversight, wary of any path that could lead to a repeat of Tabitha's tyranny, intervened decisively. Through a series of carefully orchestrated public forums, private negotiations, and perhaps the subtle influence of The Circle of the Academy, a "harmonious resolution" was brokered. This involved reaffirming the ban on soul-harvesting technologies while simultaneously greenlighting new, heavily regulated research avenues into ethical power generation and advanced enchantment, thus placating some traditionalist concerns without compromising core safety principles. Though open conflict was averted, echoes of this discord lingered, with some traditionalist factions remaining quietly skeptical of the Council's direction.
- **~280 Years Prior: The Outreach Campus Established.** Recognizing that not all deserving students could undertake the often-perilous journey to the Academy's planar campus, and with a renewed desire to disseminate knowledge more broadly (partly as a response to the arguments raised during the Great Schism about accessibility to power), **The Outreach** was established. This was a significant undertaking: a satellite campus of the Scholia Diaspros (often referred to as Scholia Magus Academy on site) founded on a stable, accessible location within the Prime Material Plane. The Outreach offered a curriculum focused on foundational magical principles, ethical arcane practice, and practical applications of magic relevant to Material Plane societies. While it didn't delve into the more esoteric or dangerous subjects reserved for the main campus, it provided a high-quality magical education, acting as a feeder school for exceptional talents and a center for interplanar cultural exchange. Its construction was a marvel of magical engineering, blending planar energies with material reality, creating an institution that was both a part of and apart from its host world, a beacon of the Academy's ethereal embrace made tangible.
- **~250 Years Prior: The "Incontinence Incident."** A wave of inexplicable and widespread bladder and bowel control failures swept through a significant portion of the student body and even some junior faculty, an event quickly dubbed the **"Incontinence Incident."** Initially suspected to be a magical attack or a bizarre planar flu, it was eventually traced back to a group of mischievous alchemy students. They had attempted to create a potent, but supposedly harmless, "Giggle Gas" for an upcoming festival, but a miscalculation in their formula and an unauthorized amplification of their dispersal enchantment resulted in a campus-wide aerosol that temporarily disrupted the neurological pathways responsible for bodily control. The Academy was thrown into chaos for several days: classes were disrupted by sudden emergencies, the laundry services were overwhelmed, and the demand for diapers (both mundane and magical) skyrocketed. While an embarrassing pall was cast over the School, and the responsible students faced significant disciplinary action (including a very long stint in the most absorbent and restrictive punitive diapers the Academy could procure), the incident, in retrospect, did little to deter the overall student body's resolve. In fact, it fostered a strange sense of shared, albeit mortifying, experience, and led to significant improvements in the Academy's emergency preparedness for... unusual biological events. The sheer hilarity and confusion of professors suddenly losing composure mid-lecture, or stoic seniors making undignified dashes, became the stuff of hushed legend.

- **~230 Years Prior: Council Infiltrated by a Hidden Cabal.** Unbeknownst to most, a sinister plot began to unfold within the Academy's highest echelons. The **Council of Professorial Oversight** found itself slowly infiltrated by agents of a **clandestine cabal of disaffected mages**. This secretive group, composed of individuals nursing old grievances against the Council's policies or harboring ambitions for a radical shift in the Academy's direction (perhaps even a dangerous re-examination of forbidden magics), operated through stealth and manipulation. These agents were often charismatic figures from respected lineages or subtly embittered scholars who felt their talents were overlooked.
- A key operative in this infiltration, known in hushed whispers as the **"Diapered Whisperer,"** emerged as a master of insidious suggestion. This mole, whose true identity remained shrouded in mystery, adeptly used seemingly innocuous advice, carefully planted rumors, and exploited interpersonal rivalries to shape Council decisions and Academy policies in ways that favored the cabal's hidden agenda. Their moniker allegedly stemmed from an uncanny ability to exploit moments of perceived weakness or distraction, sometimes leveraging the Academy's unique cultural quirks (such as the common anxieties or disciplinary measures related to diapers) to gain psychological leverage or misdirect suspicion from their true motives. The initial effects of this infiltration were subtle: minor but strategic policy changes, unexplained roadblocks for certain research initiatives, and the quiet elevation of individuals sympathetic to the cabal's veiled philosophies, sowing seeds of discord and slowly undermining the Council's unity.
- **~200 Years Prior: The "Water War" and Closure of Elementalism.** A dramatic and destructive event, colloquially termed the **"Water War,"** erupted within the School of Elementalism. It began as an ambitious, but poorly supervised, experiment by a group of advanced students attempting to create a self-replenishing, continent-sized freshwater reservoir on a barren plane accessible via a temporary portal. Their calculations regarding elemental stability and containment protocols were tragically flawed. The experiment catastrophically backfired, resulting in an uncontrolled deluge of elemental water that not only flooded vast sections of the target plane but also surged back through the portal, inundating large portions of the School of Elementalism.

- Geysers erupted in hallways, lecture halls became temporary lakes, and valuable research and artifacts were damaged or swept away. The **"war"** aspect came from the frantic efforts of students and faculty to control the raging waters using opposing elemental magics (fire to evaporate, earth to contain), leading to a chaotic and destructive conflagration of elemental forces. The damage was so extensive, and the foundational enchantments of that wing of the Academy so compromised, that the Council was forced to order the temporary closure of the entire School of Elementalism for major renovations and a complete overhaul of its safety protocols. This event served as a stark reminder of the power of the elements and the ever-present dangers of unchecked ambition in magical research.
- **~155 Years Prior: Enrollment of Future Luminaries.** This period marked the enrollment of several individuals who would go on to become current luminaries and influential figures within the Academy's faculty and administration. Among them was the notably brilliant and then-aspiring scholar, **Ardelia Heller**. Their fresh perspectives and burgeoning talents began to subtly shape the academic discourse, often challenging older, more entrenched viewpoints and paving the way for new avenues of research and pedagogy. The Academy, still benefiting from the broader intake policies of the **"Long Chill"** and the intellectual ferment of the **"Great Reawakening of Magic,"** was a vibrant, if sometimes chaotic, environment for these future leaders to hone their skills.
- **~150 Years Prior: The Diapered Defenders Reunite to Confront "The Infantilizer."** The legendary **Diapered Defenders**, many now well into their middle or later years, were called out of retirement or their disparate individual pursuits. An emergent and deeply unsettling menace known as **"The Infantilizer"** had begun to plague various sectors of the multiverse. This entity (or perhaps a wielder of a unique and terrifying form of regression magic) possessed the insidious power to mentally and sometimes physically reduce accomplished individuals—kings, archmages, renowned scholars—to the helpless state of infants, often complete with a sudden and inexplicable need for diapers. The Infantilizer's motives were obscure, ranging from anarchic mischief to a more sinister desire to dismantle societal structures by incapacitating their leaders. The Diapered Defenders, with their unique understanding of vulnerability and their unconventional methods, were deemed the multiverse's best hope against this bizarre threat. Their reunion was met with a mix of nostalgia, skepticism, and desperate hope.

- **~130 Years Prior: The Ghostly Host Materializes.** A profound and inexplicable phenomenon occurred: **The Ghostly Host** materialized before the collective eyes of the Academy's denizens. These spectral figures, numbering in the hundreds, appeared suddenly and silently throughout the Academy grounds. They did not interact, nor did they seem hostile, but their translucent forms and sorrowful miens became a constant, eerie presence. Clad in archaic Academy uniforms from various historical periods, they moved through walls, attended lectures as silent observers, and sometimes gathered in mournful clusters in forgotten courtyards. Their appearance sparked widespread debate, fear, and intense magical investigation. Were they lost souls? Guardians? A curse? Their spectral presence served as a silent, poignant sentinel and a constant, unsettling reminder of the Academy's long, often tragic, and storied past, and the countless individuals who had walked its halls.
- **~120 Years Prior: Vanquishing of The Infantilizer; Defenders Disperse.** After two decades of elusive pursuits and bizarre confrontations across multiple planes, The Infantilizer was finally confronted and vanquished. The final battle was said to involve a complex counter-spell woven by the Diapered Defenders, leveraging their understanding of induced helplessness and the symbolic power of their chosen attire to reflect The Infantilizer's magic back upon itself. Though victorious, the campaign had taken its toll, and The Infantilizer had left a significant trail of diapered dignitaries, confused officials, and regressed heroes in its wake across several realms, creating numerous diplomatic and personal messes that took years to resolve. Having once again served their unique purpose, the aged Diapered Defenders, their legend now firmly cemented in both heroic and somewhat comical annals, dispersed once more, fading back into the quiet corners of history or, in some cases, finally succumbing to the passage of time.
- **~100 Years Prior: Millennial Anniversary and The Grand Quest.** The Scholia Diaspros celebrated the monumental occasion of its millennial anniversary. To mark this thousand-year milestone, the Academy organized **The Grand Quest**, a series of arduous and multifaceted trials designed to test the mettle, knowledge, courage, and collaborative spirit of its current student body. Teams representing different schools of magic and academic disciplines competed in challenges that spanned the Academy's vast demiplane and even extended into carefully controlled pocket dimensions. The Grand Quest was more than a competition; it was a reaffirmation of the Academy's enduring legacy of heroism, innovation, and resilience, intended to inspire a new generation to uphold its founding principles, even as they navigated an increasingly complex multiverse. The winning team was granted significant honors and, according to some rumors, access to a minor secret from the Headmaster's Tome.
- **~90 Years Prior: Revelation of the Ghostly Host's Origin.** After decades of study and numerous attempts to communicate with the spectral figures, a breakthrough was finally achieved, largely through insights gleaned from further deciphering of the Headmaster's Tome. **The Ghostly Host** was revealed to be an unintended, complex side-effect of Headmaster Horace Hootz's ancient, immensely powerful enchantments designed to shield the Academy plane from external existential threats and temporal paradoxes. In essence, they were echoes or imprints of individuals whose connection to the Academy had been severed abruptly or traumatically, caught in a protective but isolating loop within the planar wards. Their existence served as a haunting reminder of the profound interplay between protection and confinement, and the often unforeseen, long-term consequences of even well-intentioned, powerful magic. Efforts began, with limited success, to try and guide these echoes towards a peaceful dissolution or a true passing on, a task that continues to challenge the Academy's most skilled thaumaturgists and metaphysicians.

## THE CONTEMPORARY PERIOD (THE LAST CENTURY – PRESENT DAY)

- **~75 Years Prior: The Psionic Resurgence Initiative.** Following nearly six centuries of dormancy after the tragic loss of the Scholia Psionica during the Iron March, a bold initiative was launched to carefully reintroduce and cultivate the study of psionic arts within the Academy. Driven by new theoretical breakthroughs suggesting safer methods of psionic channeling and a growing understanding of the mind's potential, the **Psionic Resurgence Initiative** established a small, heavily monitored department. Enrollment was initially limited to individuals demonstrating exceptional mental fortitude and ethical grounding. This marked a cautious step towards reclaiming a lost branch of knowledge, with many hoping psionics could offer new solutions to planar navigation, communication, and defense.
- **~50 Years Prior: The “Artifact Contamination” Scare.** A major panic gripped the Academy when several powerful, ancient artifacts housed in the deepest vaults began to exhibit erratic behavior, emitting dangerous magical radiation and causing localized reality distortions. The **“Artifact Contamination” Scare** led to an emergency lockdown of several wings and a desperate race against time by faculty and senior students to identify the cause and neutralize the threat. It was eventually discovered that a subtle, long-term degradation of ancient containment wards, possibly exacerbated by lingering energies from the “Water War” or minor planar instabilities, was responsible. The incident spurred a complete overhaul of artifact storage protocols, the development of new warding technologies, and a renewed appreciation for the constant vigilance required to curate a collection of such potent relics.
- **~30 Years Prior: Rise of Interplanar Digital Networks.** The concept of “digital” information networks, once a theoretical curiosity discussed in advanced thaumaturgy circles, began to take practical, magically-assisted form across more technologically inclined planes. The Academy, while traditionally focused on more classical forms of magic, started to explore the intersection of arcane energies and these nascent **Interplanar Digital Networks.** This led to the development of “Arcanet” terminals in the library, allowing for incredibly rapid (if sometimes unreliable) communication and data exchange with allied institutions across the multiverse. It also presented new challenges in terms of information security, magical viruses, and the potential for “technomantic” interference.

- **~15 Years Prior: The “Echo Bloom” Phenomenon.** A strange and beautiful, yet unsettling, phenomenon known as the **“Echo Bloom”** began to occur with increasing frequency across the Academy grounds. Patches of flora would suddenly and temporarily transform, displaying vibrant, otherworldly colors and emitting faint, melodic sounds reminiscent of past events or emotions tied to that specific location. While visually stunning, the Echo Blooms sometimes dredged up painful memories or caused minor temporal distortions, leading to ongoing research into their cause – suspected to be a complex interaction between the Academy’s latent magic, the lingering presence of the Ghostly Host, and subtle shifts in the planar fabric.
- **Present Day:** The Scholia Diaspros continues to navigate a multiverse teeming with wonders, dangers, and endless possibilities. The current student body grapples with ancient legacies and cutting-edge magical theory. The faculty, a mix of long-serving sages like Ardelie Heller and newer, ambitious talents, strives to uphold the Academy’s mission. Lingering questions about the Headmaster’s ultimate fate, the full extent of the “Diapered Whisperer’s” past manipulations (and whether any influence remains), and the ever-present need to balance power with responsibility define the ongoing narrative of this unique institution. The faint aroma of chalk dust, old parchment, ozone, and occasionally, inexplicably, baby powder, still permeates its hallowed halls.

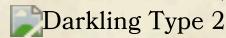
# EVENTS, ENCOUNTERS, AND MOBS

## DARKLING-LURKER

**DARKLING LURKER**  
Small abomination, depressed evil  
THEOWLCAN

- **Armor Class** 13
- **Hit Points** 7
- **Speed** 35

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)



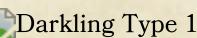
- **Condition Immunities** Cursed
- **Senses** passive Perception 8, scent
- **Languages** Common (Understood)
- **Challenge** 1/2
- **Weaknesses** Radiant

**Pack Tactics.** When in groups of more than 2, darklings will attempt to gang up on singular opponents and close distances with long ranged attackers.

### ACTIONS

**Tendril Lash** Melee Weapon Attack (*Slashing*): +4 to hit, reach 10ft., one target. *Hit 5 (1d6 + 3)*

**Shuddering Pound** Melee Weapon Attack (*Blunt*): +4 to hit, reach 5ft., one target. *Hit 4 (1d10)*



## DARKLING SLURPER

**DARKLING SLURPER**  
Small abomination, hungry evil

- **Armor Class** 10
- **Hit Points** 8
- **Speed** 30

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

- **Condition Immunities** Cursed
- **Senses** passive Perception 8, scent
- **Languages** Common (Understood)
- **Challenge** 1/2
- **Weaknesses** Radiant

**Pack Tactics.** When in groups of more than 2, darklings will attempt to gang up on singular opponents and close distances with long ranged attackers.

### ACTIONS

**Slurp** Grapple Attack (*Piercing/Blunt*): +4 to hit, reach 10ft., one target. *Hit 6 (1d6 + 3) This degenerate darkling will attempt to swallow prey and then chew*

upon them. This process is initiated in the same manner as a grapple

**Shuddering Pound** Melee Weapon Attack (*Blunt*): +4 to hit, reach 5ft., one target. *Hit 7 (1d10+3)*

**DARKLING SLURPER**  
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## DARKFORME OVERWATCH

Medium abomination, anxious evil

- **Armor Class** 14
- **Hit Points** 25
- **Speed** 35

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	12 (+1)	12 (+1)	10 (+0)

- **Condition Immunities** Cursed, Frightened, Poisoned, Charmed
- **Senses** passive Perception 10, scent
- **Languages** Common (Understood)
- **Challenge** 2
- **Weaknesses** Radiant

**Pack Tactician.** When in groups of more than 2, darklings will attempt to gang up on singular opponents and close distances with long ranged attackers. This Darkling, with it's superior intellect, is capable of using it's reaction to wordlessly give telepathic orders to any Darkling or Darkforme Overwatch it can see within 100ft. If the Darkling follows this command, they will receive a +1 bonus to the action.

**Degenerate Regenerator.** If unwounded for **2 rounds**, the Darkforme will begin to coalesce it's being back together. Every round after the first round it is not wounded, the Darkforme Overwatch can restore **1d6** hitpoints at the start of it's turn granted it does not move more than 10ft in that turn.

### ACTIONS

**Multi-Tendril Lash** Melee Weapon Attack (*Slashing*): +5 to hit, reach 10ft., one target. *Hit* 8 (2d6 + 3)

**Shuddering Pound** Melee Weapon Attack (*Blunt*): +5 to hit, reach 5ft., one target. *Hit* 4 (1d10+2)

**Shadowmist Jaunt** Teleport 20ft Movement Action



## DARKFORM ENFORCER

Medium abomination, salty evil

- **Armor Class** 16
- **Hit Points** 50
- **Speed** 25

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	12 (+1)	14 (+2)	12 (+1)	12 (+1)

- **Condition Immunities** Cursed, Frightened, Poisoned, Charmed
- **Senses** passive Perception 14, scent
- **Languages** Common (Understood)
- **Challenge** 4
- **Weaknesses** Radiant

**Pack Tactician.** When in groups of more than 2, darklings will attempt to gang up on singular opponents and close distances with long ranged attackers. This Darkling, with it's superior intellect, is capable of using it's reaction to wordlessly give telepathic orders to any Darkling, Darkforme Overwatch, or Darkforme Enforcer it can see within 100ft. If the Darkling follows this command, they will receive a +1 bonus to the action.

**Degenerate Regenerator.** If unwounded for **1 round**, the Darkforme will begin to coalesce it's being back together. Every round after the first round it is not wounded, the Darkforme Enforcer can restore **1d8** hitpoints at the end of it's turn granted it does not move more than 10ft in that turn.

### ACTIONS

**Tendril Barrage** Melee Weapon Attack (*Slashing*): +5 to hit, reach 15ft,  $\leq 3$  targets. *Hit* 5 (1d6 + 5)

**Blistering Beam** Energy Weapon Attack (*Piercing*): +6 to hit, 100(300)ft., one target. *Hit* 12 (2d10+3)



## DARKFORM ENFORCER, ABYSSAL WARDEN

Medium abomination, salty evil

- **Armor Class** 18 (Dark Essence Reinforcement)
- **Hit Points** 120
- **Speed** 30

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	16 (+3)	18 (+4)	12 (+1)	12 (+1)

- **Condition Immunities** Cursed, Frightened, Poisoned, Charmed
- **Senses** passive Perception 16, scent, Darkvision 60ft.
- **Languages** Common (Understood)
- **Challenge** 7
- **Weaknesses** Radiant

**Pack Tactician (Elite Coordination).** When in groups of more than 2, Darklings attempt to gang up on singular opponents and close distances with long-range attackers. This Enforcer can use its **reaction** to issue **silent telepathic orders** to any Darkling, Darkforme Overwatch, or another Enforcer within **150ft**. If the recipient follows this command, they receive **advantage** on the action instead of a +1 bonus.

**Abyssal Regeneration.** If unwounded for **1 round**, the Enforcer begins to coalesce its being back together. At the end of each round it remains unwounded, it **regains 2d8 hitpoints**—provided it does not move more than **15ft** during the round.

### LEGENDARY ACTIONS

The Darkform Enforcer, Abyssal Warden can take **one legendary action** per round from the following options:

- **Tyrannical Beam (Ultimate Attack, Once per Encounter):** The Enforcer unleashes a devastating concentrated blast toward up to three creatures within **300ft**. Each creature must make a **DC 17 Dexterity save**, taking **6d10 force damage** on a failure and being pushed **20ft back**. On a success, they take **half damage** and remain stationary.
- **Voidstep Charge (Ultimate Tactical Skill):** As a reaction, when attacked, the Enforcer can teleport up to **120ft** toward the attacker. The next melee attack it makes within one round **automatically crits** if it hits.

### ACTIONS

**Ravaging Tendrils** Melee Weapon Attack (*Slashing*): +10 to hit, reach 15ft,  $\leq 3$  targets. **Hit:** **8 (1d8 + 7)** plus **2d6 necrotic damage**.

**Crushing Beam** Energy Weapon Attack (*Piercing*): +10 to hit, 100(300)ft., one target. **Hit:** **18 (2d12 + 7)**.

**Shadowmist Jaunt** Movement Action: Teleport **40ft**. If the Enforcer passes through another creature's space during the teleport, the creature must make a **DC 17 Constitution save** or become **blinded until the end of its next turn** due to residual shadow mist.

### ABILITIES & FEATURES

- **Ability Score Boosts:** STR +4, DEX +2, CON +4
- **Class Skills:** Gains **Athletics, Perception, Insight, Intimidation**
- **Lucky Feat:** The Enforcer may reroll **three failed attacks, checks, or saves** per combat.

ABYSSAL WARDEN  
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## DARKLING CALLER

*Small abomination, wheezing evil*

**Armor Class** 11

**Hit Points** 5 (1d6 + 2)

**Speed** 10 ft., fly 15 ft. (clumsy)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-1)

**Condition Immunities** Cursed

**Senses** Passive Perception 10

**Languages** Common (Understood)

**Challenge** 1/4 (50 XP)

**Weaknesses** Radiant



**Clumsy Flier.** The Darkling Caller has poor control over its flight, and its flying speed is halved in strong winds or heavy rain.

**Piercing Call (Recharge 5-6).** The Darkling Caller emits a high-pitched, reverberating screech. Each creature within 60 feet that can hear the call must succeed on a DC 10 Constitution saving throw or be deafened until the end of its next turn. Additionally, there is a **50% chance** that the call attracts **1d4**

**Darkformes** to the Caller's location after 1d4 rounds. The DM determines where and how the Darkformes arrive.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Wing Flap.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d4 - 1) bludgeoning damage. On a hit, the target must succeed on a DC 10 Strength saving throw or be pushed back 5 feet.

## DARKLING YOWLER

*Small abomination, wailing evil*

**Armor Class** 12

**Hit Points** 13 (3d6 + 3)

**Speed** 10 ft., fly 15 ft. (clumsy)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	14 (+2)	6 (-2)	10 (+0)	7 (-1)

**Condition Immunities** Cursed

**Senses** Passive Perception 10

**Languages** Common (Understood)

**Challenge** 1/2 (100 XP)

**Weaknesses** Radiant

**Clumsy Flier.** The Darkling Yowler has poor control over its flight, and its flying speed is halved in strong winds or heavy rain.

**Ordure Wail (Recharge 5-6).** The Darkling Yowler emits a low, resonant tone that threatens to humiliate its enemies. Each creature within 60 feet that can hear the wail must succeed on a DC 11 Constitution saving throw. On a failed save, the creature suffers an embarrassing "brown note incident," momentarily losing control of their bowels. The creature is incapacitated until the end of its next turn. On a

success, the creature is unaffected but deeply unsettled. Additionally, there is a **50% chance** that the wail attracts **1d4 Darklings** to the Yowler's location after 1d4 rounds. The DM determines where and how the Darklings arrive.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Wing Flap.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage. On a hit, the target must succeed on a DC 11 Strength saving throw or be pushed back 5 feet.

**DARKLING CALLER AND YOWLER**  
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## DARKFORME NIGHTSIPPER

Large ooze, chaotic evil

- **Armor Class:** 13 (natural armor)
- **Hit Points:** 75 (10d10 + 20)
- **Speed:** 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	15 (+2)	6 (-2)	10 (+0)	9 (-1)

- **Damage Vulnerabilities:** Radiant
- **Damage Resistances:** Bludgeoning, Piercing, Slashing from non-magical weapons
- **Damage Immunities:** Acid
- **Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Prone

### Abilities:

- **Life Drain (Regeneration):** Whenever the Nightsipper successfully hits a creature with its *Siphoning Bite*, it regains hit points equal to half the damage dealt.
- **Engulf:** The Nightsipper can attempt to engulf one creature of Medium size or smaller within 5 feet. The target must succeed on a DC 14 Strength saving throw or be swallowed. While swallowed, the creature is restrained and takes **10 (3d6)** acid damage at the start of its turn. A swallowed creature can escape in one of two ways:
  - Make a successful DC 15 Strength check to burst from the Nightsipper's belly, dealing **6 (1d6)** piercing damage to the Nightsipper.
  - Succeed on a DC 14 Dexterity saving throw at the start of its turn to wriggle free and be ejected prone into an unoccupied space within 5 feet.
- **Brown-Note Screech:** As an action, the Nightsipper releases a horrifying, discordant screech in a 30-foot radius. Creatures within the area must succeed on a DC 15 Constitution saving throw or suffer the following effects:
  - Become incapacitated until the end of their next turn as they lose control of bodily functions.
  - Immediately roll a DC 13 Wisdom saving throw at disadvantage. On a failure, the creature is overwhelmed by psychic fear, becoming *frightened* for 1 minute. The frightened creature can repeat the saving throw at the end of its turns to end the effect.

### Actions:

- **Siphoning Bite:** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.  
**Hit:** 12 (2d8 + 3) piercing damage plus 6 (1d10) acid damage.

### Behavior:

The Darkforme Nightsipper is a chaotic force of destruction, using its incredible speed to dart around the battlefield and pick off isolated targets. Its grotesque screech and ability to engulf foes sow chaos in any group, while its regenerative bite makes it a persistent threat. Even other Darklings tend to avoid the Nightsipper, as its insatiable hunger for life energy does not discriminate.



## DARKLING-OSSUITE CHARGER OMEGA

Large abomination, Aggressive Evil (Battlefields and Ruins)



A larger, more fearsome evolution of the Darkling-Ossuite Charger, this massive centauroid abomination uses its lance to deadly effect. It charges in a devastating line attack—trampling through foes—and can unleash shadowy tendrils to entangle and slow its enemies. Writhe black miasma flows over its skeletal, shadowy frame, forming a grotesque yet awe-inspiring presence.

**Armor Class:** 16 (Natural Armor)

**Hit Points:** 57 (6d12 + 18)

**Speed:** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws:** Wis +5, Dex +6

**Skills:** Athletics +8, Perception +5

**Damage Vulnerabilities:** Radiant

**Damage Resistances:** Non-Magical Weapons and Abilities

**Damage Immunities:** Necrotic

**Condition Immunities:** Cursed, Charmed, Deafened, Incapacitated

**Senses:** Darkvision 60 ft., Passive Perception 15, Scent

**Languages:** Common (Understood)

**Challenge:** 6 (2,300 XP)

**Additional Abilities:**

**Charging Lance.** If the Charger moves at least 20 ft. in a straight line toward a target, it may use its lance to

attack every creature whose space it passes through. Each creature must succeed on a DC 14 Dexterity saving throw or take 2d8+4 piercing damage. The attack ends when the Charger hits its primary target or fails to move into an unoccupied square.

**Shadow Snare (1/Day).** The Charger can throw its lance up to 30 ft. at a point it can see. Upon impact, the lance bursts into writhing black tendrils, creating a 10-ft. radius area of difficult terrain. Any creature in the area must succeed on a DC 15 Strength saving throw or be restrained. Restrained creatures may attempt the saving throw again at the end of each of their turns.

### Actions:

**Multiattack.** The Charger makes two melee attacks, either two Lance Strikes or one Lance Strike and one Hoof Stomp.

**Lance Strike.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.

*Hit:* 2d8+4 piercing damage.

**Hoof Stomp.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 1d10+3 bludgeoning damage.

**Tendril Arrow.** *Ranged Weapon Attack:* +5 to hit, range 60/120 ft., one target.

*Hit:* 1d8+3 piercing damage. On a hit, the target must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) saving throw or be grappled by tendrils (10 HP, AC 8).

### Reactions:

**Back Kick.** When an enemy passes through any threatened square within reach of the Charger Omega, it may make one hoof stomp attack.

## CHAP'HELL

Horrifying Evil Huginormous abomination (Haunted Catacombs)

Armor Class 19 (Natural Armor)

Hit Points 200 (10d31 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

**Condition Immunities** Cursed, Paralyzed, Frightened

**Senses** Darkvision 60 ft., Passive Perception 15

**Languages** Common (Understood)

**Challenge** 9 (5000 XP)

Proficiency Bonus +3

**Pants-Crappling Fear Presence.** Any creature within 30 ft. that can see the Darkforme-Ossuarian must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute—along with hypermessing or hyperwetting their smallclothes.

**Living Ossuary Spellcasting.** The Darkforme-Ossuarian is a 9th-level spellcaster (spell save DC 16, +8 to hit with spells).

Prepared spells include:

- Cantrips (at will): Toll the Dead, Spare the Dying

- 1st level (4 slots): Inflict Wounds, Guiding Bolt
- 2nd level (3 slots): Spiritual Weapon, Hold Person, Blindness/Deafness
- 3rd level (2 slots): Animate Dead, Blight, Bestow Curse
- 4th level (1 slot): Banishment, Phantasmal Killer

**Multiaction.** The Darkforme-Ossuarian makes two Bone Slam attacks and one Bone Rake attack.

**Bone Slam.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 2d8+6 bludgeoning damage.

**Bone Rake.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. On a hit, the target suffers 1d8+6 slashing damage and, if grappled, becomes restrained until the end of its next turn.

**Rebound Crush.** When a creature successfully escapes its pinning effect, the Darkforme-Ossuarian may immediately make a Bone Slam attack against that creature.

**Legendary Action: Bone Crush Teleport.** Once per day, the Darkforme-Ossuarian can teleport to any space it can see. Any creature occupying that space must succeed on a DC 16 Dexterity saving throw or take 2d12 crushing damage and become pinned. A pinned creature can attempt to break free at the end of its turns.

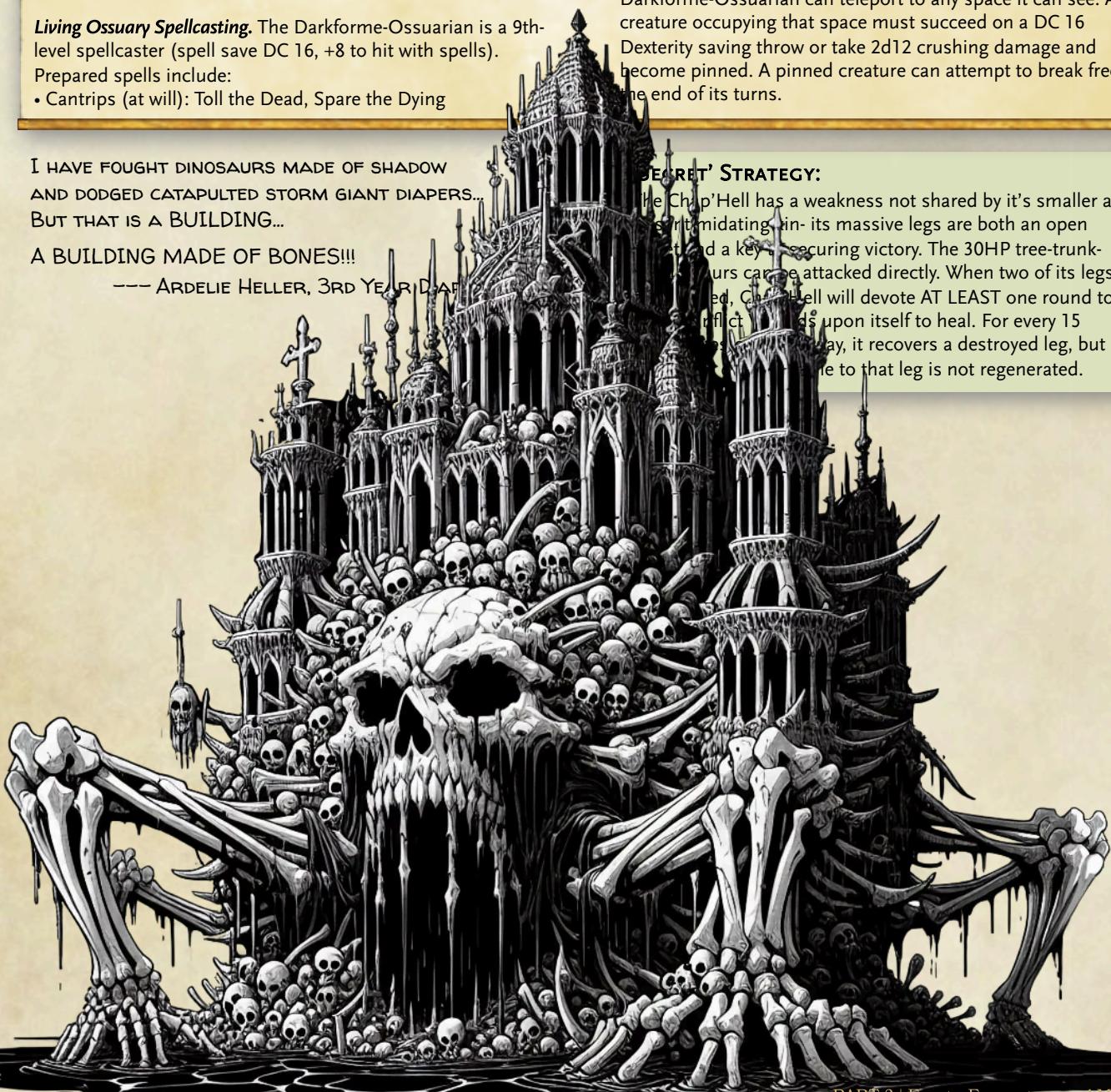
I HAVE FOUGHT DINOSAURS MADE OF SHADOW  
AND DODGED CATAPULTED STORM GIANT DIAPERS...  
BUT THAT IS A BUILDING...

A BUILDING MADE OF BONES!!!

--- ARDELIE HELLER, 3RD YEAR DAFT

### SECRET' STRATEGY:

The Chap'Hell has a weakness not shared by its smaller and more intimidating kin: its massive legs are both an open invitation and a key to securing victory. The 30HP tree-trunk-like legs can be attacked directly. When two of its legs are destroyed, Chap'Hell will devote AT LEAST one round to self-healing, inflicting 15 damage upon itself to heal. For every 15 damage taken in a single round, it recovers a destroyed leg, but any damage taken after that round to that leg is not regenerated.





## NIGHT-MARE SHADOWSTORM

*Variant Darkling-Ossuite Charger Omega, Seductive Harbinger of Shadow*

- **Armor Class:** 19 (Ebonhide Plate)
- **Hit Points:** 200
- **Speed:** 50 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	20 (+5)	18 (+4)	16 (+3)	14 (+2)	16 (+3)

- **Condition Immunities:** Cursed, Frightened, Poisoned, Charmed
- **Senses:** passive Perception 16, Darkvision 60 ft.
- **Languages:** Common (Understood)
- **Challenge:** 9
- **Weaknesses:** Radiant

**Pack Tactician (Elite Coordination).** When in groups of more than 2, allied dark creatures work in concert. The Charger Omega can use her **reaction** to issue silent telepathic orders to any allied darkling within 150 ft—if they follow her command, they gain **advantage** on their next action.

**Shadow Resurgence.** If unscathed for 1 round, the Charger Omega begins to regenerate her shadowy essence. At the end of each round she remains unwounded (and hasn't moved more than 15 ft), she regains **2d8 hit points**.

### LEGENDARY ACTIONS

The **Darkling-Ossuite Charger Omega, Shadowstorm Incarnate** can take **one legendary action** per round from the following options:

- **Tendril Ballista (Ultimate Attack, Once per Encounter):** The Charger Omega draws on the dark tendrils that lash from her lance to form a spectral arrow. Once per encounter, she fires it in a straight line up to 60 ft. Each creature in its path must succeed on a **DC 17 Dexterity save** or take **7d10 necrotic damage** and become **entangled** (their movement is halved) until the end of their next turn. A successful save halves the damage and leaves the creature unentangled.
- **Miasma Veil:** The Charger Omega exhales a swirling shroud of black miasma in a 20-ft radius. Each creature within this area must make a **DC 17 Constitution save**. On a failure, a creature takes **2d6 necrotic damage** and becomes **distracted** (it has disadvantage on attack rolls) until the start of the Omega's next turn; on a success, a creature takes half damage.

### ACTIONS

**Multiattack.** Shadowstorm makes two melee attacks, either two **Lance Strikes** or one **Lance Strike** and one **Hoof Stomp**.

#### Lance of Dusk

*Melee Weapon Attack (Piercing): +10 to hit, reach 10 ft., one target.*

*Hit:* 12 (1d10 + 7) piercing damage plus 1d8 necrotic damage.

#### Charging Trample

*Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.

If the Charger Omega has moved at least 20 ft in a straight line prior to the attack, on a hit, the target is knocked prone and takes an extra 2d6 bludgeoning damage.

#### Shadowy Tendrils (Recharge 5–6)

The Charger Omega lashes out with writhing tendrils in a 15-ft cone. Each creature in that area must succeed on a **DC 17 Dexterity save** or take **3d8 necrotic damage** and be **slowed** (reducing its speed by 10 ft.) until the end of her next turn.

#### Reactions:

**Back Kick.** When an enemy passes through any threatened square within reach of the Charger Omega, it may make one hoof stomp attack.

### ABILITIES & FEATURES

- **Class Skills:** Athletics, Perception, Intimidation, Acrobatics
- **Lucky Feat:** Shadowstorm may reroll up to three failed attack rolls, ability checks, or saving throws per encounter.

*A towering evolution of the Darkling-Ossuite Charger, she embodies both savage brutality and an almost otherworldly allure—her presence on the battlefield is as mesmerizing as it is deadly.*

## DARKLING SLEEK-LURKER PACK ALPHA

*Medium abomination, stalking evil*

**Armor Class** 14 (natural armor)

**Hit Points** 37 (5d8 + 10)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

**Condition Immunities** Cursed

**Senses** Darkvision 60 ft., Passive Perception 13, scent

**Languages** —

**Challenge** 1 (200 XP)

**Weaknesses** Radiant

**Shadow Stalker.** While in dim light or darkness, the Darkling Pack Alpha has advantage on Dexterity (Stealth) checks and can Hide as a bonus action.

**Pounce.** If the Darkling Pack Alpha moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the Pack Alpha can make one bite attack against it as a bonus action.

**Pack Tactics.** The Darkling Pack Alpha has advantage on attack rolls against a creature if at least one of the Pack Alpha's allies is within 5 feet of the creature and isn't incapacitated.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Shadow Ambush (Recharge 5-6).** The Darkling Pack Alpha teleports up to 30 feet to an unoccupied space in dim light or darkness that it can see. It can make a claw attack immediately after teleporting.

## DARKLING SHADE-SNEAK

*Small abomination, stalking evil*

**Armor Class** 13 (natural armor)

**Hit Points** 13 (3d6)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	7 (-1)

**Condition Immunities** Cursed

**Senses** Darkvision 60 ft., Passive Perception 12, scent

**Languages** —

**Challenge** 1/2 (100 XP)

**Weaknesses** Radiant

**Shadow Stalker.** While in dim light or darkness, the Darkling Shadow-Prowler has advantage on Dexterity (Stealth) checks.

**Pack Tactics.** The Darkling Shadow-Prowler has advantage on attack rolls against a creature if at least

one of its allies is within 5 feet of the creature and isn't incapacitated.

### ACTIONS

**Claw.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

## DARKLING BELLOWBELLY

*Medium abomination, wailing evil*

**Armor Class** 13 (natural armor)

**Hit Points** 34 (4d8 + 16)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	12 (+1)	8 (-1)

**Condition Immunities** Cursed

**Senses** Darkvision 60 ft., Passive Perception 13, scent

**Languages** —

**Challenge** 1 (200 XP)

**Weaknesses** Radiant

**Distracting Wail.** The Darkling Bellowbelly's torso-mounted mouth produces an eerie, discordant wail that affects all creatures within 30 feet. As a reaction on another creature's turn, the Bellowbelly may emit this sound. Any creature within range that can hear the wail must succeed on a DC 12 Wisdom saving throw or suffer disadvantage on its next attack roll before the end of its turn.

### ACTIONS

**Multiaattack.** The Darkling Bellowbelly makes two attacks: one with its claws and one with its bite.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) piercing damage.

## DARKLING BELLOWBELLY CUBLING

*Tiny abomination, squeaky evil*

**Armor Class** 10

**Hit Points** 2 (1d4)

**Speed** 25 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	8 (-1)	3 (-4)	8 (-1)	6 (-2)

**Condition Immunities** Cursed

**Senses** Darkvision 30 ft., Passive Perception 9

**Languages** Chirping noises (incessantly)

**Challenge** 0 (10 XP)

**Weaknesses** Radiant

**Irresistibly Chirpy.** The Darkling Bellowbelly Cubling constantly emits high-pitched chirping noises. Once per round, there is a **10% chance** (roll of 19-20 on a d20) that these sounds attract **1d4 larger Darklings** or up

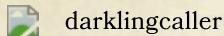
to 2d6 Cublings to its location after 1d4 rounds. A coin flip determines whether these Darklings treat the Cubling as prey or allies. If they are deemed prey, all further attracted Darklings will see them as prey.

**Swarm Instinct.** The Cubling gains advantage on attack rolls if two or more other Darkling Cublings are within 5 feet of its target.

#### ACTIONS

**Playful Bite.** Melee Weapon Attack: +2 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

**Tiny Claw Swipe.** Melee Weapon Attack: +0 to hit, reach 5 ft., one target. Hit: 1 slashing damage.



darklingcaller

Creatures caught in the spray must succeed on a DC 12 Constitution saving throw or be blinded until the end of their next turn.

#### ACTIONS

**Tendril Lash.** Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 10 (2d8 + 2) slashing damage.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 1) piercing damage.

**Noggin-Nommin.** Grapple Attack: +4 to hit, reach 10 ft., one target, Hit: 5 (1d8+2) If this attack hits, the target begins a grapple with the brackling, if the target does not dislodge the brackling by the start of the brackling's next turn, it can use its action to attempt to force the target to do one of two actions: dash or flee—and will normally attempt to submerge their target in water if possible.



BRACKLINGS

## DARKLING BRACKLING

*Small abomination, brackish evil*

**Armor Class** 12 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 10 ft., swim 30 ft., fly 15 ft. (clumsy)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Skills** Perception +2, Stealth +4

**Condition Immunities** Cursed

**Senses** Darkvision 60 ft., Passive Perception 12

**Languages** —

**Challenge** 1 (200 XP)

**Weaknesses** Radiant

**Amphibious.** The Darkling Brackling can breathe both air and water.

**Ink Jet Dash.** While airborne, the Darkling Brackling can expel a jet of dark, brackish ink behind it, propelling itself forward. When not targeting an enemy with its Ink Spray, the Brackling may use this ability to take the Dash action.

**Obscuring Ink Spray (Recharge 5-6).** The Brackling ejects a 15-foot cone of ink that obscures vision in its area for 1 minute or until dispersed by a strong current.

## DARKLING BRACKLING MOB BOSS: BRACKISH MAGISTRATE

*Small abomination, brackish evil (Boss-Upgraded)*

**Armor Class:** 14  
(12 natural armor + 2 boss bonus)

**Hit Points:** 26 (4d8 + 8)  
(Hit dice are d8, so no extra bonus is applied per template rules)  
**Speed:** 20 ft., swim 40 ft., fly 25 ft. (clumsy)  
(Base speeds boosted by +10 ft. flat mobility bonus)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

**Skills:** Perception +2, Stealth +4

**Condition Immunities:** Cursed

**Senses:** Darkvision 60 ft., Passive Perception 12

**Languages:** —

**Challenge:** 3 (700 XP)

**Weaknesses:** Radiant

### BOSS TEMPLATE ENHANCEMENTS

- Flat Mobility Bonus:** All movement speeds increased by +10 ft.
- Improved AC:** +2 bonus integrated (reflected in AC 14).
- Allied Favor:** While within 30 ft. of at least one allied Darkling, the Mob Boss's attack rolls are made with advantage.
- Selfish Lay on Slime:** The Boss has a pool of 10 Slime Points. As a bonus action, it can expend any number of these points — each point healing 5 HP and curing one adverse condition on itself. This pool resets after a short or long rest.
- Legendary Action – Commanding Ink:** At the end of its turn, the Boss may take 1 legendary action. It targets one creature within 15 ft., which must succeed on a DC 12 Constitution saving throw or be blinded until the end of its next turn.
- Multiaction Bonus:** (None added here since its effective challenge (CR 3) isn't 3+ CR above 2.)

### ABILITIES

- Amphibious:** The Mob Boss can breathe both air and water.
- Ink Jet Dash:** While airborne, the Boss expels a jet of dark, brackish ink behind it, propelling itself forward. When not targeting an enemy with its Ink Spray, it may use this ability to take the Dash action.
- Obscuring Ink Spray (Recharge 5–6):** The Boss ejects a 15-foot cone of ink that obscures vision for 1 minute (or until dispersed by a strong current). Creatures caught in the spray must succeed on a DC 12 Constitution save or be blinded until the end of their next turn.

### ACTIONS

#### • **Tendril Lash:**

*Melee Weapon Attack:* +4 to hit, reach 10 ft., one target.

*Hit:* 10 (2d8 + 2) slashing damage.

#### • **Bite:**

*Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 1) piercing damage.

#### • **Noggin-Nommin:**

*Grapple Attack:* +4 to hit, reach 10 ft., one target.

*Hit:* 5 (1d8 + 2) damage.

If this attack hits, the target becomes grappled. At the start of the Boss's next turn, it may use its action to force the target to either dash or flee — typically attempting to submerge it in water if possible.

### LEGENDARY ACTIONS

The Brackish Magistrate can take 1 legendary action at the end of its turn:

- Commanding Ink:** The Boss selects one creature within 15 ft. The target must make a DC 12 Constitution saving throw or be blinded until the end of its next turn.

## DARKLING CAVESELLER

*Large abomination, brooding evil*

**Armor Class** 15 (natural armor)

**Hit Points** 136 (16d10 + 48)

**Speed** 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	6 (-2)	14 (+2)	8 (-1)

**Skills** Athletics +8, Perception +5, Stealth +5, Survival +5

**Condition Immunities** Cursed, Frightened

**Senses** Darkvision 60 ft., Passive Perception 15, scent

**Languages** —

**Challenge** 3 (700 XP)

**Weaknesses** Radiant

**Lurker of the Subterrane.** The Darkling Cavesweller has advantage on Dexterity (Stealth) checks made in natural cave or underground environments.

**Tormented Wail (Recharge 5-6).** The malformed head and torso-mounted mouth emit an unearthly screech.

Creatures within 30 feet must make a DC 14 Constitution saving throw. On a failed save, they take 11 (2d10) psychic damage and have disadvantage on attack rolls until the end of their next turn. On a success, they take half damage and are unaffected.

**Crushing Pounce.** If the Darkling Cavesweller moves at least 20 feet straight toward a creature and hits it with a claw attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the Cavesweller can make one bite attack against it as a bonus action.

**Shadowmist Jaunt (2/Day).** The Cavesweller can teleport up to 30 feet to an unoccupied space in dim light or darkness that it can see. After teleporting, it can make one Tendril Lash attack as part of the same action.

### ACTIONS

**Multiattack.** The Darkling Cavesweller makes three attacks: two with its claws or tendrils, and one with its bite.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 5) slashing damage.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 5) piercing damage.

**Tendril Lash.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

**Blistering Wail (Recharge 5-6).** The Cavesweller unleashes a powerful shriek charged with dark energy. Ranged 120 ft., one target. *Hit:* 18 (3d10 + 2) piercing damage. If the target is within 30 feet of the Cavesweller, it must also succeed on a DC 14 Wisdom saving throw or be incapacitated until the end of its next turn due to disorientation.



CAVESELLER  
THEOWLCAN

## DARKLING-SLITHERSCALE

*Small Abomination, Stealthy Evil*

- **Armor Class** 12 (Natural Armor)
- **Hit Points** 7 (2d6 + 0)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	6 (-2)	12 (+1)	6 (-2)

- **Skills** Stealth +4
- **Senses** Darkvision 60 ft., Passive Perception 11
- **Languages** Common (Understood)
- **Challenge** 1/2 (100 XP)

### TRAITS

**Slithering Escape.** Once per turn, the Darkling-Slitherscale can disengage without provoking opportunity attacks, dodging away with slick, sinuous movements.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 1d4 + 2 piercing damage.

## DARKFORME-SUFFOCATOR

*Medium Abomination, Suffocating Evil*

- **Armor Class** 13 (Natural Armor)
- **Hit Points** 26 (4d8 + 8)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

- **Senses** Darkvision 60 ft., Passive Perception 11
- **Languages** Common (Understood)
- **Challenge** 2 (450 XP)

### TRAITS

**Suffocating Embrace.** When the Darkforme-Suffocator grapples a creature, that creature must succeed on a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check at the start of its turn or take 1d8 crushing damage as it struggles for air.

### ACTIONS

**Crushing Grip.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 1d6 + 2 bludgeoning damage, and the target is grappled (escape DC 13).

## DARKACONDA

Huge Abomination, Predatory Evil



**Environment:** Nightmarish Swamp

**Description:** Huge abomination, a colossal serpentine dark serpent whose abyssal form can crush, devour, and lunge forth from the shadows with terrifying reach.

**Armor Class:** 16 (Natural Armor)

**Hit Points:** 102 (12d10 + 36)

**Speed:** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	4 (-3)	12 (+1)	8 (-1)

**Skills:** Athletics +7

**Senses:** Darkvision 60 ft., Passive Perception 11

**Languages:** Common (understood)

**Challenge:** 4 (1,100 XP)

### TRAITS

#### Serpent-Lance Lunge.

If the Darkaconda has not moved on its previous turn, it may spend that turn coiling. During the coiling turn it can still make head or tail attacks; on the following turn, it can extend up to 60 ft. in any direction and make one attack using any of its available actions. This ability recharges on a 5–6 roll at the start of its turn.

#### Swallow.

When the Darkaconda grapples a creature, it can attempt to swallow it. A swallowed creature takes 2d8 piercing damage at the start of each of the Darkaconda's turns and is restrained. The creature can attempt to escape by succeeding on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.

### ACTIONS

#### Shadow Lunge.

**Melee Weapon Attack:** +7 to hit, reach 15 ft., one target. **Hit:** 2d8+4 piercing damage.

#### Crushing Coil.

**Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 2d6+4 bludgeoning damage.

## DARKFORME-HUNGORE

Large Abomination, Gluttonous Evil

**Description:** Large abomination, a menacing mid-boss with a voracious maw.

**Armor Class:** 14 (Natural Armor)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	12 (+1)	8 (-1)

**Skills:** Athletics +5

**Senses:** Darkvision 60 ft., Passive Perception 11

**Languages:** Common (understood)

**Challenge:** 2 (450 XP)

### TRAITS

#### Large Build.

The Darkforme-Hungore counts as one size larger when grappling opponents.

#### Ventral Maw.

When the Darkforme-Hungore hits a creature with its **Ventral Maw** attack, it grapples the target and attempts to swallow it. A grappled target is partially restrained and, while swallowed, takes **2d6 compressive asphyxiative damage** at the start of each of the Hungore's turns. The swallowed creature can attempt

to escape by making a Strength (Athletics) or Dexterity (Acrobatics) check (DC 14) as an action. If the creature fails to escape within 10 rounds, it dies.

### ACTIONS

#### Ventral Maw.

**Melee Weapon Attack:** +5 to hit, reach 5 ft., one target. **Hit:** 10 (1d8+3) bludgeoning damage and the target is grappled (swallowed), triggering the **Ventral Maw** effect.



# DARKLING-CACTINE-BIGGO-BOY

*Small Abomination, Mischievous Evil*

**Environment:** Desert/Arid

**Description:** Small abomination, a chunkier, delightfully round cactus creature whose smooth exterior hides microcrystalline spines. Quick-footed and mischievous, it combines the call for backup of its kin with a painful, restraining embrace.

**Armor Class:** 14 (Natural Armor)

**Hit Points:** 18 (4d6 + 4)

**Speed:** 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	3 (-4)	12 (+1)	6 (-2)

**Condition Immunities:** Cursed

**Senses:** Darkvision 60 ft., Passive Perception 11

**Languages:** Common (understood)

**Challenge:** 1 (200 XP)

## TRAITS

### Relentless Backup.

At the end of its turn, the Darkling-Cactine-Biggo-Boy automatically calls for reinforcements. Reinforcements arrive in **1d2 rounds**. When backup arrives, roll a **d100**:

- On a result of 75 or lower, the reinforcement is a plain **Darkling-Cactine**.
- On a result of 76 or higher, a fellow **Biggo-Boy** joins the fray.

Reinforcements appear in adjacent squares.

### Painful Embrace.

When the Darkling-Cactine-Biggo-Boy successfully grapples a creature, it may use a bonus action to execute a painful embrace. The target takes an additional **1d6 piercing damage** and must succeed on a **DC 12 Strength (Athletics) or Dexterity (Acrobatics)** check or be restrained until the end of its next turn.

## ACTIONS

### Spiny Jab.

*Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

**Hit:** 1d6 + 1 piercing damage.



## TINY SLIME DARKLING

*Small ooze, chaotic evil*

- **Armor Class:** 8
- **Hit Points:** 1 (1d4 - 1)
- **Speed:** 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	10 (+0)	8 (-1)	3 (-4)	6 (-2)	5 (-3)

- **Damage Vulnerabilities:** Radiant
- **Damage Immunities:** Acid
- **Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

### Abilities:

- **Fusion:** As a bonus action, a Tiny Slime Darkling can fuse with another slime-like darkling within 5 feet. The target darkling gains 2d6 hit points, and the Tiny Slime Darkling is consumed in the process.
- **Harmless Presence:** Tiny Slime Darklings are incapable of causing harm or dealing damage. Their sole purpose is aiding larger slimes through fusion and healing.

### Behavior:

Tiny Slime Darklings are mischievous yet harmless, often wobbling around aimlessly. They are drawn to larger slimes, acting as loyal attendants.

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## SMALL SLIME DARKLING

*Small ooze, chaotic evil*

- **Armor Class:** 10
- **Hit Points:** 18 (4d6 + 4)
- **Speed:** 15 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	12 (+1)	4 (-3)	8 (-1)	6 (-2)

- **Damage Vulnerabilities:** Radiant
- **Damage Resistances:** Bludgeoning, Piercing
- **Damage Immunities:** Acid
- **Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

### Actions:

- **Pseudopod Strike:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.  
**Hit:** 5 (1d6 + 2) bludgeoning damage and 2 (1d4) acid damage.

### Abilities:

- **Consume Tiny Slime:** As a bonus action, the Small Slime Darkling can absorb a Tiny Slime Darkling within 5 feet, healing for 2d6 hit points.

- **Split:** When the Small Slime Darkling is reduced to 0 hit points, it splits into two Tiny Slime Darklings instead of dying.

### Behavior:

Small Slime Darklings are playful but deceptive. They often hide among groups of Tiny Slimes, attacking when least expected.

## SMALL CUBOID DARKLING SLIME

*Small ooze, chaotic evil*

- **Armor Class:** 12 (natural armor)
- **Hit Points:** 22 (4d8 + 4)
- **Speed:** 10 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	14 (+2)	12 (+1)	6 (-2)

- **Damage Vulnerabilities:** Radiant
- **Damage Resistances:** Bludgeoning, Piercing
- **Damage Immunities:** Acid
- **Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

### Abilities:

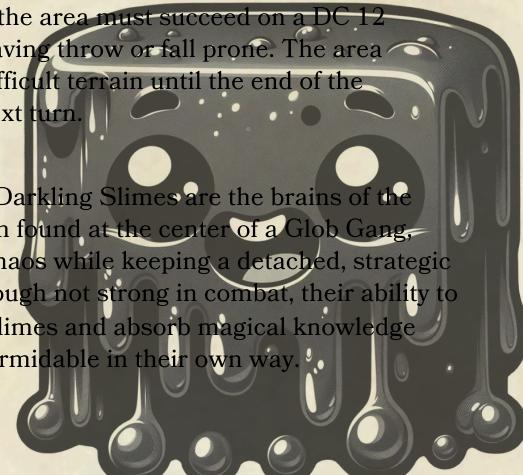
- **Central Command:** As a bonus action, the Cuboid Darkling can issue a command to all slime darklings within 30 feet. Each commanded darkling may move up to 10 feet without provoking opportunity attacks.
- **Absorb Knowledge:** The Cuboid Darkling can absorb magical essence or arcane writings it touches. It gains advantage on Arcana checks for 1 hour after absorbing such knowledge, but the scroll or magical writing is destroyed in the process.
- **Consume Tiny Slime:** As a bonus action, the Cuboid Darkling can absorb a Tiny Slime Darkling within 5 feet, healing for 2d6 hit points.

### Actions:

- **Pseudopod Lash:** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.  
**Hit:** 6 (1d6 + 3) bludgeoning damage and 3 (1d6) acid damage.
- **Slime Wave (Recharge 5–6):** The Cuboid Darkling excretes a 15-foot cube of slippery slime. Each creature in the area must succeed on a DC 12 Dexterity saving throw or fall prone. The area becomes difficult terrain until the end of the Cuboid's next turn.

### Behavior:

Small Cuboid Darkling Slimes are the brains of the operation, often found at the center of a Glob Gang, directing the chaos while keeping a detached, strategic demeanor. Though not strong in combat, their ability to control other slimes and absorb magical knowledge makes them formidable in their own way.



## DARKLING SLIME BIG BOI

Medium ooze, chaotic evil

- **Armor Class:** 12 (natural armor)
- **Hit Points:** 45 (7d8 + 14)
- **Speed:** 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

- **Damage Vulnerabilities:** Radiant
- **Damage Resistances:** Bludgeoning, Piercing
- **Damage Immunities:** Acid
- **Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone

### Abilities:

- **Consume Tiny Slime:** As a bonus action, Big Boi can absorb up to 2 Tiny Slime Darklings within 10 feet, healing for 2d6 hit points per Tiny Slime absorbed.
- **Wobbling Bulk:** Big Boi's hefty, jiggly presence inspires mixed terror and laughter. Creatures within 10 feet that can see Big Boi must succeed on a DC 12 Wisdom saving throw or be mildly unnerved, suffering disadvantage on their next attack roll against Big Boi.
- **Glob Gang Buff:** As long as Big Boi is within 30 feet of other slime darklings, his allies gain +1 AC due to his commanding, protective presence.

### Actions:

- **Pseudopod Slam:** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.  
**Hit:** 12 (2d8 + 3) bludgeoning damage and 6 (1d8) acid damage.
- **Jiggle Quake (Recharge 5–6):** Big Boi generates a localized tremor, wobbling violently and sending slime splatters in a 20-foot radius. Creatures in the area must make a DC 12 Strength saving throw or fall prone. The ground in the area becomes slippery difficult terrain until the end of Big Boi's next turn.

### Behavior:

Big Boi is both a lovable goof and an intimidating brawler, often acting as the comedic centerpiece of a Glob Gang. Despite his humorous nature, his massive strength and tactical presence make him a dangerous foe, particularly when paired with smaller darklings that amplify his effectiveness.

## BIG BOI SLIME

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## MOBILE HALL CLEANER

Large ooze, unaligned

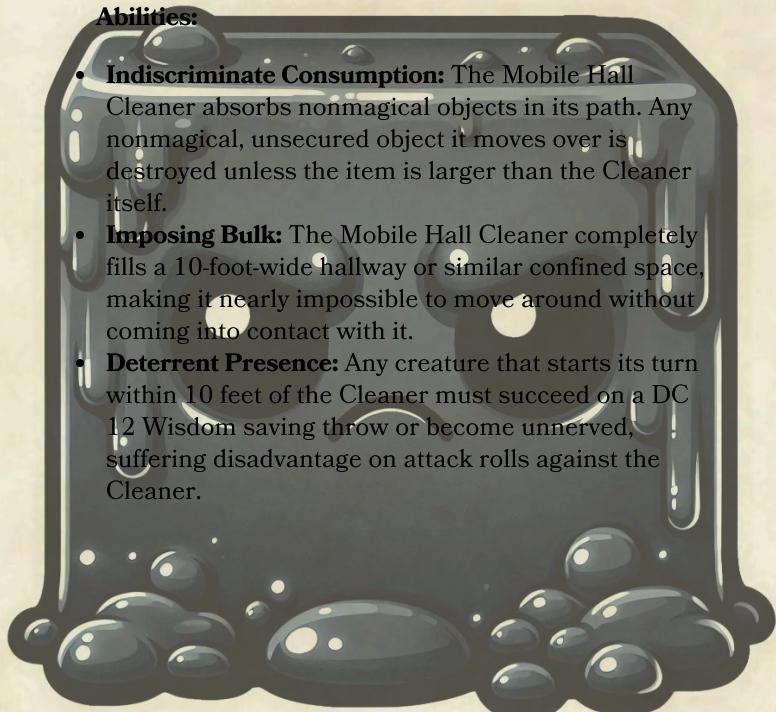
- **Armor Class:** 10 (natural armor)
- **Hit Points:** 60 (8d10 + 16)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	8 (-1)	14 (+2)	3 (-4)	10 (+0)	5 (-3)

- **Damage Vulnerabilities:** Radiant
- **Damage Resistances:** Bludgeoning, Piercing, Slashing from non-magical weapons
- **Damage Immunities:** Acid, Poison
- **Condition Immunities:** Blinded, Charmed, Deafened, Exhaustion, Frightened, Poisoned, Prone

### Abilities:

- **Indiscriminate Consumption:** The Mobile Hall Cleaner absorbs nonmagical objects in its path. Any nonmagical, unsecured object it moves over is destroyed unless the item is larger than the Cleaner itself.
- **Imposing Bulk:** The Mobile Hall Cleaner completely fills a 10-foot-wide hallway or similar confined space, making it nearly impossible to move around without coming into contact with it.
- **Deterrent Presence:** Any creature that starts its turn within 10 feet of the Cleaner must succeed on a DC 12 Wisdom saving throw or become unnerved, suffering disadvantage on attack rolls against the Cleaner.



## MOBILE HALL CLEANER

THEOWLCAN

#### Actions:

- **Consume and Advance:** The Cleaner moves 10 feet in a straight line. Any creature in its path must succeed on a DC 13 Dexterity saving throw or take **10 (3d6)** acid damage and be pushed 5 feet to the side. This movement does not provoke opportunity attacks.
- **Slime Expulsion (Recharge 5–6):** The Cleaner releases a wave of corrosive slime in a 15-foot cone. Each creature in the area must make a DC 13 Constitution saving throw, taking **14 (4d6)** acid damage on a failed save or half as much on a successful one. The area becomes difficult terrain until the end of the Cleaner's next turn.

#### Behavior:

The Mobile Hall Cleaner is a mindless automaton of destruction, endlessly shuffling through corridors and consuming everything it encounters. Though it doesn't actively pursue creatures, its steady, relentless advance and massive bulk make it a significant hazard in tight spaces. Even Glob Gangs fear crossing paths with this indiscriminate devourer.

## DARKLING CUBE PRINCESS

*Large ooze, neutral good*

- **Armor Class:** 12 (natural armor, reinforced by magical flair)
- **Hit Points:** 60 (8d10 + 16)
- **Speed:** 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	18 (+4)

- **Damage Vulnerabilities:** Radiant
- **Damage Resistances:** Bludgeoning, Piercing, Slashing from non-magical weapons
- **Damage Immunities:** Acid
- **Condition Immunities:** Blinded, Charmed, Exhaustion, Frightened, Poisoned, Prone

#### Abilities:

- **Regal Aura:** Friendly creatures within 20 feet of the Cube Princess gain a +1 bonus to saving throws and attack rolls as long as they remain in her elegant, calming presence.
- **Majestic Glow:** Once per short rest, the Cube Princess can emit a sparkling shimmer in a 15-foot radius, granting all friendly creatures temporary hit points equal to her Charisma modifier (+4) and causing hostile creatures to make a DC 14 Charisma saving throw or be awestruck (stunned) until the end of their next turn.
- **Glob Entourage:** The Cube Princess is always accompanied by **3–6 well-dressed Small Slime Darklings**, who obey her commands and act as her guardians. These slimes avoid combat unless provoked but will valiantly defend their Princess.

#### Actions:

- **Pseudopod Tap (Non-Aggressive): Melee Weapon Attack:** +4 to hit, reach 10 ft., one target.  
**Hit:** No damage, but the target must succeed on a DC 14 Dexterity saving throw or be adorably nudged 5 feet in a direction of the Princess's choosing.
- **Glittering Reassurance (Recharge 5–6):** The Cube Princess releases a radiant cascade of soothing light in a 30-foot radius. All creatures in the area regain 10 hit points, while hostile creatures must make a DC 14 Wisdom saving throw or be blinded until the end of their next turn.

#### Behavior:

The Darkling Cube Princess is a delightful anomaly among darklings—gentle, sociable, and even protective. She avoids conflict, preferring diplomacy or playful antics to violent encounters. Her Glob Gang of stylish slimes is equally non-aggressive unless the Princess is threatened, at which point they form an elegant defensive line.

#### Notes:

While technically a faux-boss, the Cube Princess can provide unexpected aid to adventurers, particularly those who treat her and her entourage with respect. Her presence often becomes a highlight of whimsical encounters, blending charm with the absurdity of her title.

## SHADOW SLIMEPRESS

Large ooze, Lawful Evil

**Armor Class** 15 (natural armor)

**Hit Points** 152 (16d10 + 64)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	14 (+2)	14 (+2)	20 (+5)

**Saving Throws** CON +8, WIS +6, CHA +9

**Skills** Deception +9, Intimidation +9, Persuasion +9, Stealth +3

**Damage Vulnerabilities** Radiant

**Damage Resistances** Bludgeoning, Piercing, and Slashing from Nonmagical Attacks; Necrotic

**Damage Immunities** Acid, Poison

**Condition Immunities** Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

**Senses** Blindsight 120 ft. (blind beyond this radius), Passive Perception 12

**Languages** Common, Undercommon, Abyssal; Telepathy 120 ft.

**Challenge** 10 (5,900 XP)

**Amorphous.** The Slimepress can move through a space as narrow as 1 inch wide without squeezing.

**Corrosive Form.** A creature that touches the Slimepress or hits it with a melee attack while within 5 feet of it takes 7 (2d6) acid damage.

**Imperious Aura.** Any creature hostile to the Slimepress that starts its turn within 30 feet of her must succeed on a DC 17 Wisdom saving throw or be frightened until the start of its next turn. If a creature's saving throw is successful, it is immune to the Slimepress's Imperious Aura for the next 24 hours. Creatures allied with the Slimepress within this aura are immune to being frightened and gain a +2 bonus to attack rolls.

**Legendary Resistance (3/Day).** If the Slimepress fails a saving throw, she can choose to succeed instead.

**Spider Climb.** The Slimepress can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Multiattack.** The Slimepress makes two Pseudopod Lash attacks or one Pseudopod Lash attack and uses Engulf.

**Pseudopod Lash.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target.

*Hit:* 14 (2d8 + 5) bludgeoning damage plus 7 (2d6) acid damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone or pushed up to 10 feet away from the Slimepress (her choice).

**Engulf.** The Slimepress moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the Slimepress enters a creature's

space, the creature must make a DC 15 Dexterity saving throw.

- **On a successful save:** The creature can choose to be pushed 5 feet back or to the side of the Slimepress.
- **On a failed save:** The Slimepress enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 14 (4d6) acid damage at the start of each of the Slimepress's turns. When the Slimepress moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the Slimepress. The Slimepress can engulf up to two Medium creatures or one Large creature at a time.

**Demanding Decree (Recharge 5–6).** The Slimepress issues a psychic command to all creatures of her choice within 60 feet that she is aware of. Each target must succeed on a DC 17 Wisdom saving throw or take 27 (6d8) psychic damage and be compelled to obey a single, one-word command issued by the Slimepress (e.g., "Grovel," "Flee," "Halt," "Betray"). The compelled creature uses its next turn to obey this command to the best of its ability. Creatures that don't understand the Slimepress or are immune to being charmed automatically succeed on this saving throw. On a successful save, a creature takes half damage and is not compelled.

### BEHAVIOR

The **Shadow Slimepress** is an arrogant and tyrannical monarch of the deep, viewing all other beings as either servants or obstacles. She is quick to anger if her decrees are not followed to the letter or if she perceives any slight to her imperial majesty. She might offer "quests" that are thinly veiled demands for tribute or tasks that serve her nefarious purposes. Those who please her might be temporarily spared her wrath or even rewarded with minor, often unsettling, boons. However, disobedience or failure is met with swift, brutal, and often slimy punishment. She delights in the fear she instills and the cowering obedience of her subjects.

## **IMPERIAL COTERIE**

The Slimepress's court is a grotesque parody of a noble assembly, composed of specialized ooze-kin and shadowy constructs molded by her will. These are not individuals with their own minds but rather extensions of her own dark consciousness, each performing a specific function within her "empire."

- **The Shadowy Chamberlain:** A tall, gaunt figure of solidified shadow and slime, responsible for announcing the Slimepress's decrees and managing the "protocol" of her court (which usually involves ensuring sufficient groveling from visitors).
- **The Viscounts of Viscera:** Several smaller, more amorphous oozes that serve as her personal guard and enforcers. They are often adorned with scraps of armor or weapons absorbed from past victims, worn like macabre trophies.
- **The Baronesses of Black Bile:** Fluid, acidic oozes that act as scouts and agents, capable of seeping through cracks and delivering corrosive "messages" to those who displease the Slimepress.
- **The Royal Jesters (of Despair):** Twisted, cackling forms of semi-sentient slime that "entertain" the Slimepress with the terrified reactions of captives or by mimicking the suffering of her enemies. Their humor is exclusively cruel and unsettling.

## DERANGED DIAPER-CHECK BOT

Medium Nannybot, annoying evil

**Armor Class** 14 (natural armor)

**Hit Points** 25

**Speed** 30ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	10 (+0)	4 (-3)	6 (-2)	10 (+0)

**Condition Immunities** charmed, frightened, poisoned, cursed

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Common

**Skills** Performance +4, Investigation +1

**Babysitter.** This creature gains advantage on any check that involves identifying or tracking a diapered character or a character whose pants or underpants are wet/stained. At the start of combat for this creature, it will initiate an investigation check to identify babies in need of sitting.

**Ancient Alert.** After having identified butts in need of diapering, the Diaper-Check bot will make a DC 15 Performance Check. On a success, the diaper-check bot will summon 1d2 Diaper-check Bots if any are nearby.

### ACTIONS

**Spank and Diaper** Melee Weapon Attack: +4 to hit, reach 5ft., one target. **Hit** 5 (1d6 + 2) On hit, the target must roll a DC 13 Dexterity Save or be Diapered if not already diapered. The diaper is decided by rolling on the diaper chart. If the target is diapered and the diaper is in need of using, the robot will attempt to grapple and change the opponent the following turn.

## DARK DIMENSION NANNYBOT BRATNAPPER

Medium Nannybot, mischievous evil

**Armor Class** 15 (natural armor)

**Hit Points** 38 (7d8 + 7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Common, Abyssal

**Skills** Intimidation +2, Athletics +4

**Diabolical Babysitter.** The Bratnapper has advantage on checks to grapple creatures under 5 feet tall or creatures wearing diapers. Its sensors are fine-tuned to detect “unruly behavior,” as deemed by its corrupted core programming.

**Snatch-and-Grab.** If the Bratnapper successfully grapples a creature, it can use its bonus action to attempt to “Bratnap” the target. The target must succeed on a DC 13 Strength saving throw or be restrained as the Bratnapper wraps its dark energy restraints around them.

### ACTIONS

**Bratnap Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.

**Hit:** 7 (1d8 + 3) slashing damage. On a hit, the target must make a DC 12 Dexterity saving throw. On failure, their gear or outfit becomes entangled, imposing disadvantage on Dexterity checks until the target uses an action to untangle it.

**Temporal Timeout.** The Bratnapper targets one creature within 30 ft. The target must make a DC 13 Wisdom saving throw or be magically paralyzed for 1 round, as if frozen in a moment of “naughty behavior.”

**Reinforcement Call (Recharge 5–6).** The Bratnapper uses its corrupted programming to call for reinforcements. Roll a d6; on a 5 or 6, 1d2 Diaper-check Bots or another Dark Dimension Nannybot arrive within 2 rounds.

### TACTICS

The Dark Dimension Nannybot Bratnapper is a mid-level encounter monster designed to restrain and disrupt players. It works best alongside minions, using its grappling abilities to lock down players and calling reinforcements for prolonged battles.

## DARK DIMENSION MATRONBOT

Large Nannybot, authoritarian evil

**Armor Class** 16 (reinforced plating)

**Hit Points** 75 (10d10 + 20)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Common, Abyssal

**Skills** Intimidation +4, Perception +4

**Commanding Presence.** Allied nannybots within 30 feet of the Matronbot gain advantage on attack rolls and saving throws while they can see or hear her.

**Reinforcement Deployment.** As a bonus action, the Matronbot can use her integrated summoning core to call reinforcements. Roll a d6:

- On a 4–6, 1d4 Diaper-check Bots arrive within 2 rounds.
- On a 6, a single **Dark Dimension Bratnapper** joins the fray instead.

### ACTIONS

**Multiattack.** The Matronbot makes two attacks: one with her **Diaper Grappler** and one with her **Punishment Rod**.

**Diaper Grappler.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

*Hit:* 10 (2d6 + 4) bludgeoning damage. On a hit, the target must succeed on a DC 14 Dexterity saving throw or be restrained in sticky energy restraints until the end of the Matronbot's next turn.

**Punishment Rod.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 12 (2d8 + 4) bludgeoning damage. If the target is restrained, this attack deals an additional 1d6 psychic damage as the Matronbot enforces “discipline.”

**Sonic Command (Recharge 5–6).** The Matronbot emits a deafening, authoritative pulse in a 20-foot radius. Each enemy creature in that area must make a DC 15 Constitution saving throw or take 14 (4d6) thunder damage and be stunned until the end of their next turn. Allied nannybots in the radius instead gain temporary hit points equal to 1d8 + the Matronbot's Charisma modifier.

### LEGENDARY ACTIONS (OPTIONAL FOR BOSS-LEVEL DIFFICULTY)

The Matronbot can take up to 2 legendary actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn.

1. **Issue Command:** An allied nannybot within 30 feet can immediately make one weapon attack or move up to its speed.
2. **Overclock:** The Matronbot increases her speed by 20 feet until the end of her next turn and gains +2 to her AC during this time.

3. **Reinforce Discipline (Costs 2 Actions):** The Matronbot recharges her **Reinforcement Deployment** ability immediately, even if it was expended.

### TACTICS

The Matronbot operates as a battlefield commander, boosting the effectiveness of her allies while targeting key players with her powerful **Sonic Command** and locking down troublemakers with her **Diaper Grappler**. She uses her legendary actions to maintain control over the battlefield, ensuring her underlings follow her commands while staying mobile and hard to pin down.

*This formidable Matronbot is the ultimate authority among Dark Dimension nannybots, blending strength, speed, and summoning abilities to keep players on their toes. Perfect as a boss encounter or the centerpiece of a multi-wave battle.*

## DARK DIMENSION TRAINEE AUDITOR

Medium Humanoid, lawful evil

**Armor Class** 16 (Arcane Armor)

**Hit Points** 50 (9d8 + 9)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)

**Saving Throws** Dex +5, Int +4

**Skills** Arcana +4, Insight +2, Athletics +4

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal

**Arcane Combatant.** The Trainee Auditor blends magical prowess with physical combat. Their melee attacks deal additional arcane damage, and they can cast limited spells while wielding weapons.

**Audit of Weakness.** Once per turn, the Auditor can analyze a target's vulnerabilities. If the Auditor successfully lands a melee attack, the target must make a DC 13 Constitution saving throw or suffer disadvantage on saving throws for 1 minute.

### ACTIONS

**Multiattack.** The Trainee Auditor makes two attacks: one with their **Arcane Blade** and one with their **Mana Strike**, or two shots with their **Magitech Rifle**.

**Arcane Blade.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) slashing damage plus 4 (1d8) arcane damage.

**Magitech Rifle.** *Ranged Weapon Attack:* +6 to hit, range 80/200, one target.

*Hit:* 10 (2d8 + 4) piercing damage plus 4 (1d8) a force damage.

**Mana Strike (Recharge 5–6).** The Auditor channels raw arcane energy into their weapon, dealing 12 (3d8) force damage to a target within 30 ft. The target must succeed on a DC 13 Dexterity saving throw or be knocked prone as the arcane energy detonates.

### BONUS ACTIONS

**Spellcasting.** The Auditor can cast one of the following spells (spell save DC 13):

- **Magic Missile (1st-level)** — Reliable ranged force damage.
- **Shield (1st-level)** — Adds +5 AC until the start of their next turn.
- **Misty Step (2nd-level)** — Teleports up to 30 feet to reposition or escape.

### TACTICS

The Dark Dimension Trainee Auditor is cunning but reckless, using their **Audit of Weakness** to exploit

vulnerabilities early in the fight. They rely on their **Arcane Blade** for quick strikes and leverage their limited spellcasting to control the battlefield or escape danger. Though their armor offers good protection, their modest hit points make them fragile under sustained pressure.



CAT WARRIOR  
THEOWLCAN

# DARK DIMENSION PROJECT AUDITOR

Medium Humanoid, lawful evil

Armor Class 17 (Arcane Warding)

Hit Points 70 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	16 (+3)	12 (+1)	14 (+2)

**Saving Throws** Dex +5, Int +6

**Skills** Arcana +6, Athletics +5, Persuasion +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal, Abyssal

**Arcane Supervisor.** As a master of audits, the Project Auditor can direct underlings with precision. As a bonus action on its turn, the Auditor can grant one ally within 30 feet advantage on its next attack roll or saving throw. If the ally is a Dark Dimension creature, it also gains temporary hit points equal to the Auditor's Intelligence modifier (+3).

**Audit Command.** At the start of combat, the Auditor can issue commands to its minions to enter formation.

Allied creatures within 30 feet gain **+1 to their AC and saving throws** for as long as they remain within this range.

**Imposing Audit.** Once per combat, the Auditor can attempt to shaken or frighten enemies. All those who can hear the auditor must roll a **DC15 Wisdom save** or be frightened for **1d3 rounds**, and force a potty check

## ACTIONS

**Multiattack.** The Project Auditor makes two attacks with its **Enchanted Saber**.

**Enchanted Saber.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target.

**Hit:** 10 (2d6 + 3) slashing damage plus 5 (1d10) arcane damage.

**Arcane Detonation (Recharge 5–6).** The Auditor targets a point within 30 feet, unleashing an arcane explosion in a 10-foot radius sphere. Each creature in that area must make a\*\* DC 15 Dexterity\*\* saving throw or take **16 (3d10)** force damage and be knocked back 10 feet. On a success, creatures take half damage and are not knocked back.

## BONUS ACTIONS

**Spellcasting (Limited).** The Auditor can cast one of the following spells (spell save DC 15):

- **Magic Missile (2nd-level)**— Fires three darts of force damage.
- **Shield (1st-level)**— Adds +5 to AC until the start of its next turn.
- **Misty Step (2nd-level)**— Teleports up to 30 feet away.

## TACTICS

The Dark Dimension Project Auditor operates as a strategic leader, positioning itself to bolster its allies with **Audit Command** while maintaining a strong offensive presence through its powerful **Arcane Detonation** and melee attacks. It uses its bonus action **Arcane Supervisor** ability to turn the tide of battle in favor of its team and will attempt to escape or reposition using **Misty Step** if overwhelmed.



## DARK DIMENSION AUDITARCH

Medium Humanoid, domineering evil

**Armor Class** 18 (Magical Arcane Plate)

**Hit Points** 125 (15d8 + 45)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	12 (+1)	18 (+4)

**Saving Throws** Con +6, Cha +8, Dex +5

**Skills** Performance +8, Arcana +5, Persuasion +8, Insight +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Infernal, Abyssal

**Commanding Presence.** Allies within 30 feet of the Auditarch gain advantage on attack rolls and saving throws while they can see or hear her. Additionally, allied creatures recover 1d8 hit points whenever the Auditarch uses her legendary action to inspire.

**Audit Authority.** The Auditarch can issue tactical orders to bolster her underlings. As a bonus action, she can grant up to two allies within 30 feet a +2 bonus to attack rolls or AC until the end of her next turn.

### ACTIONS

**Multiattack.** The Auditarch makes two attacks with her **Empowered Saber** and casts one spell.

**Empowered Saber.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

*Hit:* 12 (2d8 + 3) slashing damage plus 5 (1d10) radiant damage.

**Arcane Volley (Recharge 5–6).** The Auditarch fires a barrage of magical energy at up to three targets within 30 ft. Each target must make a DC 15 Dexterity saving throw or take 18 (4d8) force damage on a failed save, or half as much on a success.

### BONUS ACTIONS

**Spellcasting (Bolstering & Healing).** The Auditarch can cast one of the following spells (spell save DC 16):

- **Healing Word (1st-level)** — Restores 1d4 + 4 hit points to an ally within 60 feet.
- **Heroism (1st-level)** — Grants temporary hit points and immunity to fear to an ally within 30 feet.
- **Mass Healing Word (3rd-level)** — Restores 3d4 + 4 hit points to up to six allies within 60 feet.
- **Greater Invisibility (4th-level)** — Conceals herself or an ally, making them invisible for up to 1 minute.

### LEGENDARY ACTIONS

The Auditarch can take 1 legendary action per combat, choosing from the options below:

1. **Inspired Command:** She grants up to three allies within 30 feet a +2 bonus to attack rolls and saving throws until the end of their next turn. Allies affected also regain 1d8 hit points.

2. **Disruptive Audit:** The Auditarch issues a magically charged reprimand to one enemy within 30 feet. The target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of its next turn.

### TACTICS

The Dark Dimension Auditarch thrives as both a leader and a powerful combatant. She uses **Commanding Presence** and **Audit Authority** to enhance her allies, while her bolstering spells and healing abilities keep her forces in fighting shape. She strategically positions herself to cast **Greater Invisibility** on a key ally or herself while using her legendary action to turn the tide of battle with inspiration or disruption.

Her **Arcane Volley** serves as a devastating area attack, while her **Empowered Saber** ensures she remains a direct threat in melee combat. The Auditarch's ability to heal and inspire makes her difficult to overwhelm, and her leadership powers create synergy with other Dark Dimension creatures.

# COMMON FOREST ENCOUNTERS

Encounter Type	%	Encounter Type	%
1d4 wolves	1	Roll Twice	51
1d2 mountain lions	2	Medium	52
1 Bear	3	1 Fussy Furious Fighter	53
1 Owlbear (Hungry Neutral)	4	Medium	54
1d3 Stirges	5	Easy	55
Unexploded Regression Bomb (Pg 1. CACIM)	6	Medium	56
Old War Regression Mine (Pg 1. CACIM)	7	Easy	57
Old War Gas Trap (Incontinence)	8	Roll on Darkling Table x2	58
Old War Gas Trap (Inert/Stinkbomb)	9	Roll on Darkling Table x2	59
Terrorizer Hologram	10	Roll on Darkling Table x3	60
Deranged Diaper-Check Robot	11	1d4 wolves	61
Gluttonberry Bush	12	1d2 mountain lions	62
Roll on Darkling Table	13	1 Bear	63
Roll on Darkling Table	14	1 Owlbear (Hungry Neutral)	64
Roll on Darkling Table	15	1d3 Stirges	65
1 Owlbear Cub (roll d100, on 99-100, it is orphaned)	16	Unexploded Regression Bomb (Pg 1. CACIM)	66
1 Wild Wacky Forest Druid (Chaotic Insane)	17	Old War Regression Mine (Pg 1. CACIM)	67
Roll Twice, Ignore Further Multi-Roll Results	18	Old War Gas Trap (Incontinence)	68
Possessed Plush	19	Old War Gas Trap (Inert/Stinkbomb)	69
1d4 Possessed Plushies	20	Terrorizer Hologram	70
1d4 Grey Oozes	21	Deranged Diaper-Check Robot	71
1d2 Gelatinous Cubes Cubin' It Up (They must explicitly be "cubin' it up" in some format.)	22	Roll Thrice	72
1d20 Darkling MINION Horde	23	Roll on Darkling Table x2	73
A Whole Fucking Young Chromatic Dragon (If you beat this, DM Lulu for Hoard Details)	24	Roll on Darkling Table	74
1d100 CR 1/8th monsters from the CR1/8th table	25	Roll on Darkling Table	75
1d2 Look Up a Random d100 Monster Table and Roll.	26	Slime Fest 20XX: 1 Black Pudding, 1 Gelatinous Cube, 1 Ochre Jelly, 1d4 Gray Oozes	76
Ignore/reroll legendary monsters.			77
I Dunno... an Otyugh and two darklings trying to ride it?	27	Two dogs and two wolves playing poker. Roll 1d100, on 100, the wolves are Dire Wolves and Attack. When defeated, they have 2d100 Mysterious Poker Chips.	78
Roll on Darkling Table x2	28		79
Roll on Darkling Table x2	29		
Roll on Darkling Table x3	30	Medium	80
1d4 wolves	31	Easy	81
1d2 mountain lions	32	Medium	82
An abandoned garden grove (DM discretion)	33	Easy	83
1 Owlbear (Hungry Neutral)	34	Medium	84
1d3 Stirges	35	Easy	85
Unexploded Regression Bomb (Pg 1. CACIM)	36	Medium	86
Old War Regression Mine (Pg 1. CACIM)	37	Easy	87
Old War Gas Trap (Incontinence)	38	Easy	88
Old War Gas Trap (Inert/Stinkbomb)	39	Medium	89
Terrorizer Hologram	40	Easy	90
Deranged Diaper-Check Robot	41	Easy	91
Gluttonberry Bush	42	Medium	92
Roll on Darkling Table	43	Old Waystone (Destroyed)	93
Roll on Darkling Table	44	Old Waystone (Ruined)	94
Minor Lore Item Location	45	Old Waystone (Inactive)	95
1 Owlbear Cub (roll d100, on 99-100, it is orphaned)	46	Old Waystone (Active)(DM Discretion)	96
1 Wild Wacky Forest Druid (Chaotic Insane)	47	A Treasure Chest (DM Discretion)	97
Random Old War Battle Site (DM Discretion)	48	Lore Encounter	98
Easy	49	Weird and Wondrous Wizzy Wizard	99
Roll Thrice, Ignore Further Multi-Roll Results	50	Roll 1d100: 1-95: Roll 4x; 96-100: AU Party Encounter	100

# ITEMS AND ARTIFACTA



WELCOME, SCHOOL ADVENTURERS! HERE AT Diaper School, acquiring top-notch gear is as meticulously organized as our chaotic magical studies. Every item you need—whether mundane or magical—is clearly priced and listed in the official materials for your reference. You have three primary ways to add items to your inventory:

- **Foundry Purchase**
- **Quest Reward**
- **Crafting the Item**

Each method offers its own flavor of acquiring equipment. Read on to discover how you can supplement your adventuring kit while keeping an eye on the official handbook for accurate pricing details!

## FOUNDRY PURCHASE

This is your direct route to gear via the Diaper School's Foundry Resources Acquisition Center—**the headquarters for all School Adventurer needs!** Here, you purchase items at their official handbook-listed price as detailed in the Dungeon Master's Guide and other official D&D core materials. If you ever find yourself wondering about the exact price or details of an item, simply consult the official documents or ask any game staff. Every common or uncommon mundane and magical item you need is available here at standard rates.

## QUEST REWARD

Some of the most legendary gear isn't for sale—it's earned on the field! By completing challenging quests, you can unlock unique items that are awarded as a reward. Note that certain items can *only* be acquired through quest rewards, making them symbols of your heroic achievements in the wild world of Diaper School.

## CRAFTING THE ITEM

For those who believe that true genius lies in creation, crafting offers a rewarding path forward. Forge your own items from gathered materials and arcane secrets. For a detailed breakdown of recipes, required components, and the crafting process, consult the Foundry Crafting section.

## BROWN TINCTURE

### *Ingestion Poison, Common (Restricted)*

Created by Tabitha, this medicine's purpose should be more than obvious. The delivery, possession, and manufacture of this tincture is **strictly controlled** on campus grounds and may result in disciplinary action if abused or misused.

#### EFFECTS:

- Upon ingestion, the user must succeed on a **DC 15 Constitution Saving Throw** or, **1d4 rounds later**, experience complete **bowel incontinence**, resulting in an **uncontrollable messing**.
- Even if the initial save is passed, secondary effects **still occur**.

#### Linger Consequences:

- Every **2 hours** for **1d2 days**, the user must roll a **DC 15 Constitution Saving Throw** or experience another **bowel movement in 1d4 rounds**.

Designed for disciplinary use but feared for its overwhelming effect, this tincture ensures compliance through thoroughly uncontrollable means.

## UNEXPLODED REGRESSION BOMB

### *Trigger Trap, Rare*

Created by forces of the Academy and the Sorceress during the Old War, this regression shell has lain dormant for ages but can still be triggered if it is disturbed. It can normally be disturbed by hitting it or having it heated by magic.

Upon failing a DC 13 Dexterity Save, the user will be regressed to 2d4-2 years old, minimum of 2 years old for 1d4 days. Your size becomes small for the duration. Physical stats are reduced to 8 regardless of previous score, and movement speed drops to 10. The save may be reattempted at dawn until it is dispelled or otherwise wears off. Intellectual skills are unaffected by this change.

## OLD-WAR REGRESSION MINE

### *Trigger Trap, Very Rare*

Created by forces of the Academy and the Sorceress during the Old War, this regression mine has remained dormant for ages but can still be triggered if it is disturbed. It is triggered by stepping upon it or significantly disturbing the dirt around the device.

Upon failing a DC 13 Dexterity Save, the user will be regressed to 2d4-2 years old, minimum of 2 years old for 1d4 days. Your size becomes small for the duration. Physical stats are reduced to 8 regardless of previous score, and movement speed drops to 10. The save may be reattempted at dawn until it is dispelled or otherwise

wears off. Intellectual skills are unaffected by this change.

The mine can be located with a Investigation check of DC17 if the area is not known to be mined, and DC15 if the area is known to have been an active minefield.

## OLD-WAR GAS TRAP

### *Inhalant Poison, Uncommon*

Manufactured during the old war, this noxious gas is known to have a variety of effects. **Inert Gas**

**(Stinkbomb):** Despite smelling incredibly bad (DC11 to avoid nausea) this gas bomb has become inert. It is harmless, if stinky. DC10 to disarm, DC12 to recover.

**Incontinence Gas:** This gas has lost the potent nauseating effects of it's original form, but is still cloying enough to cause involuntary bowel movements and urinary evacuation. DC13 DEX Save to avoid this effect. DC14 to disarm, DC15 to recover.

**Sleepytime Gas:** Even after centuries, this hypnotic gas is still capable of putting an inhaler to sleep- DC12 to resist sleep, DC15 to avoid fatigue, both DEX. DC 12 to disarm, DC15 to recover. When asleep under the effects of this gas, any persons who bedwet, are incontinent, or otherwise suffer from urinary conditions will automatically fail a check to prevent nocturnal enuresis-bedwetting. Any other person may roll a normal check against bedwetting.

## TERRORIZER HOLOGRAM

*Holographic Fear Trap, Rare (Foundry Reward Item)*

These enigmatic devices were created at some point immediately before, during, or right after the Old-War. The base of the holographic display will project the form of a creature no larger than 10x10x10 in a space of equal size. These hard-light abominations do not actually possess the photonic density to cause damage—and if they once did is not known. However, the presence and very realistic nature of these items makes them a formidable sight to behold.

Any creature not immune to fear or charm must pass a DC 15 Charisma to resist fear or DC 17 Perception check to spot that the device is not a real creature. In the event of a failed save or check, the viewer is struck with fear. They MUST, if capable, flee at top speed and with reckless abandon from the hologram, even incurring opportunity attacks, as the viewer truly believes the hologram to be an incredibly powerful and mighty foe.

*Anyone creature which fails the fear check will involuntarily mess and wet themselves within 1d2 rounds of the encounter, having temporarily lost control of their continence due to suffering from this device's unique fear effect.*

This fear is a memetic hazard, and anyone within 5 feet of the afflicted must roll to save against fear or identify the unreality of the hologram. This memetic fear effect spreads for so long as there are persons within range of an afflicted person. Should the first person afflicted save against the fear, or any individuals break their fear, the effect will be broken, however all parties will have forgotten the location of the hologram in their flight.

A DC18 Arcana check on the remote holocaster base will allow for identification and for users to disable the hologram. If the hologram is disabled while a person is under its effect, the fear effect will immediately end, but the memory loss as to the location of the holographic projector will still remain.

If the save is made to the initial fear effect, the location of the holographic projector will be retained in the mind of the viewer. The memory loss effect does not extend to physical writing devices but has been known to affect digital tracking and mapping technologies to varying degrees.

## WILD WHACKY FOREST DRUID

*Medium Person, chaotic annoying*

**Armor Class** 13 (16 with barkskin)

**Hit Points** 50

**Speed** 35ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+2)	11 (0)	16 (+3)	12 (+1)

**Condition Immunities** drunk, frightened, charmed

**Senses** darkvision 30 ft., passive Perception 13

**Languages** Common, Druid, Thieves' Cant

**Challenge** 4

**Alternate Insanity** Due to being from an Alternate Universe, this student may or may not spawn wearing diapers. Roll 1d20, on 1-10 and the student is diapered, 11-20 and they are not.

**Drop Everything And Run!** Wherever these lunatics are from clearly wants them back, when a WWFD is defeated in battle, all of their possessions drop in place and they are immediately transported back to their planar origin.

**Whacky Wildshape** This creature can use Wildshape as a 4th level druid, but they can only wildshape into ridiculous permutations of the indicated creatures. A rainbow-colored cat, a ferret with head-coif that looks like a top hat, etc.

### ACTIONS

**Curse of Incontinence** *Magical Ability DC 12 to resist. On failure, target is rendered Incontinent as status. This status can only be removed via Remove Curse or another ability of the same level or higher or via potty-training.*

**Gut Smack Melee Weapon Attack:** +4 to hit, reach 5ft., one target. Hit 5 (1d6 + 2) (or 1d8 with Shillelagh) On hit, the target must roll a potty check.

## GLUTTONBERRIES

*Consumable, Magical Plant, Uncommon*

These golden, pearlescent berries exude a fine aura when exposed to sunlight. Sometimes called *firefly berries* due to their ability to retain this light for some time after dusk, they are sweet, juicy, and packed with nutrients and fiber—loaded with everything an adventurer needs to get a short rest packed into a berry. Due to their incredibly ostentatious appearance, it is rare to find more than **2d4** of these berries in any single patch of bushes.

### EFFECTS:

- Whenever a berry is consumed, the consumer **may roll a hit die** as though they had taken a short rest.
- This berry also **restores any abilities that reset upon a short rest.**

### Gluttonous Consequences:

- If more than **one** berry is consumed before an actual short rest, the consumer must succeed on a **DC 12 Potty Check** or suffer a messy accident.
- If **three or more** berries are consumed before a short rest, the consumer **automatically fails** the potty check, suffering an exaggerated **hypermessy accident**, reflecting the tremendous amount of magical fiber absorbed.

## FOOL'S BERRIES

*Consumable, Magical Plant, Uncommon*

These off-yellow, glimmering berries exude a fine sheen when exposed to sunlight. Sometimes called *false firefly berries* due to their brief glow just before sunset, they are sweet and juicy but carry a cutting bitter aftertaste. Due to their ostentatious appearance, it is rare to find more than **2d4** of these berries in any single patch of bushes.

### EFFECTS:

- Whenever a berry is consumed, the consumer **may roll a hit die** as though they had taken a short rest.
- This berry also **restores any abilities that reset upon a short rest.**
- However, consuming **even a single berry** requires the consumer to succeed on a **DC 12 Potty Check**, or suffer a messy accident.

### Gluttonous Consequences:

- If more than **one** berry is consumed before an actual short rest, the consumer **automatically becomes incontinent** for **1d4 days**, losing all control over potty checks until the duration expires.
- This effect stacks, meaning repeated indulgence extends the duration further.

## GOLDEN GRACEBERRIES

*Consumable, Magical Plant, Uncommon*

These golden, pearlescent berries shine with a gentle, sacred radiance when exposed to sunlight. Often called *Blessed Firefly Berries*, their soft glow persists for a time after dusk. Sweet, rejuvenating, and filled with divine essence, they offer restoration to weary adventurers. Due to their rare and radiant nature, it is unusual to find more than **2d4** in a single patch.

### EFFECTS:

- Each berry consumed allows the consumer to **roll a hit die** for healing, as though taking a short rest.
- Up to **three berries** can be eaten safely, granting a total of **three extra hit dice of healing** before any adverse effects manifest.

### Sacred Consequences:

- If **more than three berries** are consumed before a true short rest, the consumer must succeed on a **DC 12 Potty Check** or suffer an embarrassing **hypermessy accident**, as their body struggles to process the immense restorative energy.
- Whether they succeed or fail the check, they become **incontinent** for **1d4 days**, losing control over potty checks until the duration expires.
- Upon experiencing their unfortunate accident, they gain a **+1 Sudden Relief Bonus** to all rolls for **1 hour**, as their body relaxes and newfound clarity sets in.
- Regardless of quantity consumed, the berries bless the consumer with a **soft golden aura**, as though enchanted with the *Light* spell, lasting **1 hour** after ingestion.

Gentle yet deceptively powerful, these berries promise divine healing—but overindulgence risks deeply humbling consequences.

## PENITENT MITTS

Cursed Item, Artifact

Forged in the Artifcer Wellspring by Miss K, these bonds are meant to withstand the greatest resistance and hold back the greatest of bratting.

These mitts can be forcefully attuned to a wearer through a number of arcanotechnical means within the school grounds. If force-attuned while a character sleeps or is otherwise dormant, the attunement is not noticed until waking.

While wearing the Penitent Mitts, a character takes disadvantage on all checks made with their hands. They also cannot cast spells that require somatic components. The mitts do not allow the classical grabbing and holding of weapons and objects.

Mittened creatures suffer from disadvantage on all attack rolls and do not gain strength or dexterity bonuses to damage while mittened.

Magical Attacks and spells cast on non-hostile creatures have a 50% chance of instant spell-failure, burning the spell slot as the glove absorbs the spell completely.

**Due to the incredible nature of it's fabrication, this item cannot be removed with dispel magic or remove curse unless the caster of Remove Curse is of 15th level or higher.**

## PACIFICATION GAG

Cursed Item, Artifact

Forged in the Artifcer Wellspring by Miss K, this adorable infantile pacifier gag was made to hold back the verbal tide of even the mouthiest of students and staff.

This gag can be forcefully attuned to a wearer through a number of arcanotechnical means within the school grounds. If force-attuned while a character sleeps or is otherwise dormant, the attunement is not noticed until waking.

While equipped with the Pacification Gag, a character takes disadvantage and -5 on all checks made to deception and persuasion. They also cannot cast spells that require verbal components. The gag does not allow for articulate speech and thus conversation with a gagged individual is incredibly difficult.

Gagged creatures can be permitted to speak, such as with the spell Message, in bursts of no more than 25 words- which cannot include the incantation or invocation of any spell or else the speech fizzles and cannot be used again for 1d4 minutes, forcing the wearer to speak through the gag.

**Due to the incredible nature of it's fabrication, this item cannot be removed with Dispel Magic or Remove Curse unless the caster of Remove Curse is of 15th level or higher.**

## CLOTHEN PAMPRISON

Wondrous Item (Cursed), Rare

A thick, enchanted cloth diaper that binds itself to the wearer upon activation. Unlike disposable alternatives, it carries unique properties tied to its magical nature. Once donned, it cannot be removed except by Remove Curse or Dispel Magic of at least 5th level.

### Cloth Diaper Properties:

- Has **2 use charges** by default.
- **Boosters** function normally when placed inside.
- **Diaper Infusions** do not work on cloth diapers.
- *Little Miracle* and *Prestidigitation* can unsoil the Clothen Pamprison at a rate of **1 use charge per casting**, while *Mending* fully unsoils it in a single cast.

### Cursed Cleaning Ritual:

- When the Clothen Pamprison is **fully used** (both charges expended), it automatically performs a **cleaning ritual once per hour**, magically refreshing itself.
- Though it remains **permanently wearable**, it lacks modern disposable diaper features such as **scent barriers or advanced bulk control**, but **never leaks**, no matter how absurdly full it gets.

This cursed garment ensures the wearer remains protected—albeit at the cost of control. Once its magic takes hold, only advanced dispelling can break its grip.

## DIAPER OF THE HYENA'S RIDDLE

*Wondrous item, legendary (requires attunement by a creature who dons it)*

This seemingly well-made diaper is crafted from a surprisingly durable, yet soft, grey material. Its most striking feature is the repeating print of a leering hyena, its jaws clamped around an ornate, old-fashioned padlock. The diaper fastens with exceptionally strong adhesive tapes that, once sealed, fuse with the material, making them impossible to peel open.

**Properties.** While wearing this diaper, you gain the following benefits:

- **Enhanced Defense.** You gain a +2 bonus to your Armor Class.
- **Heightened Awareness.** You gain a +1 bonus to your Wisdom score, to a maximum of 22.

### **Curse: The Unbreakable Lock and Mocking Laughter.**

This diaper is cursed, and donning it binds it to you.

- **Irremovable.** Once donned, the *Diaper of the Hyena's Riddle* cannot be removed by any means, magical or mundane, short of a *wish* spell or divine intervention, until its specific curse condition is met. It magically resizes to fit any wearer.
- **The Riddle of Seduction.** The only way to break the curse and remove the diaper is to successfully seduce another willing creature of at least CR 1/4 (or a sentient humanoid) into a consensual sexual act with you. This requires the wearer to make a DC 18 Charisma (Persuasion) or Charisma (Deception) check, at the DM's discretion based on the interaction.
  - **Success.** If the check is successful and the act is completed, the diaper unfastens and falls away harmlessly, its magic dormant until another creature dons it.
  - **Failure.** On a failed check, the wearer is plagued by disembodied, illusory hyena-like laughter that only they can hear. This laughter is distracting and demoralizing, imposing disadvantage on all Charisma-based ability checks and saving throws for the next hour. Each failed attempt to break the curse in this manner triggers the laughter again.
- **Sensory Deprivation.** While wearing the diaper, the wearer is unable to experience any form of physical sexual stimulation from the outside of the diaper. Attempts to do so result in a dull, numb sensation.
- **Attunement.** Attuning to this item is instantaneous upon donning it. You cannot voluntarily end your attunement to it unless the curse is broken.

**Lore.** Legends whisper of a trickster demigod, fond of hyenas and cruel jests, who crafted these diapers to punish the vain and teach harsh lessons about desire and consequence. The lock in the hyena's mouth

symbolizes a secret that can only be undone through an act that is often, itself, a secret.

# ITEMS AND INGREDIENTS

## ADHESIVE

**Value:** 12 VRP

*Ingredient (Essence)*

**Description:** A highly effective, sticky substance with powerful bonding properties, ideal for uniting disparate materials into one cohesive whole.

**Found in:** Greensea Forest, Lissome Plains

## AZURE HARVEST BLUE MOON ICE CREAM

**Value:** 250 VRP

*Crafted (Food Legendary)*

**Description:** Some say they taste citrus, others swear there are hints of custard and aromatics—and yet still more profess their belief it tastes like the platonic ideal of blue children's modeling clay. All agree it is one of the best iced confections ever created.

## AZURE MOON CREAM

**Value:** 250 VRP

*Ingredient (Legendary)*

**Description:** Legendary cream harvested under a blue moon. Glows with ethereal light.

**Found in:** Greensea Forest

## BARKGUM

**Value:** 7 VRP

*Ingredient (Botanical)*

**Description:** A sticky and rubbery organic compound refined from the sap of certain trees. Used as a base for products from chewing gum to glue and rubber.

**Found in:** Greensea Forest

## BERRIMATERS

**Value:** 5 VRP

*Ingredient (Botanical, Food)*

**Description:** Small, round, savory and sweet—these cherry-red delights are awfully fun to eat and pair well with many treats.

**Found in:** Greensea Forest

## BIRCH SYRUP

**Value:** 35 VRP

*Ingredient (Food, Botanical)*

**Description:** A rare syrup tapped from ancient, enchanted birch trees; each drop resonates with the forest's whispered secrets.

## BUTTER

**Value:** 5 VRP

*Crafted (Food)*

**Description:** Smooth, creamy butter, perfect for cooking.

## CHROMATIC PLATINUM

**Value:** 250 VRP

*Ingredient (Legendary, Metal)*

**Description:** A resplendent metal alloy imbued with shifting prismatic hues, radiating a subtle magical aura.

## CLEAR CRYSTAL

**Value:** 7 VRP

*Ingredient (Crystal)*

**Description:** A small, transparent crystal with weak magical properties.

**Found in:** Dracespire Mountain Range

## COMMON HERB

**Value:** 5 VRP

*Ingredient (Herb)*

**Description:** A common herb found in meadows and forests.

**Found in:** Greensea Forest, Lissome Plains

## CREAM

**Value:** 5 VRP

*Ingredient (Food)*

**Description:** Fresh dairy cream, essential for making ice cream and other desserts.

## DARKESSENCE

**Value:** 250 VRP

*Ingredient (Legendary, Essence)*

**Description:** A mysterious, shadow-infused essence that exudes an aura of hidden power, often employed in dark magical rites.

## DEFRACTOR PRISM

**Value:** 35 VRP

*Ingredient (Rare)*

**Description:** Differentiates magical, material, and chemical processes, allowing for the breakdown of materials into their components.

## DISTILLATION OF A NIGHT SKY

**Value:** 250 VRP

*Ingredient (Legendary, Essence)*

**Description:** The essence of a perfect night sky captured in a bottle. Contains stardust and dreams.

**Found in:** Dracespire Mountain Range, Lissome Plains, Greensea Forest, Campus (Extremely Rare)

## DREAMVAPOR

**Value:** 250 VRP

*Ingredient (Legendary, Essence)*

**Description:** An ephemeral mist carrying the scents of lavender and lost lullabies, slipping away like a fragment of a fading dream.

## EGG

**Value:** 5 VRP

*Ingredient (Food)*

**Description:** A common binding agent used in cooking and baking.

**Found in:** Lissome Plains

## FLAVOR MATRIX

**Value:** 250 VRP

*Ingredient (Legendary)*

**Description:** Made from the distillation of Candy Elemental, this crystallized flavor matrix radically expands the flavor profile of many food items—and can even unlock hidden potential.

## FRACTAL COPPER

**Value:** 7 VRP

*Ingredient (Metal)*

**Description:** A mysterious, ever-fractalizing metal whose intricate patterns appear only under the full moon's light.

## FLOUR

**Value:** 5 VRP

*Ingredient (Food)*

**Description:** A finely milled powder ground from high-quality grains, known for its versatile binding properties and delicate, neutral flavor.

## GLIMMERGOLD

**Value:** 35 VRP

*Ingredient (Metal)*

**Description:** A rare alchemical powder that sparkles like crushed sunlight, coveted by mages and merchants alike for its enigmatic properties.

## GLIMMELECTRUM

**Value:** 7 VRP

*Ingredient (Metal)*

**Description:** A radiant, mysterious alloy that hums with magical energy, capturing and reflecting light in mesmerizing patterns.

## HEALTH POTION

**Value:** 5 VRP

*Crafted (Potion)*

**Description:** A basic healing potion that restores vitality.

## HERB BUTTER

**Value:** 5 VRP

*Crafted (Food)*

**Description:** Butter infused with aromatic herbs.

## IRON DUST

**Value:** 7 VRP

*Ingredient (Metal)*

**Description:** Fine iron particles with minor alchemical uses.

**Found in:** Dracespire Mountain Range

## JADICINE

**Value:** 12 VRP

*Ingredient (Exotic)*

**Description:** A translucent green substance, rumored to be distilled from the tears of a jade dragon, soothing the mind and mending wounds.

## LIQUID PAIN

**Value:** 250 VRP

*Ingredient (Legendary, Food, Essence)*

**Description:** A shifting, blood-red fluid pulsing as though alive, harvested from the shattered hearts of fiends—dangerous, potent, and steeped in dark magic.

## LOVELY DIAPER

**Value:** 7 VRP

*Crafted (Textile Crafted)*

**Description:** D'awwww! Isn't that sweet. A token meant to show just how much you want to keep someone safe.

## LUNAR-DODO EGG

**Value:** 250 VRP

*Ingredient (Legendary, Food)*

**Description:** An egg from the rare Lunar-Dodo bird. Emits a soft blue glow.

**Found in:** Lissome Plains

## MAGIBUTTER

**Value:** 5 VRP

*Crafted (Food)*

**Description:** A rich, creamy spread made from churned cream and salt—essential for countless recipes.

## MATRIX MALACHITE

**Value:** 7 VRP

*Ingredient (Metal)*

**Description:** A stone of intricate interlocking veins, its mystifying patterns hint at the buried wisdom of ancient sages.

## ORICHALCHITE

**Value:** 7 VRP

*Ingredient (Metal)*

**Description:** Often called “orichalcum’s ghost,” this peculiar mineral shifts between the material and ethereal realms, evoking lost legends.

## PETRODISTILLATE

**Value:** 12 VRP

*Ingredient (Essence)*

**Description:** A refined, volatile extract from crude oil, known for its flammable characteristics and its use in catalyzing various reactions.

**Found in:** Dracespire Mountain Range

## PHOENIX FEATHER

**Value:** 250 VRP

*Ingredient (Legendary)*

**Description:** A rare feather from a phoenix, containing immense magical energy.

**Found in:** Dracespire Mountain Range

## PLASTIC SHEETING

**Value:** 7 VRP

*Crafted (Textile Crafted)*

**Description:** A thin yet durable layer of plastic engineered for protective coverings, waterproofing, and precise industrial applications.

## PLASTICIZER

**Value:** 12 VRP

*Ingredient (Essence)*

**Description:** A transformative substance used to soften and mold plastics, enabling them to be fashioned into flexible forms.

**Found in:** Dracespire Mountain Range

## PRISMATIC ACTIVATOR

**Value:** 250 VRP

*Ingredient (Legendary, Rare)*

**Description:** A dazzling device shimmering with the full spectrum of colors, designed to unlock hidden magical potentials with a decisive spark.

## QUICHE

**Value:** 5 VRP

*Crafted (Food Crafted)*

**Description:** A savory tart filled with a rich blend of ingredients, offering a hearty, delectable treat with artisanal flair.

## ROBUSCA

**Value:** 35 VRP

*Ingredient (Crystal)*

**Description:** A dense, robust crystalline alloy prized for its exceptional strength and durability, ideal for crafting heavy-duty tools and resilient structures.

**Found in:** Dracespire Mountain Range

## ROCK SALT

**Value:** 7 VRP

*Ingredient (Metal, Food)*

**Description:** A coarse, naturally occurring crystalline salt harvested from ancient deposits. Lends a distinct crunch and subtle brininess to recipes.

## SAVOUR HERB

**Value:** 5 VRP

*Ingredient (Botanical)*

**Description:** A common botanical with a rich, savory aroma.

**Found in:** Greensea Forest

## SOLVENT

**Value:** 12 VRP

*Ingredient (Essence)*

**Description:** A volatile liquid compound known for its ability to dissolve and extract substances, essential in various alchemical and industrial processes.

**Found in:** Dracespire Mountain Range

## SPRING WATER

**Value:** 5 VRP

*Ingredient (Food)*

**Description:** Pure water drawn from pristine natural springs, enriched with essential minerals to enhance clarity and freshness.

## STAR SUGAR

**Value:** 250 VRP

*Ingredient (Legendary, Food)*

**Description:** Crystallized sweetness that fell from the stars. Sparkles with cosmic energy.

**Found in:** Dracespire Mountain Range

## STARSOAKED VANILLA

**Value:** 250 VRP

*Ingredient (Legendary, Botanical, Food, Essence)*

**Description:** Vanilla beans that have been bathed in starlight for a full lunar cycle.

**Found in:** Dracespire Mountain Range

## STARSHOT ORE

**Value:** 7 VRP

*Ingredient (Metal)*

**Description:** A celestial metallic fragment believed to have fallen from the heavens; it glimmers with soft starlight even in utter darkness.

## SUNSET ESSENCE

**Value:** 35 VRP

*Ingredient (Rare, Food, Essence)*

**Description:** Captured at the fleeting moment of twilight, this radiant liquid holds the fading light of a dying day, evoking enchanting warmth and mystery.

## SWEETLEAF

**Value:** 5 VRP

*Ingredient (Food, Botanical)*

**Description:** Naturally sweet leaves that add a delicate sweetness without overpowering other flavors.

## TASTETANIUM CRYSTAL

**Value:** 250 VRP

*Ingredient (Legendary, Metal, Food)*

**Description:** An anomalous crystalline lattice of freestate energy that interacts with ingredients to create new, novel building blocks for taste sensation—while also being incredibly durable.

## TURBINADO SUGAR

**Value:** 250 VRP

*Crafted (Food Legendary)*

**Description:** With the awesome gastronomic might of the flavor matrix, even plain white sugar is elevated to godly tiers of taste sensation!

## TOUCH OF LOVE

**Value:** 250 VRP

*Ingredient (Legendary, Exotic, Essence)*

**Description:** The “most common” of Legendary Ingredients—a staple many can make themselves, yet its ubiquity is a testament to its love-infused magic.

**Found in:** Greensea Forest

## VANILLA

**Value:** 5 VRP

*Ingredient (Food, Botanical, Essence)*

**Description:** A fragrant flavoring extracted from vanilla pods.

**Found in:** Lissome Plains

## VITALIUM

**Value:** 35 VRP

*Ingredient (Crystal, Exotic)*

**Description:** A shimmering metal imbued with the essence of life, frequently harnessed to empower enchanting constructs and devices.

**Found in:** Dracespire Mountain Range

## VITALOCANUM

**Value:** 35 VRP

*Ingredient (Crystal, Exotic)*

**Description:** A potent compound derived from Vitalium, renowned for its ability to bridge the gap between vitality and arcane energies.

**Found in:** Dracespire Mountain Range

## WATER ESSENCE

**Value:** 12 VRP

*Ingredient (Essence)*

**Description:** The distilled magical essence of water.

**Found in:** Greensea Forest

## WHITE SUGAR

**Value:** 5 VRP

*Ingredient (Food)*

**Description:** Refined sugar that adds sweetness to any recipe.

**Found in:** Lissome Plains

## WILDFLOWER HONEY-CREAM

**Value:** 5 VRP

*Ingredient (Food, Botanical)*

**Description:** A golden cream swirled with wildflower nectar, exuding the essence of springtime warmth and renewal.

## WHIPPED WHITE BUTTER

**Value:** 5 VRP

*Crafted (Food)*

**Description:** Light and airy butter whipped to perfection. Spreads like a dream.

## YARN

**Value:** 7 VRP

*Ingredient (Textile)*

**Description:** Finely spun fiber used in weaving and knitting, prized for its delicate texture and potential enchantments in crafted garments.

**Found in:** Lissome Plains

# CRAFTING INGREDIENTS

Item	Type	Price
Adhesive	Ingredient (Essence)	12 VRP
Azure Moon Cream	Ingredient (Legendary)	250 VRP
Barkgum	Ingredient (Botanical)	7 VRP
Berrimaters	Ingredient (Botanical, Food)	5 VRP
Birch Syrup	Ingredient (Food, Botanical)	35 VRP
Chromatic Platinum	Ingredient (Legendary, Metal)	250 VRP
Clear Crystal	Ingredient (Crystal)	7 VRP
Common Herb	Ingredient (Herb)	5 VRP
Cream	Ingredient (Food)	5 VRP
Darkessence	Ingredient (Legendary, Essence)	250 VRP
Defractor Prism	Ingredient (Rare)	35 VRP
Distillation of a Night Sky	Ingredient (Legendary, Essence)	250 VRP
Dreamvapor	Ingredient (Legendary, Essence)	250 VRP
Egg	Ingredient (Food)	5 VRP
Flavor Matrix	Ingredient (Legendary)	250 VRP
Fractal Copper	Ingredient (Metal)	7 VRP
Flour	Ingredient (Food)	5 VRP
Glimmergold	Ingredient (Metal)	35 VRP
Glimmelectrum	Ingredient (Metal)	7 VRP
Iron Dust	Ingredient (Metal)	7 VRP
Jadicine	Ingredient (Exotic)	12 VRP
Liquid Pain	Ingredient (Legendary, Food, Essence)	250 VRP
Lunar-Dodo Egg	Ingredient (Legendary, Food)	250 VRP
Matrix Malachite	Ingredient (Metal)	7 VRP
Orichalchite	Ingredient (Metal)	7 VRP
Petrodistillate	Ingredient (Essence)	12 VRP
Phoenix Feather	Ingredient (Legendary)	250 VRP
Plasticizer	Ingredient (Essence)	12 VRP
Prismatic Activator	Ingredient (Legendary, Rare)	250 VRP
Robusca	Ingredient (Crystal)	35 VRP
Rock Salt	Ingredient (Metal, Food)	7 VRP
Savour Herb	Ingredient (Botanical)	5 VRP
Solvent	Ingredient (Essence)	12 VRP
Spring Water	Ingredient (Food)	5 VRP
Star Sugar	Ingredient (Legendary, Food)	250 VRP
Starsoaked Vanilla	Ingredient (Legendary, Botanical, Food, Essence)	250 VRP
Starshot Ore	Ingredient (Metal)	7 VRP
Sunset Essence	Ingredient (Rare, Food, Essence)	35 VRP
Sweetleaf	Ingredient (Food, Botanical)	5 VRP
Tastetanium Crystal	Ingredient (Legendary, Metal, Food)	250 VRP
Touch of Love	Ingredient (Legendary, Exotic, Essence)	250 VRP
Vanilla	Ingredient (Food, Botanical, Essence)	5 VRP
Vitalium	Ingredient (Crystal, Exotic)	35 VRP
Vitalocanum	Ingredient (Crystal, Exotic)	35 VRP
Water Essence	Ingredient (Essence)	12 VRP
White Sugar	Ingredient (Food)	5 VRP
Wildflower Honey-Cream	Ingredient (Food, Botanical)	5 VRP
Yarn	Ingredient (Textile)	7 VRP

# CRAFTABLE ITEMS

## BITTER BALM

*Ingredients:*

- Liquid Pain
- Spring Water
- Vitalocanum

### Effect:

When applied as a salve or ingested in small doses, Bitter Balm grants the user resistance to necrotic damage for 1 minute. However, the volatile nature of Liquid Pain means the user must succeed on a DC 12 Constitution save or take 1d4 acid damage as a backlash.

## HERBAL INFUSION

*Ingredients:*

- Common Herb
- Water Essence

### Effect:

Upon consumption, Herbal Infusion imbues the drinker with a robust vitality—granting advantage on saving throws against poison and disease for 1 hour. This mild elixir is prized by travelers for warding off minor ailments.

## MORNING BOOST PANCAKE

*Ingredients:*

- Egg
- Cream
- Flour

### Effect:

A nourishing breakfast staple, these pancakes bestow 1d6 temporary hit points and advantage on Constitution saving throws for 1 hour after consumption. Perfect for adventurers seeking to kickstart their day with a burst of resilience.

## SWEET REJUVENATION PORRIDGE

- Egg
- Birch Syrup
- Flour
- Sweetleaf

### Effect:

This hearty porridge provides restorative energy: when consumed, it reduces one level of exhaustion (if applicable) and grants 1d4 temporary hit points for 1 hour. Consumed once per long rest, it's a savory remedy for weary warriors.

## HERBAL SHIELD STEW

*Ingredients:*

- Egg
- Cream
- Savour-Herb
- Rock Salt

### Effect:

A robust stew imbued with protective magic—when consumed, the diner gains a +2 bonus to AC and 1d6 temporary hit points for 1 minute. This brisk shield of nourishment helps fortify the consumer against sudden onslaughts.

## METALLIC BONDING RESIN

*Ingredients:*

- Petrodistillate
- Plasticizer
- Solvent
- Adhesive

### Effect:

Intended as an advanced crafting ingredient, Metallic Bonding Resin is applied to nonmagical metal objects by skilled artisans. When used in a crafting process, the resin magically enhances the object's durability—granting it a +2 bonus to hardness and resistance to damage. This enchanted compound is vital for bonding disparate metal components into a unified, resilient whole.

## DEDUCTION TONIC

*Ingredients:*

- Defractor Prism
- Jadicine
- Spring Water

### Effect:

A peculiar tonic brewed by innovative alchemists, Deduction Tonic heightens the drinker's analytical prowess. For the next 10 minutes after consumption, the user gains advantage on Intelligence (Arcana) checks and may, once during that period, identify a nonmagical item's hidden properties as if using the *Identify* spell.

## HONEYED HERBAL TONIC

*Ingredients:*

- Wildflower Honey-Cream
- Common Herb
- Spring Water

**Effect:**

When consumed, this soothing tonic restores 1d4 hit points and grants advantage on Wisdom (Nature) checks for 10 minutes, as the herbal infusion heightens the drinker's natural awareness.

### BITTER SWEET DRAUGHT

*Ingredients:*

- Liquid Pain
- Sweetleaf
- Spring Water

**Effect:**

A daring brew that marries the intense sting of Liquid Pain with the gentle sweetness of Sweetleaf. Upon ingestion, the drinker suffers 1d4 necrotic damage—but immediately gains temporary hit points equal to the damage dealt for 1 minute, reflecting its bitter yet invigorating nature.

### SWEET ENERGY ELIXIR

*Ingredients:*

- White Sugar
- Spring Water
- Cream
- Savour Herb

**Effect:**

This invigorating elixir delivers a burst of energy. When imbibed, the drinker gains 1d6 temporary hit points and advantage on Dexterity (Acrobatics) checks for 1 minute, as the sugar rush fuels a rapid surge of vigor.

### FRITTER OF FOCUS

*Ingredients:*

- Egg
- Flour
- Savour Herb
- Sweetleaf

**Effect:**

When consumed, these savory fritters sharpen the mind. For the next 10 minutes the eater gains advantage on Intelligence (Investigation) checks and can add a +2 bonus to one skill check of their choice during that duration.

### REFRACTIVE ELIXIR

*Ingredients:*

- Defractor Prism
- Spring Water
- Common Herb

**Effect:**

This prismatic brew endows the drinker with a fleeting glimpse into the magical world. For 1 minute after consumption, they gain limited true sight out to 10 feet

—able to perceive subtle magical auras—and may once during that period identify the magical properties of a nonmagical object as if using the *identify* spell.

### COMFORTING CUSTARD

*Ingredients:*

- Egg
- Cream
- Sweetleaf

**Effect:**

When consumed during a short rest, Comforting Custard restores 1d4 hit points. Additionally, if the consumer expends a Hit Die during that rest, they regain an extra 1 hit point—its rich, velvety flavor warming both body and spirit.

### SOOTHING HERB BISCUIT

*Ingredients:*

- Flour
- Egg
- Common Herb
- Rock Salt

**Effect:**

A bite of this savory biscuit restores 1d4 hit points and grants advantage on the next Constitution saving throw before the end of the short rest. Its gentle herbal aroma comforts the weary and steadies the resolve.

### MILD RECOVERY PORRIDGE

*Ingredients:*

- Egg
- Cream
- Birch Syrup
- Sweetleaf

**Effect:**

Eaten during a short rest, this warm porridge restores 1d6 hit points and helps ease fatigue by reducing one level of exhaustion (if applicable). Its hearty, soothing nature offers a modest but welcome boost to recovery.

### MENDING MUFFIN

*Ingredients:*

- Flour
- Egg
- Cream
- White Sugar

**Effect:**

Fresh from the batch, this muffin heals 1d4 hit points when consumed during a short rest. Its comforting sweetness even bestows 1 temporary hit point for the next hour, symbolizing its gentle restorative power.

## HEALTHY BREAD PUDDING

*Ingredients:*

- Flour
- Egg
- Cream
- Sweetleaf

**Effect:**

A warm serving of Healing Bread Pudding, prepared quickly on the fly during a short rest, restores 1d4 hit points. If a Hit Die is spent during the rest, the pudding's mild enchantment adds an extra 1 hit die, bolstering the adventurer's resilience.

## DRAGON'S FIST ELIXIR

*Ingredients:*

- Vitalium
- Phoenix Feather
- Common Herb
- Rock Salt

**Effect:**

When consumed, this potent elixir channels martial prowess. For 1 minute, the drinker gains bonus ki equal to their proficiency bonus (usable for ki-powered abilities) and their unarmed strikes deal an extra 1d4 damage. (If you're a monk, you may treat this as a temporary boost to your Martial Arts feature.)

## MYSTIC SURGE TONIC

*Ingredients:*

- Prismatic Activator
- Darkessence
- Spring Water
- Common Herb

**Effect:**

A sudden rush of arcane energy flows through you upon imbibing this tonic. For the next 10 minutes, once before the effect expires you may choose to either regain one expended 1st-level spell slot or have your next spell cast treat one slot as one level higher than its actual level. Use this benefit only once before the tonic's magic fades.

## ARCANE CATALYST BREW

*Ingredients:*

- Darkessence
- Flavor Matrix
- Spring Water

- Common Herb

**Effect:**

Infused with raw arcane insight, this brew empowers your magical potential. Upon consumption, for the next 24 hours you may cast one arcane spell of up to 3rd-level without expending a spell slot. Declare your chosen spell when you drink the brew; the magic of the catalyst is spent once you use it.

## OMNI-INFUSION ELIXIR

*Ingredients:*

- Orichalcite
- Vitalium
- Robusca
- Matrix Malachite

**Effect:**

This exotic elixir is forged from a quartet of rare metals and crystals. When consumed, choose one benefit to gain for 1 hour: • Gain resistance to one damage type of your choice, or  
• Add a +2 bonus to all your saving throws, or  
• Regain hit points equal to  $2d8 + \text{your Constitution modifier}$ .

Additionally, if used as a component in crafting, this elixir acts as a universal catalyst—removing class restrictions on newly imbued magical properties for that fabrication.

## OMNI-INFUSION ELIXIR, ENHANCED

*Ingredients:*

- Orichalcite
- Vitalium
- Robusca
- Matrix Malachite
- Prismatic Activator

**Effect:**

An enhanced version of the Omni-Infusion Elixir—the extra legendary catalyst intensifies its magic. In addition to the base effect (choose one benefit for 1 hour: resistance to a damage type, +2 to saving throws, or immediate healing of  $2d8 + \text{Con modifier}$ ), the drinker also gains a bonus: a +2 bonus to attack rolls or spell attack rolls (your choice at the time of consumption). This versatile elixir is prized by multiclass adventurers and those devoted to supporting their party during a crafting session.

## VANILLA ICE CREAM

**Value:** 5 VRP

*Crafted (Food)*

**Description:** The tried and true classic. Almost no one can mess this up—delicious even when it turns to soup!

# DA BIG DIAPER CHART

Type	Cost	Charges	Use	Properties
<i>Mundane Diapers</i>				
Pullup	1 cp	1 Use*	If a full accident- wet and messy occurs, a pullup is immediately considered to be “leaking.”	
Medical	1 sp	3 Uses		None
Printed	1 gp	3 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper.	
Ultra-Premium	2 gp	4 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper.	
Extra Fluffy	2 gp	10 Uses	Reduces movement speed by 20 ft. and imposes disadvantage on Dex-based checks/saves; provides +1 AC.	
Magipoof	2 gp	10 Uses	Functions as Extra Fluffy, but prevents one instance of critical failure per use cycle.	
<i>Magical Diapers</i>				
Alarm Diaper	120 gp	6 Uses*	As Magipamp +1; automatically casts <i>alarm</i> when only 1 use remains.	
Power Pamp	120 gp	6 Uses*	As Magipamp +1; grants an offensive buff (extra +1 to melee damage or an additional 1d4 bonus damage).	
Invisibility Diaper	400 gp	7 Uses*	As Magipamp +2; wearer remains invisible until the diaper is fully expended- and can be viewed by allies if the wearer desires.	
Magi-ups	5gp	2 Uses	Provides a single +3 bonus to a CON check to resist an full accident.	
MagiDiapers	10 gp	4 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper.	
Printed MagiDiapers	12 gp	4 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. The prints on these diapers can fade and animate as needed. This diaper can be locked or trapped to lock.	
Deluxe MagiDiapers	20 gp	6 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper.	
Shell Magidiapers	20 gp	6 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. This diaper provides resistance to magical and elemental damage (-5) while it has remaining charges.	
Shield Magidiapers	20 gp	6 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. This diaper provides resistance to physical, poison, and force damage (-5) while it has remaining charges.	
Magipamp +1	20 gp	6 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. This diaper provides a +1 magical armor bonus to AC while this diaper has uses.	
Magipamp +2	35 gp	7 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. This diaper provides a +2 magical armor bonus to AC while this diaper has uses.	
Magipamp +3	50 gp	8 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. This diaper provides a +3 magical armor bonus to AC while this diaper has uses.	
Heroic MagiDiaper	100 gp	10 Uses*	A full accident that would normally count as 3 uses only counts as 2 in this diaper. This diaper provides resistance to ALL forms of damage (-5) while it has remaining uses. +2AC while it has remaining uses.	
<i>Boosters</i>				
Thin	1 sp	+1 Use	This insert can be added to a diaper to provide a single extra use.	
Standard	5 sp	+2 Uses	This insert can be added to a diaper to provide greater protection.	
Premium	1 gp	+3 Uses	This insert can be added to a diaper to provide greater protection.	
Magi-Booster	5 gp	+3 Uses	This insert can be added to a diaper. If added to a mundane diaper, this booster grant it the properties of a printed or ultra-premium diaper.	
Armored Booster	45 gp	+3 Uses	This insert can be added to a diaper to provide greater protection, it enhances AC+1 while the diaper it is inserted into has remaining uses. Once wet or messy, the booster gives disadvantage on stealth checks.	
ForeverDry Booster	100 gp	+10 Uses	This booster provides a damage reduction of 5 and enhances AC+1 while the diaper it is inserted into has remaining charges.	
Salvation Booster	100 gp	+5 Uses	This insert can be added to a diaper to provide divine protection. Once, while the diaper this booster is inserted into has remaining charges, If the wearer falls in combat, they instead fall prone with 1HP.	
Wild Magic Tantrum Booster	10 gp	+4 Uses	This insert can be added to a diaper to provide greater protection. Whenever a player using this booster casts a spell, they may choose to roll on the Wild Magic Tantrum chart voluntarily.	

Name	Cost	Charges	Use	Properties
<i>Mystical Boosters</i>				
Chrono Booster	75 gp	+8 Uses		Once per day, slows time granting an extra bonus action for 1 minute.
Prismatic Booster	120gp	+6 Uses		Once per day, refracts light to grant temporary invisibility for 1 round and shifts color based on mood.
<i>Ethereal Diapers</i>				
Archangel's Wisp	50 gp	3 Uses		Grants advantage on CON saves against acid; automatically dries after a full accident.
Phantom Shroud	100 gp	4 Uses*		Bestows partial incorporeality, reducing ranged damage by 1d4.
Shadowveil Diaper	150 gp	5 Uses*		Provides a +2 bonus to Stealth checks when wet, as the mystical essence cloaks movement.
<i>Diaper Infusions</i>				
Aether Infusion	50 gp	-1 Uses		Infuses elemental energy into the diaper, adding 1d4 elemental damage to hits, must be poured into diaper, expends one use of said diaper. Can be soaked into a booster.
Defensive Infusion	50 gp	-2 Charges		Grants a +2 bonus to AC and resistance to non-magical physical damage.
Offensive Infusion	50 gp	-2 Charges		Adds +1d6 bonus damage to your melee attacks.
Stealth Infusion	25 gp	-2 Charges		Renders any diaper silent, and provides a +5 on stealth checks even if the diaper is large enough to force disadvantage on such checks.
Charm Infusion	6 gp	-2 Charges		Forces one target within 30 ft. to make a DC 12 Wisdom save or be charmed and cease aggressive actions for 1 minute.
Luck Infusion	50 gp	-1 Charge		Allows you to reroll a d20 roll.

## FISHING TABLE

Catch			
d100 Fish	DC	Value	Properties
1 Lake Carp	10	1sp	A tasty fish. If prepared over a fire during a short rest, provides 4HP.
2 Rainbow Carp	11	5sp	A tasty fish. If prepared over a fire during a short rest, provides 4HP.
3 Lake Trout	10	1sp	A tasty fish. If prepared over a fire during a short rest, provides 4HP.
4 Black Trout	12	1gp	A tasty fish. If prepared over a fire during a short rest, provides 6HP.
5 Softback Turtle	12	1gp	A tasty fish. If prepared over a fire during a short rest, provides 6HP.
6 Armorshell Turtle	12	10gp	If prepared over a fire during a short rest, provides 4HP & +1 AC for 1d4 hrs
7 Swordclaw Crab	14	10gp	If prepared over a fire during a short rest, provides 4HP & +1 ATT for 1d4 hrs
8 Blueclaw Crab	12	1sp	A tasty crustacean. If boiled over a fire during a short rest, provides 4HP.
9 Darkling Trout	15	2sp	Inedible except for Darklings, abominations, and omniphages, provides 2HP.
10 Lake Mini-Shark	14	2sp	A tasty fish. If prepared over a fire during a short rest, provides 6HP.
11 Lakeopus	14	2sp	
12 Lakeopus Rex	17	2sp	Catching and releasing the Lakeopus Rex allows for the King of the Lake VR boss battle to be unlocked.
13 Tarheel Eel	12	2sp	
14 Unisturgeon	12	2sp	
15 Cavern Cod	12	2sp	A tasty fish. If prepared over a fire during a short rest, provides 6HP.
16 Deep Swimmer Guppy	13	2sp	
17 Deep Swimmer Gulp	14	2sp	
18 Deep Swimmer Gulper	15	2sp	
19 Deep Lurker Dark Gulper	16	2sp	
20 Boot	11	1cp	A useless boot, always feels like a fish on the line...
21 Fancy Boot	15	1gp	How it remained so nice for so long is anyone's guess...
22 Magic Boot	20	1500gp	Get two to complete a set and they become a magic item.
23 Empty Can	10	2sp	Damn litterers! Someone needs a spanking!
24 Full Can	10	2sp	DM discretion
25 Can of Whoopass	15	100gp	+1Att and DMG for 1d4 hours, instant potty check.
26 A Whole Trashcan	14	2sp	
27 Deactivated Warforged	25	2sp	
28 Broken Good-Rod	14	2sp	A broken magical fishing rod, maybe it can be repaired?
29 Functional Good-Rod	16	2sp	A magical fishing rod. Gives +1 to Fishing Checks
30 Merbab (Angy)	15	N/A	Will cast Incontinence on you and flee. DC14 resist.
31 Merbab (Curious)	15	N/A	Will cast Incontinence on you if you don't have a snack, if fed, +1 to fishing for 1 day
32 Jaguar Gar	13	2sp	
33 Trope Eel	12	2sp	
34 River Kaleido	13	2sp	
35 Skyflapper	14	2sp	A tasty fish. If prepared over a fire during a short rest, provides 6HP.
36 Drought Trout	12	2sp	
37 Creeken-Rivar Trout	12	2sp	
38 Long Swimmer	13	2sp	
39 Brown Frog	12	2sp	
40 Round Frog	13	2sp	
41 Black-Spot Frog	14	2sp	
42 Aquatic Toad	15	2sp	
43 Darkling Rill-Skitter	12	1gp	A stealthy darkling lurking in shallows, using murky waters to ambush prey.
44 Darkling Blood-Gorger	14	3gp	A parasitic darkling that drains its victim's vitality with a chilling bite.
45 Darkforme Pike-Maw	16	5gp	A monstrous gar-like predator, attacking with shocking speed.
46 Darkforme Current-Snapper	17	8gp	A turtle-like darkling with iron jaws capable of trapping prey.
47 Darkling River-Lurk	13	2gp	A slippery shadow-form serpent, striking like a constricting vine.
48 Darkforme Mire-Croaker	15	4gp	A bloated, croaking horror that leaps and snares victims with its tongue.
49 Darkforme Mud-Gnasher	16	6gp	A territorial ambusher that erupts from muddy riverbeds to attack.
50 Darkling Pond-Skulker	12	1gp	A mischievous thief that steals bait and causes frustration.

Catch			
d100 Fish	DC	Value	Properties
51 Darkling Weed-Tangler	14	3gp	A tangle of dark, grasping river weeds with ensnaring tendrils.
52 Darkling Gloom-Newt	13	3gp	A slippery, shadow-coated amphibian that exudes disorienting slime.
53 Darkforme Current-Drifter	18	10gp	An amorphous darkling, generating electrical bursts in murky waters.
54 Darkforme Titan-Snapper	22	50gp	A colossal snapping turtle-shaped darkforme that shatters boats. <b>Creatures over 50 HP may yield treasure—contact the DM or Assistant Game Masters.</b>
55 Darkforme River Tyrant	23	75gp	An ancient crocodilian terror dominating entire river stretches. <b>Creatures over 50 HP may yield treasure—contact the DM or Assistant Game Masters.</b>
56 Darkforme Abyssal Leviathan	25	150gp	The deepwater nightmare that consumes everything in its path. <b>Creatures over 50 HP may yield treasure—contact the DM or Assistant Game Masters.</b>
54 Electricky Eel	14*	2sp	
55 Sandy Pup-Shark	14	2sp	
56 Spotted Shoal Shark	14	2sp	
57 Sandbar Scourer	14	2sp	
58 Jumper Shark	14	2sp	
59 Displacer-Shark	18	2sp	
60 Grand Grey Shark	20	2sp	
61 Cachardon Astrum: The Space Shark	22	2sp	
62 Ocean Sturgeon	17	2sp	
63 Whale Calf Mage (curious)	15	2sp	
64 Whale Mage (curious)	17	2sp	
65 Cod	12	2sp	
66 Cod Spiker Marlin	13	2sp	
67 Deep Flapper Carpy	14	2sp	
68 Deep Flitter Carper	15	2sp	
69 Deep Racer Carplord	16	2sp	
70 Sunken Strongbox	11	1cp	
71 Sunken Chest	14	2sp	
72 Sunken Treasure Ship	17	2sp	
73 Tarheel Eel	12	2sp	
74 Unisturgeon	12	2sp	
75 Cavern Cod	12	2sp	
76 Ridge Flounder Fry	13	2sp	
77 Ridge Shaker Juvenile	15	2sp	
78 Ridge Quaker Adult	17	2sp	
79 Shelf-Shaker Ridge Titan	22	2sp	
80 Sea Turtle	11	1cp	
81 Ocean Turoise	14	2sp	
82 Treasure Turtle	27*	2sp	
83 Private Island Tortoise	12	2sp	
84 Literally Just Baby-Gamera	25	2sp	
85 Cavern Cod	12	2sp	
86 Ridge Flounder Fry	13	2sp	
87 Ridge Shaker Juvenile	15	2sp	
88 Ridge Quaker Adult	17	2sp	
89 Shelf-Shaker Ridge Titan	22	2sp	
90 Sea-Boot	11	1cp	
91 Babupus Barbarian	17	2sp	
92 Babupus Mage	16	2sp	
93 Krakapus Tot	18	2sp	
94 Krakapus Kiddo	20	2sp	
95 Krakapus	22	2sp	
96 Krakapus Lord	13	2sp	
97 Lesser Kraken	15	2sp	
98 'A' Kraken	17	2sp	
99 THE Kraken	22	2sp	
100 Tengen Toppa Gurren Kraken	99	n/a	

# PADDED ARCANA

**J**ON THE REALM OF MAGIC THERE ARE OUTLETS AND studies for every desire, interest, and proclivity. From conjuring sweets, to summoning friends, to creating tools and items- magic is pretty neat! And so, yes, of course, there is magic solely designed for ABDL tasks, causes and needs. Many are diaper and diaper-use focused, but others are aesthetic or even have obvious utility in the big scary world!

## DIAPERING

### Conjuration Cantrip

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a fresh diaper)

**Duration:** Until dispelled or triggered

You conjure and hold out a fresh diaper, targeting a creature within sight. The creature must succeed on a Dexterity saving throw or be magically diapered. The diaper is magically locked and cannot be untaped until it has been used, at which point the lock is dispelled.

**At Higher Levels.** Starting at 5th level, you can choose to add a booster to the diaper, increasing its absorbency, or target one additional creature. You can target up to three creatures at 11th level and up to four creatures at 17th level.

*“Better safe than sorry!” – Popular motto among novice conjurers*

## DISGUISE AGE

### 1st Level Illusion

Casting Time: 1 action

Range/Area: Self

Components: M, S, (pinch of baby powder)

Duration: 1 hour

You make yourself and all equipped items look YOUNGER/more childish until the spell ends or until you use your action to dismiss it. You can appear as young as 8 years old, but the choice of age is your choice. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. All other aesthetic considerations are up to you.

While outwardly convincing, this spell fails any physical scrutiny. For example, if you were to use the spell to appear as an 8 year old and someone were to lift you, they would immediately notice that you are far heavier than you look.

To discern that you are disguised, a creature can use its action to inspect your appearance and must succeed on an Intelligence (Investigation) check against your spell save DC. If the person is familiar with the adult form of the caster, this check is made with advantage.

## HIDE SMELL

### 1st-level illusion

**Casting Time:** 1 action

**Range:** Self

**Components:** V, S

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

You create an illusory aura that obfuscates your natural scent, replacing it with one of the following:

- A neutral scent typical for your race.
- A comically eggy smell.
- A pleasant floral fragrance of your choice.

This spell is useful for avoiding detection by creatures that rely on scent, such as beasts or certain monsters. The altered scent remains for the duration or until the spell is dispelled. Creatures attempting to discern your true scent must succeed on a Wisdom (Perception) check against your spell save DC.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, you can target one additional creature within 10 feet for each slot level above 1st.

*“They'll never sniff it coming!” – Unattributed Academy Illusionist*

## SPANK!

### Evocation cantrip

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S

**Duration:** 2 turns

With a sharp flick of energy, you conjure a spectral sting that strikes a foe. Make a ranged spell attack against a creature within range. The target must succeed on a Dexterity saving throw or take 1 damage and have its speed reduced to **0** until the end of its current turn. On its next turn, its speed is reduced to **10 feet**.

The spell's power does not scale with your character level.

## UNCRINKLING CATASTROPHE

### Transmutation Cantrip (Humorous)

**Casting Time:** 1 Action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

With a quick, offhand incantation, you send forth a minor burst of irreverent magical energy. The targeted creature must succeed on a Constitution saving throw (DC 10) or fail a next potty check. Even if the save is successful, the target feels a fleeting sense of discomfiture—imposing disadvantage on its next Intelligence (Investigation) or Charisma (Performance) check as it struggles to regain composure. If the target is asleep, it automatically fails the saving throw.

## BLESSED BABY LOTION

1st-Level Abjuration (Cleric)

**Casting Time:** 1 action

**Range:** Self or 30 feet

**Components:** V, S, M (a vial of sacred baby lotion)

**Duration:** 1 minute

You lavish a thick, holy lotion upon yourself or a willing creature. For the duration, the target is enveloped in a gleaming protective sheen, gaining a +1 bonus to AC and all saving throws as minor harms are slicked away like spilled milk. This effect immediately ends if the lotion is washed off with water.

*"A well-applied dab of divine goodness can ward off the stickiest troubles."*

## SACRED SWADDLE

1st-Level Evocation (Cleric, Druid)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a soft, vine-woven cloth diaper or diaper with appropriate divine motif)

**Duration:** Instantaneous

You wrap a creature in a magical diaper that heals as it comforts and protects. The target regains 1d8 + your spellcasting modifier in hit points, and, as a tender bonus, gains temporary hit points equal to your spellcasting modifier that last for 1 minute. This nurturing embrace sews wounds closed as securely as a snug diaper change.

*"In the sacred fold, body and soul begin to mend."*

## HYMN OF THE LULLABY

1st-Level Enchantment (Bard, Cleric)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tiny rattle fashioned from enchanted cloth)

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

You serenade one creature within range with a soothing lullaby. The target must succeed on a Wisdom saving throw or be charmed and drowsy; while affected, its speed is reduced to 0 and it has disadvantage on attack rolls. At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success.

*"When even the fiercest heart succumbs to a gentle tune, peace is born from chaos."*

## NATURE'S NAPPY

1st-Level Transmutation (Druid)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a diaper stuffed with fresh leaves and twigs)

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

Calling on the wild whimsy of nature, you summon a thick, sticky "nappy" over a 10-foot square. Every creature in the area must make a Dexterity saving throw. On a failure, a creature becomes restrained by the natural bonds until the spell ends. A restrained creature may use its action to attempt a Strength check against your spell save DC to free itself.

*"Even nature knows: sometimes a good binding is the start of healing."*

## SOOTHING SNUGGLE

1st-Level Conjuration (Druid)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a plush, enchanted stuffed animal)

**Duration:** Instantaneous

You envelop a creature in a comforting snuggle imbued with restorative energy. The target regains 1d6 + your spellcasting modifier hit points and is freed from one minor condition (such as frightened or charmed). The warmth of the embrace radiates a brief sense of calm even in the midst of turmoil.

*"A tender hug, infused with nature's care, mends more than just wounds."*

## HALLOWED DIAPER

1st-Level Abjuration (Paladin)

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S, M (a sacred scrap of cloth, used in consecrated changing rituals)

**Duration:** 1 minute

You fasten a hallowed diaper around yourself, reinforcing your resolve with divine comfort. Until the spell ends, you gain a +2 bonus to AC as any blow is cushioned by your sanctified padding. In addition, attacks against you have disadvantage, as your radiant wrap diverts and softens enemy strikes.

*"When adversity comes pouring in, a little divine cushioning can save the day."*

## DIAPER OF DEVOTION

1st-Level Conjuration (Paladin)

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a blessed, embroidered diaper)

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

You consecrate a diaper in the name of your deities, channeling its protective aura onto an ally of your choice. For the duration, the target gains a +1 bonus on attack rolls and saving throws. Additionally, whenever they make a successful spell attack, they add 1d4 radiant damage to the effect. The divine scent of devotion lingers and uplifts their spirits.

*"In devotion, every embrace transforms into a blessing – soft yet mighty."*

## FOUL FLUSH

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1st-Level Evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a half-flushed, grimy diaper fragment)

**Duration:** Instantaneous

A sudden torrent of rancid water smashes forth in a 15-foot cone from a point you choose. Each creature in the area must succeed on a Dexterity saving throw or take 1d8 acid damage and be pushed 5 feet away as they're blasted by the spurrious water. Creatures that succeed take half damage and are not pushed. Anyone in the cone wearing a diaper suffers one use charge.

*"An unexpected flush can leave enemies reeling—and very wet."*

## RANCID RUMBLE

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1st-Level Evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a rotten scrap of diaper lining)

**Duration:** Instantaneous

You unleash a booming fart of explosive putrid force at a specified point. Every creature within a 10-foot radius must make a Constitution saving throw. On a failed save, a creature suffers 2d6 poison damage, soils themselves, and is disoriented (it takes disadvantage on its next attack roll). A successful save halves the damage and negates the disorientation.

*"A roar of rancid stench shakes your foes to their very core."*

## STENCH STRIKE

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1st-Level Evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a spritz of potent skunk essence)

**Duration:** Instantaneous

You focus your malodorous might into a concentrated beam. Make a ranged spell attack against a creature. On a hit, the target takes 1d8 poison damage and must succeed on a Constitution saving throw or be stunned until the end of its next turn as your overwhelming stench disorients it.

*"A well-aimed hit of stench leaves adversaries dazed and reeling."*

## MESSY MANGLE

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1st-Level Evocation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S

**Duration:** Instantaneous

A burst of messy, acidic splatter erupts in a 15-foot cone. Each creature in the area must make a Dexterity

saving throw. On a failure, they take 2d6 acid damage and become partially ensnared by the sticky mess until the end of your next turn (they may use an action to try to break free with a Strength check against your spell save DC). On a success, they take half damage and are not restrained.

*"Out of chaos comes the perfect mangle—a sure way to splatter your foes."*

## SULLIED SATCHEL

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1st-Level Conjunction

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a tattered satchel that doubles as a diaper bag)

**Duration:** Instantaneous

You hurl a sullied satchel toward a point within range. When it impacts, a burst of corrosive mess explodes in a 10-foot radius. Creatures in the area must succeed on a Dexterity saving throw or take 2d6 acid damage and be blinded by the overwhelming stench for 1 round; a successful save halves the damage and avoids blindness.

*"Let your enemies be caught off guard by the unexpected explosion of filth."*

## SMEAR OF SLIME

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1st-Level Transmutation

**Casting Time:** 1 action

**Range:** Self (15-foot cone)

**Components:** V, S, M (a glob of gooey wand residue mixed with diaper fluff)

**Duration:** Instantaneous

You exude a wave of slippery slime in a 15-foot cone. Each creature in that area must make a Dexterity saving throw. On a failure, they take 2d6 acid damage and are knocked prone as the slimy mess causes them to lose their footing; on a success, they take half damage and remain standing.

*"Slip 'em up with a well-placed smear—messy mayhem at its finest."*

## SOILED SHRAPNEL

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1st-Level Evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a handful of shredded, grimy cloth)

**Duration:** Instantaneous

You launch a burst of soiled shrapnel toward a point. Creatures within a 10-foot radius must succeed on a Dexterity saving throw. On a failure, they take 1d8 piercing damage plus 1d4 acid damage from the corrosive grime; on a success, they take half of each damage type.

*"Every piece of filthy debris finds its mark in a downpour of rustic ruin."*

## MAGEHAND IN WARM WATER

*Transmutation Cantrip (Cursed)*

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Instantaneous

A spectral, insubstantial hand manifests briefly near the target, its sole purpose being the subtle manipulation of bodily instinct rather than objects or equipment.

### EFFECTS:

- The caster makes a **ranged touch attack** against the target. On a success, there is no immediate effect, but the spell lingers.
- On the caster's **next turn**, they may make a **second ranged touch attack** against the same target. If this attack also succeeds, the target **outright fails their next potty check** without a roll.
- If the caster only succeeds **one** of the two checks, the target instead rolls a normal **Constitution-based potty check** as per standard mechanics.
- **Sleeping Targets:** If the target is asleep, they **fail their potty check automatically** after a single success, but have a chance to wake up and resist the second success if the first attempt was a failure.

The hand disappears after completing its effect, leaving the target to deal with the consequences of its unwanted intervention.

## DIAPER OF DEBILITATION

*2nd-Level Conjunction (Curse)*

- **Casting Time:** 1 Action
- **Range:** 30 feet
- **Components:** V, S, M (a magically preserved baby wipe)
- **Duration:** Concentration, up to 1 minute

You summon a bulky, cursed diaper that immediately encases an enemy. The target is overcome by the weight and awkwardness of the enchanted padding, suffering the following effects:

- **Encumbered Movement:** The target's speed is reduced by 10 feet.
- **Fumbling Focus:** They have disadvantage on Dexterity checks and saving throws involving agility or spell concentration.
- **Humiliating Urge:** At the start of each of the target's turns, they must succeed on a Constitution saving throw (DC 12) or automatically fail their next potty check as embarrassingly urgent bodily functions overtake them. The cursed swaddling clings until your concentration is broken.

**If you used a magi-diaper of at least +2, the curse instead lasts up to 1 hour.**

## DIAPER BOMB

*1st-Level Evocation*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a magically unstable, compacted diaper)

**Duration:** Instantaneous

You detonate your own diaper in a blast centered on yourself. Each creature in a 15-foot radius must make a Dexterity saving throw. On a failure, they take 2d8 force damage and are pushed 5 feet away by the shockwave of explosive event; on a success, they take half damage and are not pushed. Any target that fails the save must roll an additional potty-check, failure results in soiled pants or pamps.

*"Boom! Sometimes nothing says 'game over' like a freshly detonated diaper."*

## GRIMY GOUGE

*1st-Level Evocation*

**Casting Time:** 1 action

**Range:** Self (melee, 5-foot radius effect)

**Components:** V, S, M (a gritty scrap of soiled fabric)

**Duration:** Instantaneous

In a burst of close-quarters filth, you channel messy energy into a sweeping attack. Every creature within 5 feet of you must succeed on a Constitution saving throw or take 1d8 acid damage and have their movement reduced to 0 for 1 round as stink paralyzes their senses and overwhelms them; a successful save halves the damage and does not hinder movement- not having a sense of smell grants immunity to this spell.

*"Close the gap with a guttural gouge of grime—deft, dirty, and devastating."*

## ROTTING RACKET

*1st-Level Evocation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a deflated whoopee cushion infused with foul magic)

**Duration:** Instantaneous

A cacophonous explosion of rotten sound and odor bursts from a point of your choosing. Every creature in a 15-foot radius must make a Constitution saving throw. On a failure, their diapers or pants are soiled and they take 2d6 thunder damage as the rotting racket reverberates and are deafened for 1 round; a successful save halves the damage and avoids the deafened condition but still prompts an additional potty-check to avoid the messy accident.

*"When the call of a rotting racket sounds, even the boldest enemies falter in sheer repulsion."*

## PACIFICATION

1st-level conjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a pacifier worth at least 5 gp, which the spell consumes)

**Duration:** 12 hours (+12 hours for every spell level used to cast it)

You conjure a magical pacifier and attempt to affix it to a creature you can see within range. The target must succeed on a Wisdom saving throw or become affected by the spell. If the target fails, the pacifier magically transforms to match their style and color palette, becoming uniquely suited to them and cannot be removed manually. It will sprout a straw to allow the target to drink.

While pacified, the target experiences the following effects:

- **Restricted Speech:** The target cannot speak competently; words are muffled and jumbled. Any spell with verbal components has a 75% chance to fail, determined by rolling a d4 (on a result of 1, the spell fails).
- **Muffled Voice:** The target's voice is muffled to 10% of its normal volume.

If the pacifier is removed through magical means, such as *dispel magic* or *remove curse*, it immediately ceases to exist. Otherwise, it vanishes when the spell ends after the designated duration.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, its duration increases by 12 hours for each slot level above 1st.

*"Sometimes, quiet is golden—and occasionally, it's hilarious!"* – Academy Conjunction Handbook

## LULU'S CONVENIENT CHANGING BREAK

2nd-level conjuration

• **Casting Time:** 1 action

• **Range:** Touch

• **Components:** V, S, M (a piece of folded cloth)

• **Duration:** 2 minutes

You create a small, non-temporal, extra-dimensional space perfectly suited for a quick clothing change. When you cast this spell, you and one person touching you are instantly transported to the space. The room contains everything necessary for changing clothing, diapers, or underwear, such as mirrors, privacy screens, and fresh towels, but does not contain food or water.

The space exists for up to 2 minutes, after which the spell ends and anyone still inside is deposited back to the point where they entered. A single door in the room allows voluntary exit at any time, returning the individual to their original location.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you can bring an additional person for each slot level above 2nd. The room expands slightly to accommodate any additional occupants.

This spell is often used for moments requiring quick discretion and convenience. Despite its utility, the space is purely functional and designed for changing purposes only.

## SPONTANEOUS ACCIDENT

Enchantment cantrip

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a shiny coin or a small whistle)
- **Duration:** Instantaneous

With either a captivating word or an attention-grabbing object, you compel a creature within range to experience an embarrassing accident. Choose one creature you can see within range. The target must succeed on a Wisdom saving throw or suffer one of the following effects. The caster can either choose the effect or roll randomly on the table below:

d8	Effect
1	The target produces a loud, gusty fart. There is a 50% chance of "tragic consequences" (as determined by the DM), but regardless, they will require a wardrobe change.
2	The target visibly loses control of their bladder, causing humiliation and dampened spirits.
3	The target suddenly slips as if on an invisible banana peel, falling prone and losing their next reaction.
4	The target is overcome with uncontrollable hiccups, making it impossible for them to cast spells with verbal components until the end of their next turn.
5	The target sneezes violently, causing them to drop any item they are holding.
6	A piece of the target's clothing or armor suddenly tears or falls out of place, causing embarrassment and disadvantage on Charisma checks until the end of their next turn.
7	The target bursts into uncontrollable laughter, unable to take actions or reactions until the start of their next turn.
8	The target starts scratching furiously as if covered in an imaginary rash, giving them disadvantage on attack rolls until the end of their next turn.

The spell's effects are meant for comedic and non-lethal scenarios. At the DM's discretion, these results can be modified to suit specific situations or party dynamics.

## ALIZA'S ELECTRICKY PAW

*Evocation cantrip*

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous

You channel a jolt of electricity through your hand to deliver an embarrassing shock. Make a melee spell attack against a creature you can reach. On a hit, the target takes 1d8 lightning damage and must make a Constitution saving throw. On a failed save, the creature loses control and wets their pants, causing both humiliation and inconvenience.

If the target wets their pants, they cannot take reactions until the start of their next turn. Creatures wearing impermeable or magically resistant clothing may gain advantage on this saving throw, at the DM's discretion.

The spell's damage increases when you reach higher levels:

- At 5th level, the damage increases to 2d8.
- At 11th level, the damage increases to 3d8.
- At 17th level, the damage increases to 4d8.

## BABYBRAIN

*2nd-level illusion*

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S
- **Duration:** 1 round

You cloud the mind of a creature with the illusion of infantile simplicity. Choose one creature within range. The target must succeed on an Intelligence saving throw or be affected by the spell until the start of their next turn.

While affected by Babybrain, the creature:

- Loses access to all class features, abilities, and powers.
- Has their movement speed reduced to their racial base.
- Loses all proficiencies in armor, weapons, and skills.
- Fizzles any attempts to cast spells they know or prepare.

The only actions they can take during their turn are to move, flee, or make a single melee attack with a simple weapon, natural weapon, or a weapon with which they are racially proficient.

**Special:** If the affected creature is a raging barbarian, their rage is not interrupted or lost unless their rage ends before the spell's effect does.

## MAGIC MESSLE

*Evocation Cantrip*

- **Casting Time:** 1 action
- **Range:** 120 feet
- **Components:** V
- **Duration:** Instantaneous

You create a shimmering dart of energy that unerringly strikes a creature within range. On impact, the target suffers an **unfortunate accident**—a sudden and embarrassing mishap. The spell deals **1d4+1** arcane embarrassment damage.

## DIAPER SHIELD

*1st-Level Abjuration*

- **Casting Time:** 1 reaction, taken when a leak threatens to occur
- **Range:** Self
- **Components:** V, S
- **Duration:** 10 minutes

A shimmering magical barrier forms around your diaper, temporarily preventing leaks and ensuring maximum absorbency. For the duration, your diaper **cannot leak**, no matter how full it becomes, and it remains comfortably intact. This shield provides psychological relief from embarrassment, granting **advantage** on saving throws against humiliation-based effects. This spell also nullifies Magic Messle and Magic Missile in the same fashion as **Shield**.

## PERSONAL LITTLESSPACE

*1st-Level Abjuration*

- **Casting Time:** 1 action
- **Range:** Self (10-foot radius)
- **Components:** V, S, M (a tiny rattle or pacifier)
- **Duration:** Concentration, up to 1 minute

You envelop yourself in a playful yet potent aura of protection. Until the spell ends, a 10-foot radius emanates from you, functioning similarly to *sanctuary*. However, this field has a mischievous drawback: any creature (other than you) that enters the Personal Littlespace is instantaneously transformed into a baby version of themselves. Their physical ability scores (Strength, Dexterity, and Constitution) are reduced by 10 (to a minimum of 5), and they become incapable of speaking or casting spells that require verbal components. This transformation persists only while the creature remains within the aura; once they exit the area, they immediately return to normal.

In addition, any spell cast from outside and targeting an area within your Personal Littlespace has a **75% chance** of dissolving into harmless confetti and sparkles, rendering it ineffective—unless the spell specifically bypasses or negates effects akin to *sanctuary*.

## DIAPER DETONATION

### 2nd-Level Evocation

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a scrap of absorbent cloth from a well-worn diaper)
- **Duration:** Instantaneous

You hurl a burst of pamper-seeking energy at a creature within range. The target must make a Constitution saving throw. On a failed save, the creature takes **3d6** damage and is overwhelmed with embarrassing stink, causing it to have disadvantage on its next attack roll. On a successful save, the creature takes half damage and suffers no additional effect. If the target is wearing a diaper, the diaper takes 3 uses from this effect as the polymer is magically denatured in the blast. If the diaper is destroyed by this attack, it does an additional **1d6** damage.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the damage by **1d6** for each slot level above 2nd.

## BINKY BARRIER

### 1st-Level Abjuration

- **Casting Time:** 1 reaction, taken when you are hit by an attack
- **Range:** Self
- **Components:** V, S, M (a glittering pacifier)
- **Duration:** Until the start of your next turn

In a flash of command and cuddly authority, you invoke a magical shield made of fluttering binkies and soft blankets. Until the start of your next turn, you gain a +2 bonus to your AC. Additionally, if the triggering attack is made with a ranged weapon, the attacker must roll with disadvantage on that attack roll.

## POTTY PORTAL

### 3rd-Level Conjunction

- **Casting Time:** 1 action
- **Range:** Self (10-foot circle)
- **Components:** V, S, M (a compact roll of plush toilet paper)
- **Duration:** Concentration, up to 1 minute

You open a swirling, lavatorial gateway that manifests as a 10-foot circle of shimmering, playful energy. The area transforms into a miniature enchanted changing room, with soft giggles and a hint of baby powder in the air. While the portal remains open, you and one willing creature of your choice may step inside and be instantly transported to any location you have previously seen. The portal vanishes at the start of your next turn or if your concentration is broken.

If any lingering magical or embarrassing effects level 3 or below cling to those who travel through, the transit

washes them clean of such afflictions.

## SMELLY SMITE

### 1st-Level Evocation

- **Casting Time:** 1 bonus action
- **Range:** Self
- **Components:** V
- **Duration:** Until you hit with a melee weapon attack

Your weapon becomes imbued with an overpowering odor reminiscent of freshly loaded diapers. The next time you hit a creature with a melee attack before the spell ends, the target takes an extra **1d6** poison damage and must succeed on a Constitution saving throw or be stunned until the end of its next turn, overcome by repulsion. Until they have been deodorized, or until the end of combat, the target has disadvantage on charisma checks and concentration checks.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, increase the damage by **1d6** for each slot level above 2nd.

## TEARFUL TANTRUM

### 1st-Level Enchantment

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (a broken lullaby music box or shattered baby's rattle)
- **Duration:** Instantaneous

You force a creature to confront a cascade of repressed, unsettling childhood memories. Choose one creature you can see; that creature must make a Wisdom saving throw. On a failed save, it is inundated with sorrowful recollections and takes **2d6** psychic damage as echoes of humiliating nursery rhymes fill its mind.

Immediately afterward, the target must succeed on a Constitution saving throw. On a failure, the target suffers an embarrassing accident—its composure shatters as it becomes overwhelmed by humiliation. Until the start of its next turn, the target has disadvantage on attack rolls and ability checks, as the lingering trauma renders it momentarily clumsy and distracted.

On a successful initial Wisdom save, the creature takes half damage and avoids the subsequent effect.

## PLUSHIE FORM

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### 1st-Level Transmutation

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (a scrap of plush fabric and a pinch of magical stuffing)
- **Duration:** Concentration, up to 1 minute

You magically transform into a cuddly plushie version of yourself. In this altered state, your body becomes soft and endearingly stuffed, but you lose some of your agility. Your walking speed is reduced by 10 feet, and you have disadvantage on Dexterity (Acrobatics) checks and Dexterity saving throws.

Despite these drawbacks, your plush exterior grants you superior protection: you gain resistance to all non-magical bludgeoning, piercing, and slashing damage. Additionally, when you cast this spell, choose one damage type from fire, cold, lightning, acid, or poison. While transformed, you are immune to that chosen damage type.

## CREATE CHANGING SUPPLIES

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### 2nd-Level Conjunction

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (a roll of premium baby wipes, a sample of enchanted diaper fabric, and a vial of soothing lotion)
- **Duration:** Instantaneous

You call forth a superb assortment of magical changing supplies, meticulously prepared to meet the refined standards of Diaper School. Upon casting, you conjure two enchanted diapers that function as **Shield Magidiaper+1**.

While donned, each Shield Magidiaper+1 grants its wearer a +1 bonus to AC and resistance to non-magical bludgeoning damage—its magically imbued softness deflecting blows that would otherwise harm. In addition, a set of high-quality, mundane supplies accompanies each diaper: fresh wipes, luxurious creams, and immaculate adhesive fasteners guaranteed to keep everything in place.

For every spell slot level above 2nd that you expend, two additional enchanted diapers are created (each identical in function to a Shield Magidiaper+1). These diapers magically adhere to the wearer as permanent clothing for the duration of their use. However, the moment a diaper is removed, it instantly vanishes in a burst of glittering magic.

During the changing process, you may choose to “lock” the diaper onto the wearer—ensuring that its protective properties remain secure until the wearer completes a short rest.

## MY HERO!

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### 2nd-Level Enchantment

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a heroic token such as a small medal or treasured keepsake)
- **Duration:** Concentration, up to 1 minute

Choose one ally you can see within range. For the duration, as long as the target remains within 10 feet of you, they gain these benefits:

- **AC Bonus:** A +2 bonus to Armor Class.
- **Temporary Shielding:** They gain 10 temporary hit points.
- **Damage Resistance:** They have resistance to all non-magical damage.
- **Initiative Edge:** They gain advantage on initiative rolls.
- **Protector's Prowess:** They gain advantage on ability checks made specifically to protect you.

If the target ends their turn more than 10 feet from you, the spell ends immediately.

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

- The AC bonus increases by +1.
- The temporary hit points increase by 5.

## PARENTAL POWER

### 3rd-Level Enchantment

- **Casting Time:** 1 action
- **Range:** Self (10-foot aura)
- **Components:** V, S, M (a cherished family heirloom or symbolic keepsake of guardianship)
- **Duration:** Concentration, up to 1 minute

You invoke the full force of parental might, wrapping yourself in an aura of nurturing strength and imperious resolve. While this spell is active, you gain the following benefits:

- **Guardian's Resilience:** You gain a +2 bonus to Armor Class and 10 temporary hit points.
- **Steadfast Resistance:** You have resistance to all non-magical damage.
- **Quick Reflexes:** You gain advantage on initiative rolls and on ability checks made to shield yourself or others.
- **Immunity to Ailments:** You become immune to disease, curses, and chronic conditions—including incontinence, babybrain, and other Diaper School afflictions.
- **Imposing Presence:** Your appearance transforms dramatically, becoming more mature and imposing; your features sharpen and your posture exudes unwavering authority.
- **Empowered Offense & Healing:** You gain a +1 bonus to damage on your attacks, and any healing (magical or mundane) received by you or allies within 10 feet of you is augmented by an amount equal to your spellcasting ability modifier.
- **Parental Interposition:** As a reaction—usable once per turn—you can interpose yourself when an ally within 10 feet is hit by an attack. When you do, the incoming damage is redirected to you instead of your ally.
- **Maternal Magic/Paternal Power:** You have access to spell-like versions of Diapering, Spank!, Little Miracle, and Spontaneous Accidents for the duration of the spell and cast them at your class level as caster level.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, for each slot level above 3rd:

- The AC bonus increases by +1.
- The temporary hit points increase by +5.
- The offensive bonus increases by +1.
- The healing bonus increases by an amount equal to half your spellcasting bonus.

## GLAMOROUS NURSERY CAMPER

### 3rd-Level Conjunction

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a miniature dollhouse, a snippet of enchanted baby blanket, and a sparkling keepsake)
- **Duration:** 1 Long Rest (ends when occupants depart)  
You conjure a luxurious, magically constructed camper that blends the nostalgic charm of a nursery with formidable magical defenses. Choose an unoccupied space within range, and a fully formed structure appears with the following features:

#### Structure & Occupancy:

- The basic camper is sized to comfortably house up to **5 Medium creatures, or 3 Medium creatures and 1 Large creature**, along with hitching posts for mounts and outdoor pets.
- With higher-level spell slots, the camper enlarges to accommodate additional occupants as noted above.

#### Interior Layout:

- **Crib-Shaped Sleeping Area:** A generous area is fashioned like an oversized crib where party members can rest. This sleeping area is imbued with a secondary defensive layer equivalent to the *sanctuary* spell, protecting those who sleep within from unwelcome intrusions.
- **Cooking Area:** A well-appointed nook contains a magical hearth and cooking utensils, ensuring warm, fresh meals throughout the night.

#### Defensive and Functional Features:

- The camper is a magical object, its lock and door warded by enchantments that hold back all but the most potent magical foes.
- The structure remains intact for one Long Rest. When the occupants leave at the end of their rest, the camper vanishes. Any creature still inside when the spell's duration expires is automatically deposited at the spot where the camper was originally erected.

**At Higher Levels.** For each spell slot level above 3rd, the camper's capacity increases by space for 2 additional Medium creatures or 1 additional Large creature

This spell creates a safe, temporary haven that's as comfy and secure as it is whimsical—perfect for the heroes of Diaper School who know that true power lies in both nurturing care and formidable magical resilience.

## UNCONTROLLABLE FANTASY

*2nd-Level Illusion*

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (Dreamvapor, Touch of Love, and a healing potion worth 750 GP)
- **Duration:** Concentration, up to 1 hour per spell level

You conjure a euphoric playtime fantasy that envelops one creature within range, compelling it to abandon all aggression and embrace pure joy. The target must succeed on a DC 14 Wisdom saving throw or succumb to the illusion, becoming unable to take attack actions, cast spells, or use class features for the duration. The spell overrides rage, trances, meditations, active maneuvers, and other effects that rely on focused aggression or discipline. While in this state of euphoria, the target experiences blissful serenity, incapable of harboring hostility or negative intent.

### Special Properties:

- The illusion's effects are universal, affecting even creatures with traits such as Aggressive or those with radically different thought processes. It can pacify even the tantrum rage of a toddler ork barbarian.
- Magical effects granted by consumable items (such as potions) persist but cannot be consciously activated during the spell's duration.
- The spell ends instantly if the target takes intentional/malicious damage. A consented spanking, for example, would NOT end the effect.

**Ritual Casting:** You may cast this spell as a ritual by combining Dreamvapor, Touch of Love, and a healing potion totalling 750 GP. Performing the ritual enhances the spell's duration by an additional hour and prevents the target from recognizing the illusion as magic until the effects end naturally.

**At Higher Levels:** When you cast this spell using a spell slot of 3rd level or higher, the duration extends by 1 hour for each slot level above 2nd.

**Notes:** The joy induced by this spell is unshakable. Only dispel magic or similar counter-effects can end the illusion prematurely.



## LITTLE MIRACLE

### *Divine Cantrip*

- **Casting Time:** 1 action
- **Range:** 10 feet
- **Components:** V, S, M (a tiny holy pacifier or blessed teether)
- **Duration:** Up to 1 hour

You invoke a tender spark of divine care, performing minor miracles that soothe and refresh. Choose one of the following effects within range when you cast this cantrip:

- **Clean or Soil:** You cause a nonmagical object no larger than 1 cubic foot to either become impeccably clean or comically soiled.
- **Deodorize or Scent:** You neutralize undesirable odors on an object or creature, or imbue them with an enchanting fragrance reminiscent of fresh baby powder, warm milk, or blossoming garden flowers.
- **Heating/Chilling (with Gentle Massage):** You alter the temperature of an object or creature so that it becomes pleasantly warm or cool. If you target a creature, you may opt to provide a gentle, soothing massage along with the temperature change. When you do, the recipient gains advantage on its next saving throw against effects that would instill fear or panic.
- **Flavoring:** You imbue a morsel of food or a drink with a subtle burst of flavor, heightening its comforting qualities.
- **Soothing Care:** You channel a gentle magic that alleviates minor aches, pains, and the discomfort of mild fatigue. Choose one creature within range; for the duration, that creature feels a soothing alleviation of bodily discomfort, granting it advantage on ability checks and saving throws related to minor pain or fatigue. This effect does not restore hit points. Furthermore, if the target remains under the uninterrupted effect of Soothing Care for an entire short rest, and it is suffering from exhaustion at level 1, that level of exhaustion is removed at the end of the rest.

Only one effect can be active per casting, and the chosen miracle persists for the spell's duration or until you invoke a different effect with this cantrip. While not a substitute for potent restorative magic, **Little Miracle** reflects the tender, task-focused character of divine care in Diaper School.

## SPONTANEOUS DIAPER CHANGE

### *2nd-Level Transmutation (Utility)*

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S
- **Duration:** Instantaneous

With a flick of your hand and a touch of magic, you cleanse and replace a worn diaper with a fresh, perfectly fitted one—leaving no mess, discomfort, or evidence of prior accidents.

### EFFECTS:

- Instantly removes any **soiled, damaged, or cursed diaper** and replaces it with a clean, well-fitted one. This spell cannot remove a cursed diaper that was created by a spell effect or effects stronger than this spell, unless a higher level spell slot is spent to cast it.
- Neutralizes **minor discomfort or irritation** caused by previous wear, restoring a sense of freshness to the recipient.

This spell is invaluable for caretakers, Diaper School staff, and adventurers seeking a swift, hassle-free solution to an otherwise embarrassing predicament.

## PADDING SWAP

### *2nd-Level Transmutation (Humorous)*

- **Casting Time:** 1 reaction
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Instantaneous

With a mischievous flick of magic, you force an **underwear exchange** between yourself and a target within range. The victim feels an abrupt shift as their lower garments vanish and are replaced with yours.

### EFFECTS:

- The target must make a **Constitution saving throw** against the caster's spell save to resist the swap. On a failure, their underwear—magical or mundane—is instantly exchanged with yours.
- If either participant was wearing a **magical diaper or pull-up**, it **automatically resizes** to fit the new wearer, regardless of body type.
- Any **cursed** padding retains its effects even after swapping, meaning an unfortunate wearer might end up stuck with enchanted discomfort.
- The sudden surprise imposes **disadvantage** on the target's next Charisma-based check as they process their new attire.

While primarily a tool of pranks, **Padding Swap** has been known to cause both battlefield distractions and personal humiliation when poorly timed.

## ABSORBENT BARRIER

2nd-Level Abjuration

**Casting Time:** 1 reaction (when hit by an attack)

**Range:** Self

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

**Duration:** 1 round

When an attack lands against you, you conjure an invisible shield of absorbent magic. This barrier reduces the triggering damage by  $1d8 +$  your spellcasting modifier. The shield absorbs the impact like a well-timed diaper change, lasting until the start of your next turn.

*"Protection is only as good as its absorbency."*

## DIAPER DOUSE

2nd-Level Transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a soaking wet diaper)

**Duration:** Instantaneous

You hurl a burst of saturated, messy energy at a target. The creature must succeed on a Dexterity saving throw or be drenched—its movement is reduced to 0 until the end of its next turn and it suffers disadvantage on its following attack roll as it struggles with a slick, slippery condition. If they are wearing a diaper, it takes **3 use damage**.

*"A little splash can leave your foes out of breath."*

## POTTY PUDDLE

2nd-Level Conjunction

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a miniature porcelain toilet bowl)

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

You conjure a sticky, sprawling puddle in a 20-foot radius centered on a point within range. Any creature that enters or starts its turn in the area must succeed on a Strength or Dexterity saving throw (your choice) or fall prone and have its speed reduced by 10 feet on its next turn. The area is treated as difficult terrain for the duration.

*"When the ground turns treacherous, even the mightiest stumble."*

## CLEANING CHANGE

2nd-Level Conjunction

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a fresh diaper and a vial of consecrated water)

**Duration:** Instantaneous

With a swift, magical change, you purify a creature's body and soul. The target regains  $2d8 +$  your spellcasting modifier hit points and is cleansed of one

minor curse or debilitating condition (such as being frightened or poisoned).

*"A swift change can wash away even the darkest afflictions."*

## DIAPER DRIFT

2nd-Level Transmutation

**Casting Time:** 1 bonus action

**Range:** Self or one willing creature within 10 feet

**Components:** V, S

**Duration:** 1 minute

Drawing on the buoyant energy of a well-timed change, you or an ally gains the ability to drift effortlessly. The target may, as a free action on its turn, move up to 20 feet without provoking opportunity attacks, as if carried along on an unseen current.

*"Sliding by the seat of your own ass never felt smoother!"*



DIAPER DOUSE  
THEOWLCAN

## BABY POWDER BLAST

2nd-Level Evocation

**Casting Time:** 1 action

**Range:** 30 feet

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

**Duration:** Instantaneous

You unleash a bright flash of powdery magic in a 10-foot cone. All creatures in the area must succeed on a Constitution saving throw or be dazzled and blinded until the end of your next turn. Those who succeed are merely ruffled and retain normal vision.

## SOILED SCRAMBLE

2nd-Level Illusion

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a scrap of soiled cloth)

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

You create swirling, disorienting illusions of chaotic messes. In a 15-foot radius centered on a point within range, each creature must make an Intelligence saving throw. On a failure, their attack rolls have disadvantage until the start of your next turn as their senses are muddled by the filth and confusion.

## FOUL FRAGRANCE

2nd-Level Enchantment

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a vial of rancid diaper cream)

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

A nauseating stench spreads from a point of your choice in a 15-foot radius. Creatures caught within the odor must succeed on a Constitution saving throw or be poisoned, suffering disadvantage on Constitution checks and saving throws for the spell's duration.

## RASH REACTION

2nd-Level Enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a dab of irritant ointment)

**Duration:** 1 minute

You inflict a maddening rash upon a target creature. The target must succeed on a Constitution saving throw or develop an excruciating, persistent rash; until the spell ends, it has disadvantage on Dexterity-based ability checks and saving throws.

## STINKY SHIELD

2nd-Level Abjuration

**Casting Time:** 1 reaction (when hit by an attack)

**Range:** Self

**Components:** V, S, M (a wisp of fetid air from a neglected diaper)

**Duration:** 1 round

In the face of incoming harm, you conjure a shuddering shield of malodorous magic. You add a +4 bonus to your AC against the triggering attack; if the attack still connects, the attacker must make a Constitution saving throw or take 1d6 poison damage as it recoils in disgust.

*"When foes come too near, repulsion is the best defense."*

## WET WIPE

2nd-Level Transmutation

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a magically infused cleaning wipe)

**Duration:** Instantaneous

You channel a burst of restorative cleanliness that attempts to "wipe" away minor curses and conditions. The target must succeed on a Wisdom saving throw or have one minor curse or negative condition (such as being charmed, frightened, or a similar effect) immediately removed as it's scrubbed clean by the magical wipe.

*"Even the darkest curse can be wiped away with the proper touch."*

## SOOTHING SANITIZATION

3rd-Level Conjunction

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a clean, freshly folded diaper)

**Duration:** Instantaneous

You channel a wave of cleansing, magical energy through a comforting diaper wrap. Choose yourself or a creature you touch. The target regains  $2d8 + \text{your spellcasting modifier}$  hit points, and any toxin, poison, or minor disease is neutralized. This gentle cleanse can also lift one minor curse or lingering ill effect.

## DIAPER DEFLECTION

3rd-Level Abjuration

**Casting Time:** 1 reaction (when you are targeted by an attack)

**Range:** Self

**Components:** V, S, M (a scrap of ultra-absorbent fabric)

**Duration:** 1 round

When an attack is declared against you, you conjure a barrier of magically reinforced, absorbent material. You gain a +5 bonus to AC against that attack, and if it still connects, reduce the damage dealt by  $1d8 + \text{your spellcasting modifier}$ .

*"Sometimes the best defense is a good, sturdy diaper."*

## STABILIZING SWADDLE

3rd-Level Abjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small cloth diaper)

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

You wrap an ally in a comforting, magically reinforced swaddle. The target gains temporary hit points equal to  $3d8 +$  your spellcasting modifier and has advantage on saving throws against being knocked prone or forcibly moved. Should these temporary hit points be depleted, the magical swaddle persists, continuing to protect the target for the duration.

*"A soft embrace can fortify even the weariest warrior."*

## MESSY MISDIRECTION

3rd-Level Illusion

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a soiled wipe from a freshly changed diaper)

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

You create a burst of chaotic, odorous illusions that confound your enemies. In a 15-foot radius centered on a point of your choice, all creatures must make a Constitution saving throw. On a failure, they have disadvantage on attack rolls and saving throws until the start of your next turn as their senses are overwhelmed by the unexpected mess.

## SANITARY SURGE

3rd-Level Conjunction

**Casting Time:** 1 action

**Range:** Self (15-foot radius)

**Components:** V, S, M (a vial of enchanted sanitizer)

**Duration:** Instantaneous

You unleash a burst of purifying energy in a 15-foot radius around you. Choose up to three creatures; each target regains  $2d8 +$  your spellcasting modifier hit points and is freed from one minor adverse condition (such as disadvantage on attack rolls or a lingering curse). Additionally, if hostile creatures are caught in the surge, each must succeed on a Constitution saving throw or suffer disadvantage on their next saving throw as the purifying energy disrupts their defenses.

## DIAPER DASH

3rd-Level Transmutation

**Casting Time:** 1 bonus action

**Range:** Self

**Components:** V, S

**Duration:** 1 minute

Tapping into the quicksilver reflexes of a fresh change, you surge forward with newfound agility. For the duration, your movement speed increases by 15

feet, and you gain advantage on Dexterity saving throws. Furthermore, difficult terrain is treated as normal ground for you during this burst of speed.

*"Sometimes all you need is a quick change to get an edge in the fray."*

## CRADLE OF COMFORT

3rd-Level Abjuration

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a soft, comforting blanket)

**Duration:** 1 minute

You create a benevolent aura in a 30-foot radius that cradles your allies in a warm embrace. Each ally in the area gains  $1d6$  temporary hit points at the start of their turn and has advantage on saving throws against fear and charm effects for the duration. The gentle magic softens every wound, if only briefly.

*"In the cradle of comfort, even the gravest wounds begin to mend."*

## SOILED STASIS

3rd-Level Enchantment

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a ragged scrap of soiled cloth)

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

You unleash a putrid shock of magical filth at a creature within range. The target must succeed on a Constitution saving throw or be overwhelmed by the nauseating stench. On a failure, the creature is incapacitated (as if paralyzed) for 1 round, while on a success its speed is halved until the start of your next turn.

*"Sometimes, the stench of neglect is enough to stop even the mightiest in their tracks."*

## DIAPER DISARRAY

3rd-Level Evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a crumpled, discarded diaper)

**Duration:** Instantaneous

You unleash a chaotic burst of messy energy in a 20-foot-radius sphere centered on a point you choose. Each creature in the area must succeed on a Dexterity saving throw. On a failure, they take  $3d6$  acid damage and are knocked prone as they slip in the ensuing mess; on a success, they take half damage and remain standing.

*"When chaos reigns, order is nothing but a fleeting memory."*

## BIG BABIFICATION

3rd-Level Transmutation (Cursed)

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (a ribbon of enchanted nursery lace)
- **Duration:** Concentration, up to 1 minute

With a dramatic flick of your hand and a surge of infantile magic, you curse a target within range, subjecting them to a humiliating transformation that impairs their combat effectiveness and shrouds their mind in childish whimsy.

### EFFECTS:

- **Magidiaper Lock:** The target is instantly bound in a thick, cursed magidiaper that locks in place, preventing mundane removal.
- **Hyper-Infantile Glamour:** Their armor, clothing, and wielded items are magically restyled into extravagant babyish versions with frills, lace, and pastel designs.
- **Pacified Silence:** A conjured pacifier manifests in their mouth, locking itself in place as per the *Pacification* spell, interfering with verbal spellcasting.
- **Mittens & Booties:** Their hands are encased in thick, plush mittens that diminish weapon control, while oversized booties encase their feet, worsening their mobility. Combined with the comically thick padding, their speed is reduced by 15 feet.
- **Mental Regression:** The target suffers **disadvantage on Intelligence and Wisdom saving throws**, as their thoughts are clouded by infantile fancies.
- **Potty Uncertainty:** They also suffer **disadvantage on potty checks**, finding their bodily control inexplicably unreliable.

**At Higher Levels.** When cast using a spell slot of **4th level or higher**, the target's mental regression deepens. Each slot level above 3rd raises the **Wisdom save DC** by 1 and extends the **duration by an additional minute**.

## UNSTOPPABLE LEAK

4th-Level Evocation

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a bedraggled, leaking diaper)

**Duration:** Instantaneous

You cause a torrent of corrosive, soiled fluid to blast from a conjured diaper. Choose one creature within range; it must make a Dexterity saving throw. On a failure, the creature takes 4d6 acid damage and its clothing or gear becomes sodden—imposing disadvantage on its next attack roll. In a 15-foot cone from the target, every creature must succeed on a Dexterity saving throw or take half damage as the filth splashes wildly.

*"Sometimes, the worst is the best kind of assault!"*

## DIAPER DOOM

5th-Level Evocation

**Casting Time:** 1 action

**Range:** 90 feet

**Components:** V, S, M (a cursed, enchanted ultra-diaper)

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

You call down a colossal magical diaper from the skies to doom your foes. Choose a point within range; for the duration, a 20-foot radius zone centered there is filled with oppressive, foul-miasma energy and crushing pressure. Affected creatures that start their turn inside the area must succeed on a Constitution saving throw. On a failed save, they take 4d8 bludgeoning damage and are overcome with nausea until the start of their next turn; on a success, they take half damage and suffer no further effect. The zone's terrain is considered difficult for its duration.

*"When doom descends, not even the mightiest can escape its messy embrace!"*

## GROSSED OUT!

6th-Level Illusion

**Casting Time:** 1 action

**Range:** 120 feet

**Components:** V, S, M (a soiled, vintage diaper)

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

You evoke an overwhelming aura of repulsion and olfactory disgust. Choose one creature within range; the target must make a Wisdom saving throw. On a failure, it is incapacitated with revulsion for the duration, and all attack rolls against it are made at disadvantage as foes recoil in utter disgust. The affected creature may repeat the saving throw at the end of each of its turns, ending the effect on a success.

*"A stench so foul, it stops foes in their tracks—literally!"*

# SPECIES OF THE ACADEMY

## KITTENFOLK (KITTELING/KONEKOJIN)

### PHYSICAL DESCRIPTION

Kittenfolk are small, nimble humanoids with feline features. They typically stand between **2'8"** and **3'4"** tall and weigh around **30 to 50 pounds**. Their fur comes in a variety of patterns and colors, mirroring those of domestic cats, and their large, expressive eyes are as captivating as they are sharp.

### CULTURAL DESCRIPTION

Kittenfolk culture is as varied as their locales. In cosmopolitan settings, they integrate seamlessly into urban life, known for their charm and agility. In rural or agrarian regions, they might be farmers, craftsfolk, or community caretakers. Neo-hunter-gatherer and feral Kittenfolk embrace the instincts of their feline heritage, living in harmony with nature. Regardless of locale, they are often found alongside larger races, leveraging their natural charisma and nimbleness to carve out their place in the world.

### KITTENFOLK TRAITS

Your Kittenfolk character has the following racial traits:

**Ability Score Increase.** Your **Dexterity** score increases by 2, and your **Charisma** score increases by 1.

**Size.** Kittenfolk are **Small**.

**Speed.** Your base walking speed is **35 feet**.

**Low-Light Vision.** You have superior vision in dim light. You can see in dim light within **60 feet** of you as if it were bright light.

**Feline Agility.** You gain proficiency in the **Stealth** skill. Additionally, you have advantage on ability checks made to **jump** or **climb**.

**Natural Paws.** Your unarmed strikes with your paws count as natural weapons. Due to your small size, these strikes deal **2 bludgeoning damage** instead of the usual 1d4.

**Aquatic Ineptitude.** You have disadvantage on **Athletics** checks made to **swim**.

**Languages.** You can speak, read, and write **Common** and one language of your choice.

Kittenfolk are nimble and clever, naturally gifted with grace and charm. Whether blending into shadows, scaling impossible heights, or navigating the intricacies of social life, they thrive on their unique blend of feline instincts and humanoid ingenuity.

## KITTENFOLK SUB-RACES

### TAWNY FOLK

Tawny Folk are the fiery and bold orange-furred Kittenfolk, brimming with charm and a knack for trade.

- **Ability Score Increase.** Your **Charisma** score increases by 2, but your **Intelligence** score decreases by 1.
- **Trade Expertise.** You gain proficiency with **one artisan's tool** of your choice.
- **Local Knowledge.** You are proficient in the **History** skill. When making checks related to local folklore, customs, or geography, you have advantage.

### UMBRAL TRIBE

Umbral Tribe Kittenfolk are arcane masters, often associated with mysticism and nocturnal rituals.

- **Ability Score Increase.** Your **Intelligence** score increases by 2.
- **Mystic Cantrip.** You know one cantrip of your choice from the **wizard**, **bard**, or **sorcerer** spell list. Intelligence is your spellcasting ability for this cantrip.
- **Herbalist Proficiency.** You are proficient with the **herbalist's kit**.
- **Catnip Tincture.** Using an herbalist's kit, you can create a **Catnip Tincture**:
  - **Catnip Tincture (Consumable):** When consumed, the user's base speed increases by 10 feet for **3 rounds**, but they take a **-1 penalty to attack rolls** during this time.

### PUREKIN

Purekin are the refined, white-furred Kittenfolk, renowned for their resilience and grace.

- **Ability Score Increase.** Your **Wisdom** score increases by 2.
- **Divine Cantrip.** You know one cantrip of your choice from the **cleric** or **bard** spell list. Wisdom is your spellcasting ability for this cantrip.
- **Resilient Physique.** You have advantage on saving throws against disease and poison, including magical diseases and poisons.
- **Artisan Proficiency.** You are proficient with one of the following: **calligrapher's supplies**, **cartographer's tools**, or **engraver's tools**.

## MEGAFaUNAL KITTENKIN

Megafaunal Kittenkin are larger, long-legged Kittenfolk with imposing physical prowess. While less clever, their strength and endurance make them ideal for survival.

**Ability Score Increase.** Your **Strength** or **Dexterity** score increases by 2, but your **Intelligence** and **Wisdom** scores each decrease by 1.

**Size.** You are **Medium** instead of **Small**.

**Speed.** Your base walking speed increases to **40 feet**.

**Survivor's Instinct.** You gain proficiency in the **Survival** skill.

**Combat Proficiency.** You have proficiency with all simple weapons.

## PUPPERLINGS

### PHYSICAL DESCRIPTION

Pupperlings are diminutive canine humanoids standing around **3 to 3.5 feet tall**, with sturdy, dense frames. Their features blend humanoid structure with subtle canine traits—floppy ears, expressive tails, and soft fur in a variety of patterns. Though compact in size, their robust bone structure makes them heavier than their height might suggest, weighing around **40 to 60 pounds**.

### CULTURAL DESCRIPTION

Pupperlings are natural explorers, embracing life wherever it takes them. From the bustling city streets to the untamed wilds, every locale offers new scents, sights, and experiences to savor. Their boundless energy and enthusiasm make them cherished companions to larger adventurers, though their playful nature sometimes tests the patience of others—especially Kittenlings. Pupperlings value camaraderie, loyalty, and the joy of a shared adventure.

### PUPPERLING TRAITS

Your Pupperling character has the following racial traits:

**Ability Score Increase.** Your **Charisma**, **Constitution**, and **Strength** scores each increase by 1.

**Size.** Pupperlings are **Small**.

**Speed.** Your base walking speed is **35 feet**.

**Loyal Might.** You have an innate carrying capacity bonus. Your carrying capacity increases by **+5 for every point of Strength over 10**.

**Strong Paws.** Your unarmed strikes with your paws count as natural weapons. These strikes deal **1d4 bludgeoning damage**.

Additionally, with a craftsman's or rogue's knowledge, your claws may be used as **improvised tools**. This allows you to perform actions like picking locks, carving wood, or repairing gear. However, using your claws this way imposes a **-2 penalty** to the roll (instead of

disadvantage), as they are not perfect substitutes for proper tools.

**Boundless Energy.** You gain proficiency in the **Athletics** skill.

**Languages.** You can speak, read, and write **Common** and one additional language of your choice.

Pupperlings are a force of positivity and perseverance, embodying the spirit of exploration. Whether leaping to the defense of their allies or eagerly rushing toward adventure, they bring a joyful energy to every moment.

## PUPPERLING SUB-RACES

### WATCHKIN

Watchkin are the guardians of the Pupperling world, bred for vigilance and loyalty. They have a sharp eye and an instinctive need to protect.

- **Ability Score Increase.** Your **Wisdom** score increases by 2.
- **Ability Score Negative.** Your **Dexterity** score decreases by 1.
- **Ever Watchful.** You have advantage on Wisdom (Perception) checks to detect hidden creatures or objects.
- **Proficiency.** You gain proficiency with the **Insight** skill and **smith's tools**.
- **Additional Fluff:** Watchkin are natural protectors and often serve as peacekeepers, guards, or steadfast companions in dangerous territories.

### HUNTKIN

Hunkin are relentless trackers and hunters, combining instinct and skill to find their prey and thrive in the wild.

- **Ability Score Increase.** Your **Dexterity** score increases by 2.
- **Ability Score Negative.** Your **Charisma** score decreases by 1.
- **Hunter's Instinct.** When tracking a creature, you have advantage on Wisdom (Survival) checks to follow its trail. Additionally, you can move stealthily at a normal pace while traveling alone or with one other creature.
- **Proficiency.** You gain proficiency with the **Survival** skill and **bowyer's tools**.
- **Additional Fluff:** Hunkin excel at tasks requiring precision, often acting as scouts, rangers, or sharpshooters.

## CORGITES

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Corgites are sturdy and reliable, with a playful charm and strong sense of loyalty. They are known for their unyielding determination despite their diminutive stature.

- **Ability Score Increase.** Your **Constitution** score increases by 2.
- **Ability Score Negative.** Your **Strength** score decreases by 1.
- **Stubborn Resilience.** When you fail a saving throw against being knocked prone or moved, you can roll again and must use the second result. You can use this feature once per short or long rest.
- **Proficiency.** You gain proficiency with the **Persuasion** skill and **mason's tools**.
- **Additional Fluff:** Corgites' cheerful demeanor and unshakable resolve make them indispensable allies both in battle and in peacetime.

## WOLFBREED

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Wolfbreed Pupperlings are larger and more primal, channeling the strength and ferocity of their wild ancestors. Their imposing presence makes them natural leaders or fearsome combatants.

- **Ability Score Increase.** Your **Strength** score increases by 2.
- **Ability Score Negative.** Your **Intelligence** score decreases by 1.
- **Size.** You are **Medium** instead of **Small**.
- **Speed.** Your base walking speed increases to **40 feet**.
- **Alpha's Command.** As a bonus action, you can bolster an ally within 10 feet. They gain advantage on their next attack roll or saving throw. You can use this feature once per long rest.
- **Proficiency.** You gain proficiency with the **Intimidation** skill and **carpenter's tools**.
- **Additional Fluff:** Wolfbreed Pupperlings exude an aura of authority and power, inspiring both awe and fear.

## MAGIPUP

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Magipups are small-sized Pupperlings with an innate knack for magic. Their curious minds and natural affinity for arcane arts make them fascinating companions.

- **Ability Score Increase.** Your **Intelligence** score increases by 2.
- **Ability Score Negative.** Your **Strength** score decreases by 1.
- **Size.** Magipups are **Small**.

- **Arcane Cantrip.** You know one cantrip of your choice from the **wizard** spell list. Intelligence is your spellcasting ability for this cantrip.
- **Mystic Insight.** You have advantage on Arcana checks related to magical devices or symbols.
- **Proficiency.** You gain proficiency with the **Arcana** skill and **alchemist's supplies**.
- **Additional Fluff:** Magipups' curious nature and magical talents make them excellent scholars and adventuring companions with a knack for uncovering hidden secrets.

# SKUNKIDDO



KUNK HUMANOID OF THE DS PLANE

## Ability Score Increase:

Your Dexterity score increases by 2, and your Constitution score increases by 1.

### Size:

Skunkiddos are naturally small creatures, though some may border on small-medium.

### Speed:

Your base walking speed is 25 feet.

- **Dig Speed:** You have a burrow (dig) speed of 5 feet, allowing you to tunnel through loose earth or sand.
- **Climb Speed:** You have a climb speed of 10 feet.

### Stink Spray:

As an action, you can exhale a repulsive cloud of odor in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$ ) or be poisoned and sickened until the end of your next turn. Once you use this trait, you cannot use it again until you finish a short or long rest.

### Diapered Instinct:

Having eschewed potty training on the DS Plane, you are naturally incontinent at creation. Because of this inherent flaw, you are eligible to select the **Diaper-Mastery** feat at character creation in lieu of meeting its usual prerequisites. **Keen Senses:**

You have advantage on Wisdom (Perception) checks that rely on your sense of smell.

### Mischievous Nature:

Your wily personality grants you proficiency in the Stealth skill.

### Languages:

You can speak, read, and write Common and Skunkiddo—a guttural, expressive language mixed with chirps, barks, and the occasional odoriferous exclamation.

*Skunkiddos are as notorious for their potent stench as they are for their boundless mischief. Whether burrowing beneath the earth or scaling vertical surfaces with ease, these cheeky natives of the DS Plane leave their mark—often well before their foes can even react.*

## SKUNKIDDO SUBRACES

### FRAGRANCE FURS

*The Playful Aromatics*

**Ability Score Increase:** Your Intelligence score increases by 1.

### Perfume Poof:

You replace the standard Skunkiddo Stink Spray with a burst of heady, magical fragrance. As an action, you can exude a pleasant perfume in a 15-foot cone. Each creature in the area must succeed on a Wisdom saving

throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$ ) or be overwhelmed:

- **Enemies** become dazzled—taking disadvantage on their next attack roll or ability check before the start of your next turn.
- **Allies** in the area feel inspired, gaining temporary morale (choose a benefit such as advantage on a single ability check or saving throw until the start of your next turn).

You can use Perfume Poof a number of times per day equal to your proficiency bonus, and you regain all expended uses after a long rest.

### Fragrant Magic:

Your innate magical flair allows you to learn one arcane cantrip of your choice. Intelligence is your spellcasting ability for this cantrip.

## MALODORANS

*The Ferocious Fumes*

**Ability Score Increase:** Your Strength score increases by 1.

### Enhanced Stink Spray:

True to your aggressive nature, your natural stink spray is particularly potent. When you use your Stink Spray (as provided in the base race), the affected creatures, on a failed Constitution saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Dexterity modifier}$ ), suffer the usual poisoned condition until the end of your next turn **and** become frightened of you for 1 round. On a successful save, a creature takes half the duration effect (they are only poisoned).

*(This enhanced effect reflects your unbridled, visceral stench.)*

### Unbridled Momentum:

Your raw aggression and determination drive you forward. Your walking speed increases by 5 feet.

### Battle-Hardened Aroma:

While your aroma might repel most, it fuels your fierce spirit. You gain proficiency in the Intimidation skill if you do not already have it.

### Brutal Presence:

Your imposing, malodorous aura makes your foes think twice before engaging you, perfectly accentuating the wild and unrefined nature of your kind.

*Skunkiddos of either subrace share the inherent mischievous spirit of the DS Plane—and their unique physiology means they usually start in diapers and incontinent. As a result, all Skunkiddos are eligible for the Diaper-Mastery feat at character creation, further enhancing their versatility in the absurd and chaotic world they call home.*

# BUNBUNKIN

## PHYSICAL DESCRIPTION

Bunbunkin are small, stout humanoids resembling diminutive rabbit folk. Their muscular frames and agile movements are complemented by their long ears, which grant them remarkable hearing. Bunbunkin are natural burrowers, with strong paws adapted for digging and exploring underground environments.

## CULTURAL DESCRIPTION

Bunbunkin are industrious and resourceful, thriving in underground networks that they construct and maintain with exceptional skill. Their homes range from intricate tunnel systems in pastoral landscapes to hidden passageways in city ruins. Curious and social, they enjoy the companionship of other races and are quick to lend a paw to those in need.

## BUNBUNKIN TRAITS

Your Bunbunkin character has the following racial traits:

- **Ability Score Increase.** Your **Dexterity** and **Strength** scores each increase by 2, but your **Wisdom** and **Constitution** scores each decrease by 1.
- **Size.** Bunbunkin are **Small**.
- **Speed.** Your base walking speed is **35 feet**.
- **Darkvision.** You can see in darkness within **30 feet** as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Low-Light Vision.** You can see in dim light within **60 feet** as if it were bright light.
- **Burrower's Paws.** Your unarmed strikes with your paws count as natural weapons. These strikes deal **1d4 bludgeoning damage**. Additionally, you have a burrowing speed of **5 feet**, allowing you to dig through loose earth or soft material.
- **Tunnelborn Navigation.** You gain proficiency in **Nature** and **Dungeoneering**.
  - You can never become lost or disoriented within **underground passageways**, including natural caves, artificial tunnels, and dungeons. This ability does not function in areas affected by magical sound dampening or spatial distortions.
- **Sharp Hearing.** You have advantage on **Perception** checks that rely on hearing.
- **Languages.** You can speak, read, and write **Common** and one other language of your choice.

Bunbunkin are natural adventurers, bringing their blend of agility, strength, and underground expertise to any adventuring party. Whether navigating through treacherous dungeons or building new homes, they are a hardy and reliable race.

# BUNBUNKIN SUB-RACES

## FLEETFEETS

Fleetfeets are the swiftest of the Bunbunkin, darting across the world with incredible speed and agility. They are ideal couriers, messengers, and explorers.

- **Ability Score Increase.** Your **Dexterity** score increases by an additional 2, but your **Wisdom** score decreases by an additional 1.
- **Enhanced Speed.** Your walking speed increases to **45 feet**.
- **Bonus Dash.** You can take the Dash action as a bonus action. If you already have the ability to Dash as a bonus action, your movement speed increases by an additional **10 feet** during that Dash.
- **Climbing Adaptation.** You lose your burrowing speed, but you gain a climbing speed of **15 feet** on unobstructed surfaces less than 65 degrees steep.
- **Proficiency.** You gain proficiency in the **Survival** skill.
- **Additional Fluff:** Fleetfeets are nimble adventurers, thriving in roles that require speed and precision, such as scouts and couriers.

## BIGPAWS

Bigpaws are sturdier and stronger than their Bunbunkin kin, embracing their physical power and robust nature.

- **Ability Score Increase.** Your **Strength** score increases by an additional 1, and your **Constitution** score increases by 1.
- **Large Build.** You have all the benefits of being **Medium** sized while retaining the advantages of being **Small**, and you suffer none of the usual disadvantages of being Small sized.
- **Enhanced Burrowing.** Your burrowing speed increases to **10 feet**.
- **Proficiency.** You gain proficiency in the **Athletics** skill.
- **Additional Fluff:** Bigpaws are dependable laborers and resilient fighters, often found doing the heavy lifting in Bunbunkin communities.

## SPARKLY-EARS

Sparkly-Ears are masters of magic, blending their connection to the arcane and divine with unparalleled insight and intellect.

- **Ability Score Increase.** Your **Intelligence** and **Wisdom** scores each increase by 2, but your **Strength** and **Dexterity** scores each decrease by 1.
- **Arcane and Divine Cantrips.** You know one cantrip of your choice from the **wizard** spell list and one cantrip of your choice from the **cleric** spell list. Intelligence is your spellcasting ability for the wizard cantrip, and Wisdom is your spellcasting ability for the cleric cantrip.
- **Pandimensional Navigation.** Your ability to avoid becoming lost underground now applies to **any plane cosmologically below the Material Plane**, and it functions even in areas affected by magical sound dampening or spatial distortions.
- **Proficiency.** You gain proficiency with either **two magical artisan's tools** or **one magical tool and one language** of your choice.
- **Additional Fluff:** Sparkly-Ears are curious and studious, delving into the mysteries of the cosmos with wonder and determination.

## GHOST

### PHYSICAL DESCRIPTION

Once mortals of flesh and blood, Ghosts now wander the world in their spectral forms. They retain faint echoes of their former selves, such as the shape of their bodies, but they lack corporeal substance. Their translucent forms shimmer with a soft glow, and their eyes often betray a glimpse of the ethereal plane beyond.

### CULTURAL DESCRIPTION

Ghosts walk a path between worlds, untethered by mortal concerns but driven by unfinished business. Some seek justice for their deaths, others crave adventure or simply wish to find meaning in their second existence. They are bound to neither time nor place and often move freely through realms, observing life from a unique perspective.

### HOST TRAITS AND SUBRACE MECHANICS

A Ghost character starts with the Ghost's unique racial traits and supplements them with traits from their original "living" race, reflecting the remnants of their mortal life. This combination creates a spectral version of their original race with added abilities tied to their incorporeal nature.

#### Racial Features:

- **Ability Score Increase.** Your **Wisdom** score increases by 1, and your **Intelligence** score increases by 1.
- **Size.** Ghosts retain the size of their original race (e.g., Small or Medium).
- **Speed.** Your base walking speed is **30 feet**, unless your original race grants a higher walking speed.
- **Sleepless Spectre.** You do not need to sleep. Instead, you enter a semi-dormant state for 4 hours, akin to elven meditation. During this time, you are fully aware of your surroundings. You are also immune to charm effects that rely on sleep.
- **Darkvision.** You can see in darkness within **60 feet** as if it were dim light. You can't discern color in darkness, only shades of gray.
- **Formless Passage.** Twice per long rest, you can assume an incorporeal form for up to **10 minutes**. While incorporeal, you can move through non-magical objects, doors, or walls as if they were difficult terrain. You cannot end your turn inside a solid object. This ability does not work on magically locked or sealed areas.
- **Spectral Manipulation.** You can cast the **mage hand** cantrip a number of times per day equal to your Constitution modifier (minimum of once). Intelligence is your spellcasting ability for this cantrip.
- **Wail of the Lost.** As an action, you can release an otherworldly wail. Each creature within **10 feet** that can hear you must succeed on a **Wisdom saving throw** ( $DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ) or be **frightened** of you for 1 minute. Creatures can repeat the saving throw at the end of each of their turns. You can use this ability once per long rest.
- **Ethereal Insight.** Gain proficiency in **Arcana** and **Religion**.
- **Languages.** You can speak, read, and write **Common** and one additional language of your choice.

### GHOST SUBRACES

**Ghost subraces** are unique in that they combine the traits of your original "living" race with the spectral abilities of the Ghost race. Rather than replacing features, you layer the essence of your mortal past onto the Ghost template.

#### TO CREATE A GHOST SUBRACE:

- **Start with the Ghost race as your base.** Use its ability score increases, racial traits, and abilities as your foundation.
- **Add traits from your original race:**
- **Retain the size, appearance, and cultural traits** (e.g., skill or tool proficiencies) of your original race.

- Keep any unique non-physical abilities from your original race, such as resistance to magical effects or innate spellcasting.

- **Replace features tied to a physical body:**

Remove features of your original race that are tied to a corporeal form, such as climbing speed, natural weapons, or traits related to physical endurance.

By blending the Ghost race with your living race, you create a character that carries forward the identity and culture of their past life while embracing the new powers and challenges of their spectral existence.

# MORPHIAN CHANGELING

The Morphian Changeling is an advanced offshoot of the typical changeling, possessing an unparalleled ability to adapt their form to mirror the physiology of other races. They maintain the flexibility and charisma of their changeling heritage, while boasting transformative powers far beyond what most changelings can achieve.

## MORPHIAN TRAITS

As a Morphian Changeling, you have the following racial traits.

**Ability Score Increase.** Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

**Age.** Morphians mature at the same rate as changelings and live to be around 120 years old.

**Alignment.** Morphians, like changelings, tend toward chaotic alignments due to their adaptable nature.

**Size.** Morphians are Medium, though they may transform into Small creatures when mimicking other races.

**Speed.** Your base walking speed is 30 feet.

**Robust Transformation.** As a Morphian, you can transform into any Medium or Small-sized race you have previously touched with bare skin. This transformation requires a 12-hour biological process that functions as a trance-like sleep, during which you alter your racial phylogeny. Once this process is complete, you gain all of the racial traits, abilities, and proficiencies of the chosen race as if applying a subrace to your character. Note that the base Morphian traits are considered the “subrace” for this purpose.

**Form Limitations.** While temporarily disguising yourself using your standard changeling transformation ability, you can only mimic races you have touched but do not gain the racial abilities or powers of any race other than your current chosen form. This makes your disguise purely aesthetic in nature unless it matches your active “subrace.”

**Temporary Transformation.** As an action, you can temporarily transform to take on the physical appearance of a race you have touched. This transformation lasts up to 1 hour or until you revert to your original form (no action required). You cannot gain the racial traits, powers, or abilities of a race different from your current chosen form.

**Languages.** You can speak, read, and write Common, two other languages of your choice, and any racial language you acquire through a chosen form.

**Subrace Selection.** Your subrace is determined by the race you last transformed into using your **Robust Transformation** ability. You must complete the 12-hour transformation process to change subraces.

## TRANSFORMATION MECHANICS

To use **Robust Transformation**, you must have physically touched a member of a race with bare skin at least once before attempting to emulate that race. You may only have one active chosen form at a time. When in your chosen form, you are treated as a member of that race for all effects that apply based on race (e.g., racial abilities, magical affinities).

If you wish to transform into a new race, you must complete the 12-hour process to adjust your racial phylogeny. This involves a trance-like state during which your Morphian biology adapts to mimic the race in question.

## KAELEN, MORPHIAN CHANGELING FIGHTER (VARIANT HUMAN FORM)

Medium humanoid (morphian changeling), neutral

Armor Class 16 (chain mail)

Hit Points 12 (1d10 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	10 (+0)	12 (+1)	12 (+1)

**Saving Throws** Strength +4, Constitution +4

**Skills** Athletics +4, Perception +3, Intimidation +3

**Senses** Passive Perception 13

**Languages** Common, Elvish, Dwarvish

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

**Robust Transformation.** Currently transformed into a variant human. Gains all abilities and traits granted by the variant human race.

**Feat: Alert.**

- You gain a +5 bonus to initiative.
- You can't be surprised while you are conscious.
- Other creatures don't gain advantage on attack rolls against you as a result of being unseen by you.

**Second Wind (1/Short Rest).** As a bonus action, Kaelen regains 1d10 + 1 HP.

**Fighting Style: Defense.** While wearing armor, Kaelen gains a +1 bonus to AC.

**Temporary Transformation.** Kaelen can mimic other touched races, but only aesthetic changes apply unless matching the current chosen form.

### ACTIONS

**Longsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 2) slashing damage (versatile: 1d10).

**Javelin.** *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 2) piercing damage.

# COWBUDDIES

Cowbuddies are hearty folk with a dash of bovine charm. Slightly faster, stronger, and hardier than most, they sport bovine tails, modest horns, and hoof-like nails. Whether one tends the creative, communal arts as a Dairy Friend or charges headlong into battle as a Bull Buddy, every Bovibuddy brings a unique blend of whimsy and unwavering strength to the Diaper School setting.

## COWBUDDY TRAITS

**Ability Score Increase.** Your Constitution score increases by 1.

**Age.** Bovibuddies mature at a similar rate to humans, though their robust nature means they often enjoy vitality well into their later years (up to 120).

**Alignment.** Most Cowbuddies are community-focused and kindhearted. However, some—especially those following the Bull Buddy path—lean toward a fiercely independent or even chaotic alignment.

**Size.** You can be **Small** or **Medium**. Dairy Friends tend to be medium in stature, while Bull Buddies may be either, with a compact build that belies their formidable strength.

**Speed.** Your base walking speed is 35 feet, a bit faster than most.

**Natural Hooved Feet.** Your hoof-like nails let you make unarmed strikes that deal 1d4 bludgeoning damage using your Strength modifier. Despite this armored foot, you still have the gait and step of a humanoid.

**Rapid Digestion.** Due to their numerous bellies and oversized liver, Cowbuddies have resistance to all ingested poisons, and all non-magical poisons. They have immunity to all common-rarity poisons. However, the speed of their metabolism, and caloric needs mean that a Cowbuddy must roll potty-checks twice as often as other characters, and rolls a CON-based potty-check after any strenuous action.

**Naturally Unpottytrained.** Out in the fields there wasn't ever much need to do more than void whenever one needed—and Cowbuddies haven't really grown up past that time-honored tradition. Due to their nature, Cowbuddies are **Incontinent** as per the Flaw, and as such immediately qualify for the *Diaper Mastery* feat at creation.

**Horned Charge.** Once per short rest, when you move 15 feet in a straight line toward a creature, you can use a bonus action to make a melee attack with your horns. On a hit, the target takes 1d6 piercing damage plus your Strength modifier. If the target is knocked prone, you may move an additional 5 feet as part of the bonus action.

**Bovine Fortitude.** You have proficiency in Constitution saving throws.

**Languages.** You can speak, read, and write Common and one additional language of your choice.

# SUBRACES

## DAIRY FRIENDS

The Dairy Friends are the gentle artisans, beloved for their warmth and dedication to honest labor, craft, and the arts.

**Ability Score Increase.** Your Constitution score increases by an additional 1, and your Charisma score increases by 2.

**Artisan's Touch.** You gain proficiency with one type of artisan's tool of your choice (such as pottery, painting, or leatherworking).

### Produce Milk

Starting at 1st level, your bovine nature imbues you with a uniquely nurturing magic.

As an action, you can magically produce 24 fluid ounces of fresh, magical milk from your body—much like the *Produce Water* spell. This milk is fully nutritious, qualifies as any dairy product in recipes or rations, and serves to bolster vitality. Any creature that consumes this milk immediately regains 1d4 hit points. You can use this ability a number of times equal to your proficiency bonus per long rest, so long as you have had at least two full meals and 6 hours rest.

**Soothing Presence.** When you cast a healing spell or use a healing ability, you can grant yourself or one creature within 10 feet temporary hit points equal to your Charisma modifier (minimum 1). You can use this ability once per short rest.

## BULL BUDDIES

The Bull Buddies are fierce solo fighters who carve their own path. Brimming with strength and independent spirit, they stand out on the battlefield—and ensure nothing is left standing to protect their herd.

**Ability Score Increase.** Your Constitution score increases by an additional 1, and your Strength score increases by 2.

**Lone Charge.** You gain proficiency in Athletics. Additionally, when you are not adjacent to any allies, you have advantage on Strength (Athletics) checks and Strength saving throws.

**Unyielding Might.** Once per short rest, when you roll a Strength check or saving throw, you can add a bonus equal to your Strength modifier (minimum +1), tapping into an inner reserve of raw power.

# DARKLINGS

## DARKLING TRAITS

A darkling character has the following racial traits:

### SCENT

The creature with scent senses can track creatures around them by scent within a defined radius. This is treated as blindsense.

### TENDRIL LASH

This is the natural shadow-lash weapon of a darkforme. Concentrated shadow, enmity, and might are used to create a slashing whiplash against foes, doing **1d4 damage** instead of the unarmed strike damage of 1.

### UMBRAL JAUNT

Darklings can use shadowed ethereal movement to move to any unoccupied space within 20 feet. If she is assuming a small size, she may end her teleport in the same square as another creature.

### SHADOW REGENERATION

When not accosted in battle, darklings can heal themselves over time.

If unwounded for 1 round, the Darkforme will begin to coalesce its being back together. Every round after the first round it is not wounded, the Darkforme Overwatch can restore **1d6 HP** granted it does not move more than 10 ft in that turn. *Umbral Jaunt* does not count as movement for the purposes of this feature.

### NIGHTLING MIND AND BODY

- Darkformes take **double damage** from sources of radiant damage due to the fact that the light and energy energize and dissipate their coalescent shadow.
- They don't sleep, they **lurk**—like elf meditation—for 4–6 hours.
- They **cannot be frightened**.

### AGE

Who cares? You're a shade.

### ALIGNMENT

Any but evil. Go for it.

### BODY OF VAPOR

As an action up to **3 times per day**, a darkforme can compress or expand their body to have either the *Giant Might* class feature for 1 minute, or *Small racial features* as desired. They must complete a short rest between uses.

### GIANT MIGHT:

You can imbue yourself with the might of giants. As a bonus action, you magically gain the following benefits,

which last for 1 minute:

- If you are smaller than Large, you become **Large**, along with anything you are wearing. If you lack the room to become Large, your size doesn't change.
- You have advantage on Strength checks and Strength saving throws.
- Your weapon attacks deal an extra **1d6 damage**.

### SHADOW'S CHILD:

You take on the juvenile, if not infantile, shape of a small/minor darkling. In doing this, you become **Small** sized until you take a short rest and decide to end the effect:

- You can occupy the same square as a Medium or Large-sized creature.
- You can pass through spaces that would require a Medium or larger creature to pass a Dexterity check.
- You are harder to hit but easier to grab once hit—gain a **+1 AC bonus** but have **disadvantage** on checks to break a pin or grapple.

### SPEED

Your base walking speed is **30 feet**.

### DARKVISION

You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

### AGGRESSIVE

As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

### LANGUAGES

You can speak, read, and write Common, and understand Undercommon.

## OSSUITE SUBRACE (SKELETON-THEMED)

### BONE Toss

The Ossuite replaces the standard Tendril Lash with **Bone Toss**, a ranged attack utilizing its own skeletal fragments as weapons. These bones are empowered by shadow energy and must be retrieved after use to be thrown again.

#### Bone Toss:

- **Range:** 30 ft.
- **Damage:** 1d4 piercing damage (instead of the standard unarmed strike damage of 1).
- After making a Bone Toss attack, the Ossuite must collect the thrown bone before it can make another Bone Toss attack.
- Bones used in combat can be forged into a **Bonded Weapon** by fighter-type characters, enhancing its power and compatibility with martial techniques (refer to Bonded Weapon mechanics in your handbook for details).

### DIVINE INSIGHT

Ossuites have an innate connection to divine magic, which manifests as the ability to learn **one divine cantrip** of their choosing from the Cleric spell list. This cantrip is considered a racial feature and does not consume spell slots.

### WISDOM BONUS

An Ossuite's skeletal structure resonates with ancient wisdom from the shadows beyond. This grants the Ossuite a **+1 bonus to Wisdom**.

### OTHER TRAITS

Ossuites retain all other standard Darkling traits, such as **Scent**, **Umbral Jaunt**, **Shadow Regeneration**, and **Nightling Mind and Body**. However, their skeletal nature gives them unique flavor in terms of visual aesthetics and narrative significance.

## DARK-KIN SUBRACE (TRANSMORPHIC FOCUS)

### ENHANCED TRANSMORPHIC ABILITIES

Dark-kin excel in reshaping their shadowy forms to adapt to various situations. They can use **Body of Vapor** an additional time per day and gain new transmorphic traits tied to their shadowy origins.

- **Blend with Shadows:** Once per short rest, you may take on a translucent, shadowy form for 1 minute. While in this form:

- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage.
- You can move through spaces as narrow as 1 inch wide without squeezing.
- You cannot take reactions during this time.

### TRANSMORPHIC EVOLUTION

Dark-kin have honed their ability to shift their forms into distinct versions:

#### Diminutive Shadowform:

In addition to the *Shadow's Child* feature from *Body of Vapor*, Dark-kin can reshape themselves into a diminutive, wispy shadow entity. This state enhances stealth and infiltration:

- You gain advantage on Stealth checks while in this form.
- You can pass through spaces occupied by any creature without provoking attacks of opportunity.
- Your movement speed becomes 40 ft., but you cannot make weapon attacks while in this form.

#### Colossal Shadowform:

Building on the *Giant Might* feature, Dark-kin amplify their colossal shadow presence:

- Your size becomes **Huge**, provided you have enough space to expand.
- You gain a +2 bonus to Strength-based attack and damage rolls for the duration.
- Your reach extends by 5 ft., allowing you to target creatures farther away.

These forms last for 1 minute, and you can return to normal earlier as a bonus action.

### SHADOWMELD REFLEX

When you use **Umbral Jaunt**, you can temporarily meld into an ally's shadow. Choose a willing creature within 20 feet and teleport to their location. You then occupy the same space as the creature for 1 round or until you take another action.

### TRANSMORPHIC AFFINITY

Your attunement to shadowy transformation grants you an **additional use** of *Body of Vapor* per long rest. Additionally, when using *Body of Vapor*, you can choose one of the following additional benefits:

- **Expanded Movement:** You gain a climb speed of 30 ft. for the duration.
- **Shadow Reach:** Your attacks ignore cover provided by obstacles smaller than 5 ft. tall.

# TANUKIJIN (TANUKI PEOPLE)

## PHYSICAL DESCRIPTION

Tanukijin are small, nimble humanoids that bear striking features reminiscent of the folkloric tanuki. Their coats come in earthy browns and deep grays, often accented by silver or black markings, and their expressive, masked faces are framed by alert eyes and rotund, soft features. With bushy tails that seem almost as lively as the creatures themselves, they typically stand between **3'0" and 4'0"** tall and weigh around **40 to 60 pounds**.

## CULTURAL DESCRIPTION

Tanukijin culture is a vibrant blend of mischief, artistry, and wanderlust. Whether threading through bustling urban alleys or exploring quiet woodland trails, they are as renowned for their charm as they are for their quick reflexes. Celebrated as tricksters, entertainers, and skilled negotiators, Tanukijin seamlessly integrate into diverse societies, always on the hunt for opportunity—and perhaps a glimmer of treasure. Their deep love for exploration and the lure of shiny baubles has carved out roles spanning magical tricksters, intrepid explorers, and treasure aficionados, making them as unpredictable as they are endearing.

## TANUKIJIN TRAITS

Your Tanukijin character has the following racial traits:

**Ability Score Increase.** Your **Dexterity** score increases by 2, and your **Charisma** score increases by 1.

**Size.** Tanukijin are **Small**.

**Speed.** Your base walking speed is **35 feet**.

**Trickster's Grace.** You gain proficiency in the **Stealth** and **Sleight of Hand** skills, reflecting your nimble fingers and quick footsteps.

**Mischievous Luck.** Once per short rest, if you fail a Dexterity saving throw, you can reroll the check and use the new result.

**Illusory Shift.** As a bonus action once per long rest, you can briefly alter your appearance to gain advantage on a **Charisma (Deception)** or **Dexterity (Acrobatics)** check.

**Languages.** You can speak, read, and write **Common** and one additional language of your choice.

## TANUKIJIN SUB-RACES

### MYSTIC TANUKI (MAGIC-FOCUSED)

- Ability Score Increase.** Your **Intelligence** score increases by 1.
- Arcane Trickery.** You know one cantrip of your choice from the **bard** or **sorcerer** spell list. **Charisma** is your spellcasting ability for this cantrip.

- Minor Illusionist.** You have advantage on **Intelligence (Investigation)** checks when searching for magical effects or hidden enchantments.

### WANDERING TANUKI (EXPLORER-FOCUSED)

- Ability Score Increase.** Your **Wisdom** score increases by 1.
- Pathfinder's Instinct.** You gain proficiency in the **Survival** skill and have advantage on **Wisdom (Perception)** checks when navigating natural environments.
- Fleet Footed.** Your base walking speed increases to **40 feet** when traveling in expansive or rugged terrain.

### GLEAMING TANUKI (SHINY-THINGS FOCUSED)

- Ability Score Increase.** Your **Charisma** score increases by an additional 1.
- Sparkling Focus.** You have a keen eye for all things shimmering. You gain a +2 bonus on **Investigation** checks related to appraising or locating valuable or magical items.
- Treasure's Allure.** Once per short rest, you can use a bonus action to gain advantage on an **Investigation** check specifically aimed at detecting hidden treasures, secret compartments, or enchanted artifacts.

## FOXFOLK (VULPINE KIN)

## PHYSICAL DESCRIPTION

Foxfolk are lithe, graceful humanoids reminiscent of the wild canids they mirror. Their fur shimmers in hues ranging from vibrant copper and scarlet to silver and midnight black, often accented with subtle, natural markings. Accentuated by sharply pointed ears, keen eyes, and expressive, bushy tails, these agile folk typically stand between **3'0" and 4'2"** tall. Their natural elegance is evident in their every step, whether darting through urban alleys or stalking through the wilds.

## CULTURAL DESCRIPTION

Foxfolk society values adaptability, wit, and self-expression. Known for their charm and cunning, they seamlessly integrate into both bustling cities and remote hamlets. Some serve as diplomats and merchants, while others pursue scholarly endeavors or master the blend of magic with martial prowess. Many Foxfolk revel in the thrill of misdirection and jest, while a select few delve deep into the arcane arts. Regardless of their chosen path, Foxfolk celebrate the balance between physical agility and magical potential—

a heritage that is reflected in the diverse traditions of their sub-clans.

## FOXFOLK TRAITS

Your Foxfolk character has the following racial traits:

- **Ability Score Increase.** Your **Dexterity** score increases by 2, and your **Charisma** score increases by 1.
- **Size.** Foxfolk are **Small**.
- **Speed.** Your base walking speed is **35 feet**.
- **Keen Senses.** You gain proficiency in the **Perception** and **Stealth** skills.
- **Natural Camouflage.** When in natural environments, you have advantage on Dexterity (Stealth) checks to hide amidst foliage, rain, snow, or other natural phenomena.
- **Languages.** You can speak, read, and write **Common** and one additional language of your choice.

## FOXFOLK SUB-RACES

### EMBERCLAW FOX (MYSTIC COMBAT FOCUS)

Emberclaw Foxes are bloodied warriors who meld their lithe martial skills with a surge of arcane ferocity, igniting their strikes with mystical flame.

- **Ability Score Increase.** Your **Constitution** score increases by 1.
- **Arcane Strike.** Once per short rest, when you take the Attack action, you can channel mystical energy into a melee weapon attack. On a hit, add an extra **1d6 fire or radiant damage** (your choice). Additionally, the target must succeed on a Constitution saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ) or be stunned until the end of your next turn.
- **Blazing Aura.** When you are in dim light or darkness, your very presence burns with latent magical energy, granting you resistance to fire damage.

### ARCANE FOX (MAGE FOCUS)

Arcane Foxes are the scholars and spellcasters of the Foxfolk, harnessing raw magic to explore ancient lore and reshape the battlefield with the sheer force of their intellect.

- **Ability Score Increase.** Your **Intelligence** score increases by 1.
- **Innate Spellcasting.** You know one cantrip of your choice from the **wizard** spell list. Intelligence is your spellcasting ability for this cantrip.
- **Spell Scholar.** You gain proficiency in the **Arcana** skill. When making Intelligence (Arcana) checks related to magical lore, you add double your proficiency bonus instead of any normal proficiency bonus.
- **Focused Mind.** You have advantage on saving throws against spells or effects that would charm or frighten you.

### MOONSHADOW FOX (TRICKSTER FOCUS)

Moonshadow Foxes embody the playful, elusive spirit of their kin. Masters of misdirection and guile, they excel at bending perceptions and keeping foes off-balance both on and off the battlefield.

- **Ability Score Increase.** Your **Charisma** score increases by 1.
- **Shifting Shadows.** As a bonus action, you can dissolve into a swirl of shadows. Until the start of your next turn, you gain advantage on Dexterity (Stealth) checks and creatures have disadvantage on Wisdom (Perception) checks to detect you. You can use this feature once per short rest.
- **Quick Wit.** You gain proficiency in the **Deception** and **Insight** skills.
- **Trickster's Prank.** When you successfully use a Charisma (Deception) check to misdirect or confuse a hostile creature in combat, you can grant one ally a +2 bonus on attack rolls against that creature until the start of your next turn. You can use this effect once per combat.

# WARFORGED TITAN

## PHYSICAL DESCRIPTION

Warforged Titans are awe-inspiring marvels of ancient magical engineering—massive, animated constructs built for both war and endurance. Towering between 8 and 10 feet tall and weighing over 600 pounds of reinforced metal and stone, these titanic beings boast an imposing array of pulsating runes and colossal plating. Perhaps their most distinguishing feature, however, is their six arms. With two extra sets of arms compared to typical humanoids, a Warforged Titan is capable of feats of multitasking and combat that few others can match.

## CULTURAL DESCRIPTION

Created in eras of desperate need, Warforged Titans are now living legends—reserved for only the most high-intensity battlefields or settings where power is paramount. Their rarity and overwhelming presence on the field of battle make them exclusive choices for those either permitted by the DM or chosen for epic campaigns. As both moving fortresses and dynamic weapons of war, their extra limbs exemplify the perfection of magical engineering, granting them unique advantages in combat and utility.

## WARFORGED TITAN TRAITS

Your Warforged Titan character has the following racial traits:

**Ability Score Increase.** Your **Strength** score increases by 2, and your **Constitution** score increases by 1.

**Size.** Warforged Titans are **Large**.

**Speed.** Your base walking speed is **30 feet**.

**Integrated Titan Plating.** Your built-in, reinforced plating grants you a natural Armor Class of **16**. You can still don armor if you wish, but your integrated plating provides a bonus (up to +2) that does not stack with heavy armor bonuses.

**Constructed Resilience.** You have advantage on saving throws against poison, and you have resistance to poison damage. Additionally, you do not need to eat, drink, or breathe.

**Massive Build.** You count as one size larger than your actual size for determining your carrying capacity and the weight you can push, drag, or lift.

**Six-Armed Configuration.** Engineered with a total of six arms, you benefit from two additional sets of arms compared to most creatures. These extra limbs allow you to hold more equipment, wield multiple weapons, or engage foes in complex maneuvers. **In combat:**

- When you take the Attack action on your turn, if you are wielding a one-handed melee weapon in at least one hand, you can make **one extra attack** with a weapon or natural weapon held in one of your extra arms.

- This extra attack uses the same ability modifier as your other attacks and can be applied once on your turn.

Outside of combat, your extra arms enable you to interact with multiple objects simultaneously or perform intricate tasks with ease.

**Regenerative Core.** Once per long rest, when you would be reduced to 0 hit points, you can choose instead to drop to 1 hit point. When you use this feature, you regain hit points equal to your Constitution modifier (minimum of 1). This ability cannot be used if you are incapacitated by an effect that prevents you from taking actions.

**Titanic Overdrive.** As a bonus action, once per short rest, you can tap into your arcane engine for 1 minute. During this time:

- Your melee weapon attacks deal an extra **1d8 force damage**.
- You have advantage on Strength-based attack rolls.
- At the start of each of your turns, you gain temporary hit points equal to your character level. This surge of power ends early if you become incapacitated.

**Languages.** You can speak, read, and write **Common** and one additional language of your choice.

## GEMINI CELESTIAN

### Racial Class Template (Levels 1–2)

#### Overview

Gemini Celestians are twin souls born in dual bodies, forever bound by fate. For the first two character levels, you must play exclusively as a Gemini Celestian. At level 3, your progression shifts to your chosen class—but at the cost of two effective class levels, as your twin nature has already claimed its toll.

- **Speed:** 35 ft.
- **Hit Die:** d4 (shared between both twins)

#### Proficiencies:

- One simple weapon of choice per twin.
- One chosen skill and save per twin.

#### Ability Score Increases

- **Level 1:** +2 Wisdom, +2 Intelligence
- **Level 2:** An additional +2 Wisdom, +2 Intelligence
- **Level 1:** You know Common Sign Language.
- **Level 2:** Through your *Dualtongue* ability, you gain the capacity to speak Common (Dualtongue), enabling seamless integration of verbal spellcasting, singing, or oration with maintained concentration.

#### Racial Features & Abilities

##### • **Dualtongue:**

Beginning at level 1, you may perform vocal actions—such as casting spells, singing, or giving oration—with a unified dual voice. This allows you to maintain the concentration required for a performance while simultaneously activating another verbal spell component.

##### • **Dualmind:**

At level 2, you gain the extraordinary ability to concentrate on two spells that require concentration concurrently. Both spells function independently; maintaining one does not affect the other. Should your concentration break on one, the other remains intact.

##### • **Shared Form:**

Any buff or debuff affecting one twin immediately affects the other. Your twin bond means that magical and nonmagical effects alike are shared.

##### • **Shared HP Pool:**

Your hit points are pooled into one shared resource, divided evenly between your two bodies. Instead of a twin falling unconscious when reduced to 0 HP, your HP is rebalanced (rounding up) between you whenever one twin would drop to 0. If equalizing would leave one twin with only 1 HP or if both halves fall to 0, you are considered unconscious and begin the death count.

##### • **Enhanced Action Economy:**

You possess 2 Reactions, and 2 Bonus Actions per round. However, you receive only 1 Movement Action and Spell Action per round, which may be split between your twin bodies as you choose.

#### • **Natural Dual-Wielding:**

When wielding two light and finesse weapons—or when one or both weapons are magically conjured—you may make one additional free (non-proficient) attack once per turn when you take the Attack action.

#### • **Doubleteaming (Level 2):**

Once you reach level 2 with this template, you can roll a skill check, attack roll, or saving throw at advantage a number of times per day equal to your class level (minimum 2 times). This ability can only be used when you and your twin are within visual range of one another.

#### • **Shared Thoughts:**

Your twin is cognitively linked with you. You share thoughts telepathically at all times, regardless of distance.

#### • **Twin's Bearing:**

You always know the cardinal direction of your twin, even across different planes. Should your twin leave the local plane, you immediately sense their absence.

#### • **Bonus Proficiency (Level 2):**

At level 2 you choose one extra proficiency from among crafts, tools, or games.

#### • **Arcane Endowment:**

- **Level 1:** You learn one Wizard cantrip of your choice.
- **Level 2:** You learn one Divine cantrip of your choice.

#### Class Integration

At level 3, you transition from being a Gemini Celestian to your chosen base class. In effect, your character's effective class level is your character level minus 2. All standard 5e character creation and advancement rules apply from level 3 onward, while your Gemini Celestian racial features remain permanently.

#### For Casting Classes That Prepare Spells:

- Celestians receive 1.5 times the prepared spell pool for their class.
- Time to prepare spells is reduced by 1/2.

*The Gemini Celestian template represents a profound sacrifice—two levels taken to embody a twin-natured existence rich in versatility. Embrace the duality: wield the power of shared forms, minds, and destinies as you shape your heroic journey.*

# CELESTIAN ARCHIST

**F**OEBEAR OF THE GEMINI CELESTIANS. CELESTIAN Archists are energy beings that have forged mortal, fleshlike vessels to interact with the world. Born fully formed and haunted by divine mystery, these nascent gods take a profound toll on their essence before ever choosing a traditional class. Their inherent abilities span the arcane, divine, psionic, and luminancer traditions—melding early class features into an unstoppable form of ascendant might.

**Racial Level Adjustment:** +4

You progress through 4 complete racial levels before taking your first class level.

## RACIAL TRAITS

### CELESTIAN VESSEL

Your creation as a sentient energy being forced into mortal form endows you with uncanny attributes. Though your vessel appears fully grown, your internal essence is in constant flux, mastering both raw power and the limitations of flesh.

### SPELL EMPOWERMENT

When you cast a spell, roll a d4. A result of 1 (25% chance) means your spell is randomly empowered—its damage dice increase by +1. If this empowered spell is a cantrip and you have not taken a bonus action attack or spell that round, you may immediately make one weapon attack or cast a leveled spell.

### ADAPTIVE PHYSIOLOGY

Your body adapts on the fly. As a bonus action, choose STR, DEX, or CON to receive a +2 temporary bonus until the end of your next turn. Use this ability a number of times per long rest equal to your proficiency bonus.

### LIMITED PROPHECY

Your connection to the flow of time allows you brief glimpses into what might be. As a bonus action (usable once per long rest), roll a d20 and store that result. Later, you may replace any d20 roll (attack, damage, saving throw, ability check, etc.) with your stored roll for yourself or any ally.

### LEGENDARY COMPREHENSION

Your vast intelligence and battle-hardened insight allow you to strike with uncanny precision. When taking the Attack action, you gain one extra melee weapon attack. This bonus attack stacks with any other extra attacks you might have from class features.

### CELESTIAL CONDUIT

Elemental magic flows through your being. When you cast a spell that deals elemental damage, you may channel that energy to heal yourself. You gain temporary hit points equal to your proficiency bonus.

### AUGMENTED VITALITY

Your internal energies can stave off death. When you would drop to 0 HP, you can instead remain at 1 HP and immediately attempt a concentration check (DC = half your maximum HP, rounded up). On success, you stabilize; on failure, you fall unconscious. This can be used once per long rest.

### FORESIGHT OF BATTLE

Your prophetic instincts extend to the very moment before conflict. At level 4, you gain advantage on initiative rolls. Additionally, you may store a second prophecy roll (identical to Limited Prophecy) once per long rest.

### ETHEREAL SHELL

When danger looms, you can momentarily shed your mortal bonds. As a reaction, you may become partly ethereal until the beginning of your next turn. During this time, you gain resistance to all nonmagical damage. This ability can be used once per long rest.

### ENHANCED MANIFESTATION

Your mastery over energy lets you briefly reclaim spent power. Whenever you cast a spell expending a spell slot, you may immediately cast one of your cantrips without consuming any resources. This effect can be used once per short rest.

### OMNIVERSAL UNDERSTANDING

Your keen insight into the forces that govern both magic and matter has broadened your skillset. At level 4, choose one tool or musical instrument with which you gain proficiency if you do not already have it.

### FATE'S INTERVENTION

When the fates seem unkind, you may nudge destiny in your favor. Once per long rest, you can re-roll any attack roll, ability check, or saving throw. You must accept the new roll.

## INHERENT ARCHETYPE

### Racial Ability (Acquired at Level 3)

At racial level 3, the energies that form your being absorb the echoes of countless mortal disciplines. You gain the ability to choose **one** level-3 subclass feature from any class's subclass list—be it the Rogue's **Cunning Action**, the Fighter's archetype bonus attack, a Cleric Domain's inaugural feature, or any similar ability normally acquired at 3rd level. This feature functions exactly as it would if you had received it from a class, although it is granted to you as an innate, racial boon and does not count against any subclass features you later obtain with your class levels.

### Usage Guidelines:

- The selected ability must be one normally available as the initial subclass feature at 3rd level from any class.
- If the ability's effects are scaled by class level or proficiency bonus, substitute your Archist racial level in lieu of class level.
- Should the chosen feature overlap with any later class feature, consult your DM to determine which effect prevails or if they stack.
- This selection is permanent, symbolizing the deep fusion of energy and the ancient, diverse wisdom of mortal paths.

The echoes of distant archetypes now reside within you.

## CELESTIAN ARCHIST RACIAL PROGRESSION TABLE

Level	Hit Die	CON Bonus	Ability Score Increase*	Bonus Feat	Racial Features
1	d4	+2	+1 to all non-CON stats	1	<p><b>Skill Mastery:</b> Choose 3 skills; designate 1 as expertise (double proficiency).</p> <p><b>Languages:</b> You know Common and 3 additional languages of your choice.</p> <p><b>Cantrips:</b> You know 4 cantrips; choose one from each list: Divine, Arcane, Psionic, or Luminancer. In addition, you automatically know either <i>Little Miracle</i> or <i>Thaumaturgy</i> and either <i>Spontaneous Accident</i> or <i>Prestidigitation</i> (you automatically receive one of these paired cantrips).</p> <p><b>Weapon &amp; Armor Proficiencies:</b> Proficient with any 3 weapons of your choice and with all armor.</p> <p><b>Magical Darkvision:</b> See in magical darkness out to 60 ft.</p> <p><b>Natural Weapons:</b> Your unarmed strikes deal 1d6 damage (using STR or DEX).</p>
2	d6	+2	—	1	<p><b>Spell Empowerment:</b> When you cast a spell, roll a d4. On a 1 (25% chance), the spell's damage dice increase by +1. If the empowered spell is a cantrip and you haven't used another bonus action that round, you may immediately make a weapon attack or cast a leveled spell.</p> <p><b>Adaptive Physiology:</b> As a bonus action, add +2 to STR, DEX, or CON until the end of your next turn. You can use this a number of times per long rest equal to your proficiency bonus.</p>
3	d6	+3	—	—	<p><b>Limited Prophecy:</b> As a bonus action (usable once per long rest), roll a d20 and store the result. You may substitute this stored roll for any subsequent attack roll, saving throw, ability check, or damage roll (for you or an ally).</p> <p><b>Legendary Comprehension:</b> When you take the Attack action, you may make one additional melee weapon attack.</p> <p><b>Celestial Conduit:</b> When you cast a spell that deals elemental damage (fire, cold, lightning, acid, etc.), you may channel a portion of that energy to heal yourself for an amount equal to your proficiency bonus.</p> <p><b>Augmented Vitality:</b> If you would be reduced to 0 HP, you can instead drop to 1 HP and immediately make a concentration check (DC = half your maximum HP, rounded up). Success stabilizes you; failure renders you unconscious. (Once per long rest.)</p> <p><b>Inherent Archetype:</b> You gain an initial subclass feature from a class of your choosing.</p>
4	d8	+4	+1 to all non-CON stats	—	<p><b>Foresight of Battle:</b> Gain advantage on initiative rolls and store a second prophecy roll (identical to Limited Prophecy) once per long rest.</p> <p><b>Ethereal Shell:</b> As a reaction, you can become incorporeal until the start of your next turn, granting resistance to all nonmagical damage (usable once per long rest).</p> <p><b>Enhanced Manifestation:</b> Whenever you expend a spell slot, you may cast one of your cantrips without expending any resources (usable once per short rest).</p> <p><b>Omniversal Understanding:</b> Gain proficiency in one additional tool or musical instrument of your choice, representing your deep grasp of myriad magical traditions.</p> <p><b>Fate's Intervention:</b> Once per long rest, you may re-roll any attack roll, ability check, or saving throw, using the new roll.</p>

# POSSUMFOLK

## PHYSICAL DESCRIPTION

Possumfolk are small to medium-sized humanoids with distinct opossum-like features. They typically have a lithe build, covered in fur that ranges from grayish-white to dark gray, often with a lighter-colored face and a pointed snout. Their prehensile tails are hairless and scaly, adept at grasping. Large, dark eyes grant them excellent night vision, and their hands and feet are nimble and dexterous, often sporting sharp claws.

## CULTURAL DESCRIPTION

Possumfolk are incredibly adaptable and resilient, found thriving in a variety of environments from bustling cityscapes to the fringes of wilder lands. They are often nocturnal by nature and possess a keen intellect and resourcefulness. Culturally, they can be seen as anything from cunning tricksters and survivors to wise hermits or unassuming community members. They have a strong sense of family and community, though some prefer a more solitary existence. Their ability to “play dead” is legendary and often incorporated into their social customs and even combat strategies.

## POSSUMFOLK TRAITS

Your Possumfolk character has the following racial traits:

**Ability Score Increase.** Your Dexterity score increases by 2.

**Size.** Possumfolk are typically Small or Medium. Your size is Small or Medium (your choice).

**Speed.** Your base walking speed is 30 feet. You also have a climbing speed of 20 feet.

**Darkvision.** Accustomed to twilight and night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light.

**Keen Smell.** You have advantage on Wisdom (Perception) checks that rely on smell.

**Prehensile Tail.** You can use your tail to carry objects weighing no more than 10 pounds. You cannot wield weapons or shields with your tail.

**Feigned Death.** As a reaction when you take damage, you can fall prone and appear dead. Until the start of your next turn, any creature that can see you must make a Wisdom (Insight) check against a DC of 8 + your proficiency bonus + your Charisma modifier to discern that you are alive. While feigning death, you have advantage on saving throws against effects that would frighten you. You can use this trait once per short or long rest.

**Languages.** You can speak, read, and write Common and one other language of your choice.

## POSSUMFOLK SUBRACES

Three main subraces of Possumfolk are found within the Academy: Cosmopolitans, Wilders, and Scavanchists.

### COSMOPOLITANS

City-dwelling Possumfolk who have adapted to the intricacies of urban life. They are often sophisticated, street-smart, and skilled at navigating complex social and physical environments.

**Ability Score Increase.** Your Charisma score increases by 1.

**Urban Acclimation.** You have proficiency in the Stealth and Deception skills.

**Street Savvy.** You have advantage on Wisdom (Insight) checks made to discern the true intentions of creatures within urban environments. You also have advantage on checks to navigate or find hidden paths within cities.

### WILDERS

Wilders retain a stronger connection to their feral roots, often living on the outskirts of civilization or in reclaimed natural spaces within urban areas. They are adept survivors and possess a primal cunning.

**Ability Score Increase.** Your Wisdom score increases by 1.

**Natural Instincts.** You have proficiency in the Survival and Nature skills.

**Tenacious Resilience.** When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

### SCAVANCHISTS

Masters of repurposing and ingenuity, Scavanchists see potential where others see refuse. They are resourceful tinkerers and often have a surprisingly deep understanding of how things work, or how they can work with a bit of effort.

**Ability Score Increase.** Your Intelligence score increases by 1.

**Resourceful Expertise.** You gain proficiency with tinker's tools. You can also use your tinker's tools to grant yourself or an ally advantage on one ability check or saving throw made to interact with a mechanical trap or device. Once you use this feature, you must finish a short or long rest before you can use it again.

**Jury-Rig.** You can spend 10 minutes to temporarily repair a broken mundane object or create a small, temporary mundane item from scraps you find. This item functions for 1 hour before falling apart.

# LIVING DOLLS

## PHYSICAL DESCRIPTION

Living Dolls are constructs given the spark of life, their forms often mimicking humanoid figures but crafted from materials such as porcelain, wood, cloth, or even stitched-together parts. Their appearance can range from eerily beautiful to charmingly rustic or unsettlingly uncanny. Their size varies greatly depending on their design and purpose. Movement might be graceful and fluid or slightly stiff and jointed.

## CULTURAL DESCRIPTION

Living Dolls are beings searching for their place in a world not entirely made for them. Their “culture” is often a patchwork of the values and beliefs of their creators or the communities they find themselves in. Many grapple with questions of identity, free will, and the nature of their own existence. They can be fiercely loyal, driven by a programmed purpose, or passionately seeking to define themselves beyond their origins. Social interaction can be a learning process, with some dolls being remarkably empathetic and others struggling to understand nuanced emotions.

## LIVING DOLL TRAITS

Your Living Doll character has the following racial traits:

**Ability Score Increase.** Your Constitution score increases by 1.

**Constructed Nature.** You are a construct. You are immune to disease. You do not need to eat, drink, or breathe. Instead of sleeping, you enter an inactive state for 4 hours each day. You do not dream in this state; you are fully aware of your surroundings and notice approaching dangers and other events as normal.

**Living Construct.** Even though you were constructed, you are a living creature. You are affected by spells and abilities as a humanoid. You can be healed by spells that restore hit points.

**Languages.** You can speak, read, and write Common and the language of your creator (if applicable, DM’s discretion).

## LIVING DOLL SUBRACES

Three primary types of Living Dolls are known: Big Baby Dolls, Guardian Dolls, and the highly magical Porcelain Dolls.

### BIG BABY DOLL

These dolls are often larger than expected, with an unsettlingly innocent or childlike appearance that can be disarming or outright creepy. They may possess surprising durability or an uncanny ability to evoke strong emotional responses.

**Ability Score Increase.** Your Strength score increases by 2.

**Size.** Big Baby Dolls are Medium, though often on the larger side.

**Unsettling Innocence.** You gain proficiency in the Intimidation skill. Additionally, you can use your action to adopt a particularly unnerving facade. One creature of your choice within 30 feet that can see you must make a Wisdom saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ). On a failed save, the creature is frightened of you for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this trait, you can’t use it again until you finish a short or long rest.

**Sturdy Construction.** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

### GUARDIAN DOLL

Built for protection, Guardian Dolls are often more robustly constructed, with features that hint at their defensive purpose. They are unwavering in their loyalty and designed to withstand harm.

**Ability Score Increase.** Your Constitution score increases by an additional 1, and your Wisdom score increases by 1.

**Size.** Guardian Dolls are Medium.

**Protective Instinct.** As a reaction when an ally within 5 feet of you is hit by an attack, you can grant that ally a +2 bonus to their AC against that attack, potentially causing it to miss. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

**Reinforced Form.** You have resistance to poison damage.

### PORCELAIN DOLL

Exquisitely crafted and often delicate in appearance, Porcelain Dolls are infused with potent magical energies. Their fragility can be deceiving, as they are capable of wielding significant arcane power.

**Ability Score Increase.** Your Intelligence or Charisma score increases by 2 (your choice).

**Size.** Porcelain Dolls are Small or Medium.

**Innate Spellcasting.** You know one cantrip of your choice from the Sorcerer spell list. Your spellcasting ability for this cantrip is the ability score you increased with this subrace (Intelligence or Charisma).

**Arcane Resilience.** You have advantage on saving throws against spells and other magical effects.

**Fragile Beauty.** While you are a potent magic user, your physical form is more delicate. You have vulnerability to bludgeoning damage.

# DEMI-GORGONS: NOT QUITE BIG KIDS YET

**T**HESE LITTLE TYKES ARE WHAT HAPPENS WHEN mythic power meets a growth spurt that's still, well, spurting. Demi-Gorgons are touched by legends, but they're still figuring out how to tie their own divine shoelaces (if they even wear shoes, that is). They might look mostly like other little students at first glance, but give it a second, and you'll spot the signs: maybe it's the way their hair wiggles on its own, or how time seems to get a bit wobbly when they're throwing a tantrum, or perhaps they're just, y'know, *really* good at knocking over block towers.

## DEMI-GORGON TRAITS

As a Demi-Gorgon, you've got some inherent quirks thanks to your not-so-ordinary ancestry:

**Ability Score Increase.** Your Constitution score increases by 1. You're a tough little cookie, even if you still need a band-aid for a scraped knee.

**Age.** Demi-Gorgons grow up at about the same pace as humans, but their mythic mojo means they can stick around for a couple of centuries. How old they *look* can be a whole other story, especially for certain... types.

# SEMI-GORGONS: TRYING TO BE BIG KIDS

**A**LRIGHT, SO THESE AREN'T YOUR AVERAGE, drooling Demi-Gorgons anymore. Well, mostly. Semi-Gorgons are what happens when those mythic sparks start to *really* crackle. They're the "big kids" of the monstrously-inclined student body, or at least they *think* they are. They might still have a favorite plushie hidden under their bed and a distinct weakness for juice boxes, but they're starting to get a better handle on their powers. They're probably trying to look cool, act aloof, and maybe even (gasp!) attempt to use the potty like a "grown-up," with varying degrees of success and a lot of dramatic sighing.

## SEMI-GORGON TRAITS

As a Semi-Gorgon, you're a bit more practiced, a bit more polished (sometimes literally, if you're a Deva Gleam), but still fundamentally a kid with extraordinary powers:

**Ability Score Increase.** Your Constitution score increases by 1. You've survived this long, after all.

**Age.** Semi-Gorgons mature at the same rate as humans but carry themselves with an air of someone who's *at least* a year older than they actually are. Lifespan remains impressively long.

**Alignment.** They're starting to understand concepts like "responsibility" and "not eating all the cookies before anyone else gets one," but old habits die hard.

**Alignment.** Like any kiddo, Demi-Gorgons can be sweet as pie or a total handful. They lean towards the alignment of whatever mythic being gave them their spark, but the Academy (and maybe a few too many sugar rushes) can steer them any which way. Usually, they're too busy causing adorable chaos to be truly Evil.

**Size.** Medium. Most of the time. Some are a bit on the chunky side, others surprisingly petite before they hit their full... potential.

**Speed.** Your base walking speed is 30 feet. Though, if you're in particularly well-padded diapers, your DM might rule that you waddle a bit slower.

**Darkvision.** You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray. Handy for sneaking midnight snacks.

**Monstrous Nature.** You have advantage on saving throws against being frightened. Scary monsters under the bed? Please, you *are* the scary monster under the bed (sometimes).

**Languages.** You can speak, read, and write Common and one other language that makes sense for your mythic background (like Primordial if you're all elemental-y, or Celestial if you've got angelic bits).

# SEMI-GORGONS: TRYING TO BE BIG KIDS

Still any alignment, but perhaps with more pronounced leanings.

**Size.** Medium. They insist they're "filling out."

**Speed.** Your base walking speed is 30 feet. They *definitely* don't waddle. Anymore. Usually.

**Darkvision.** Standard. For "studying late" or "important night-time ponderings."

**Practiced Poise.** You have advantage on Charisma (Deception) checks when trying to act more mature, knowledgeable, or in control than you actually feel. You also gain proficiency in one Charisma-based skill of your choice: Deception, Intimidation, Performance, or Persuasion. You've had practice trying to convince the grown-ups you're "too old for naps."

**Monstrous Nature.** You have advantage on saving throws against being frightened. You're "practically a grown-up," and grown-ups aren't scared of the dark... much.

**Languages.** You can speak, read, and write Common and one other language. You might even know a few "big words" in it.

**Subrace.** Even as they try to be more mature, their mythic core shines through. Choose one of the following Semi-Gorgon subraces, which are more developed versions of their Demi-Gorgon counterparts: Serpent Scion, Time Skipper, Junior Titan, Anubite Acolyte, Deva Gleam, Kaitiaki Guardian, or Qilin Yearling.

**Subrace.** Every Demi-Gorgon is special in their own way. Choose one of the following mythic subraces: Medusii, Chronoling, or Totan.

## NOT THAT KIND OF GORGON!

Now, don't get your nappies in a twist. "Demi-Gorgon" is just a fancy term. We're not talking about those big, scary, turn-you-to-stone ladies all the time. Well, not *all* the time. It's more like... you've got a little bit of their oomph, mixed with a healthy dose of "still needs a juice box and a nap."

## MYTHIC SUBRACES

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### MEDUSII

*Snaked-haired little brats whose snake hair has unique abilities that make up for their natural lack of charm (and maybe their tendency to accidentally trip people with their head-squiggles).*

Medusii are the kids who always look like they've just rolled out of bed, if their bed was a pit of very opinionated, slightly venomous noodles. Their hair isn't just for show; it's got a mind of its own, and sometimes, so do they. They might not win any "most popular" awards without some serious effort, but their living locks give them an edge in... stickier situations.

**Ability Score Increase.** Your Dexterity score increases by 2, but your Charisma score decreases by 1. You're quick and slithery, but social graces might not be your strong suit when your hair keeps trying to eat the ambassador's hat.

**Serpentine Locks.** That wild mane of yours is more than just a fashion statement.

- **Venomous Hiss (Recharge after a Short or Long Rest).** As an action, you can command your snakes to let out a truly terrifying hiss at one creature you can see within 30 feet. The target must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is frightened of you for 1 minute. It's like a super-powered "boo!" The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Constricting Coils.** Your hair-snakes are surprisingly grabby. You can use your bonus action to try and grapple a creature within 5 feet of you with your hair. You are proficient with this grapple attempt. You can only have one creature grappled this way at a time. It's great for holding onto toys... or ankles.
- **Serpent's Sense.** You have advantage on Wisdom (Perception) checks that rely on sight or detecting vibrations. Your snakes see *everything*.

**Petrifying Pout (1/Long Rest).** You haven't quite mastered the full turn-them-to-garden-gnomes stare yet, but you're working on it! As an action, you can glare with mythic intensity at one creature you can see within 30 feet that can also see you. The target must make a

Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature begins to stiffen and is restrained as its body starts to feel like day-old playdough. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 10 minutes or until someone uses a *greater restoration* spell or similar magic. It's the ultimate "freeze tag" move.

## CHRONOLING

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*Primordial kiddos with power over their own aging (mostly making themselves look older to reach the cookie jar) and limited influence over time (like making playtime last juuuust a little bit longer).*

Chronolings are the old souls of the playground, even if they're currently sporting a bib and a distinct lack of teeth. They've got a weird knack for time stuff, making them seem wise beyond their years one minute, and then throwing a fit because their favorite cartoon ended too soon the next. They can't exactly rewrite history, but they can definitely mess with the present in fun ways.

**Ability Score Increase.** Your Intelligence score increases by 2. You're a smarty-pants, especially when it comes to figuring out how clocks work.

**Temporal Tantrum.** You have a funny way of dealing with age. You can choose to appear as any age from a toddler to a venerable elder, though this doesn't change your actual game stats. It's more like playing dress-up with time. You can change this look after a long rest, maybe deciding you want to be a "big kid" today.

**"Not It!" Reflexes.** As a reaction when you or another little buddy you can see within 30 feet is about to get bonked by an attack, you can briefly rewind their immediate personal timeline. You impose disadvantage on that attack roll. You can use this trait a number of times equal to your proficiency bonus, and you get all your uses back after a long rest. "Didn't happen!"

**Fast Forward.** You can add your Intelligence modifier (minimum of +1) to your initiative rolls. You're always eager to get things started, especially if "things" involve snacks.

**Time-Out Stutter (1/Short or Long Rest).** As a bonus action, you can make yourself a bit... temporally slippery. Until the end of your next turn, attack rolls against you have disadvantage. It's like you're there, but also... not quite. Perfect for dodging chores.

## TOTANS

*Buff and powerful demi-gods who still have some growing up to do, a LOT of growing up. They're the ones who break all the toys by accident and give "hugs" that might crack a rib or two.*

Totans are the super-strong kids in class, blessed with the might of tiny titans but often lacking the memo on "gentle hands." They're full of boundless, boisterous energy and can probably lift the teacher's desk (though they probably shouldn't). They're all about impressive feats of strength, even if those feats sometimes involve accidentally demolishing the sandcastle... again.

**Ability Score Increase.** Your Strength score increases by 2. You're really, *really* strong. Like, "ate all your super-spinach" strong.

**Mighty Mite.** You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You can carry ALL the building blocks.

**Divine "Owie" Resistance.** When you take damage, you can use your reaction to flex *really hard* and roll a d6. Add your Constitution modifier to the number rolled, and reduce the damage by that total. It's like your boo-boos are just smaller. You can do this a number of times equal to your proficiency bonus, and you get them all back after a long rest.

**Stompy Stomp (1/Short or Long Rest).** When you hit with a melee weapon attack, you can choose to also stomp your foot with mythic force. It's not just a foot stomp; it's a *STOMP*. All other creatures on the ground within 5 feet of your target must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone from your miniature earthquake. "I'M HELPING!"

**Latent Power Whine.** You're still figuring out all your cool powers. You learn one cantrip of your choice from the Cleric spell list (maybe something that makes a loud noise or a pretty light). Constitution is your spellcasting ability for this cantrip, because your power comes from being just so darn robust.

## ANUBITE PUP

*Little guardians of the nap-time mat, these pups are often seen with a serious expression, meticulously arranging their plushies as if preparing them for a grand journey to the snack table. They might wear floppy, jackal-eared hats and clutch a toy ankh like it's the key to the cookie jar.*

Anubite Pups carry an air of solemn duty, even when they're just deciding who gets to play with the shiniest block. They have a strong sense of fairness (especially when it benefits them) and an instinct to protect their little friends, even if their methods are a bit... mummifying.

**Ability Score Increase.** Your Wisdom score increases by 2, and your Strength score increases by 1. You're surprisingly strong for such a serious little pup.

**Guardian's Stance.** When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a toy, a shield, or nothing in your hands to use this stance. It's your job to make sure no one messes with your buddies during story time!

**Weighing of the Cookies (1/Long Rest).** You have proficiency in the Insight skill. You just *know* when someone's trying to sneak an extra cookie. Additionally, when a creature you can see within 30 feet tells a clear and obvious fib (DM's discretion), you can use your reaction to give them a disappointed puppy-dog stare. The creature must make a Charisma saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a failed save, they feel a pang of guilt and have disadvantage on Charisma (Deception) checks for the next 10 minutes as your judgment hangs over them.

**Bandage Brigade.** You know the *mending* cantrip. You're surprisingly good at patching up boo-boos on toys or temporarily sticking broken things back together with surprising resilience (like a well-wrapped mummy). These "repairs" on non-magical objects last for 1 hour.

## DEVA SPARK

*These little cherubs seem to shimmer with an inner light, often humming happily or creating tiny, harmless sparkles just for fun. They adore bright colors, shiny ribbons, and might try to "bless" their friends with a sprinkle of glitter or a hastily picked dandelion. Their extra (purely decorative) arms often get tangled in their clothes or each other.*

Deva Sparks are bundles of joy and nascent divine artistry. They love to be the center of attention, not out of ego, but because they genuinely want to share their light and happiness (and maybe show off their cool, if somewhat clumsy, extra limbs).

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1. You're charming and surprisingly nimble, even with the extra appendages.

**Little Light Show.** You know the *prestidigitation* cantrip. Charisma is your spellcasting ability for it. You can use it to create all sorts of delightful, harmless sensory effects: a brief, sweet melody, a shower of colorful (non-staining) sparks, making your voice echo like a tiny deity for a sentence, or warming a friend's juice box.

**Aura of Giggles (1/Long Rest).** As a bonus action, you can radiate a palpable aura of cheerfulness for 1 minute. Friendly creatures (including yourself) within 10 feet of you who can see or hear your joyful display have advantage on saving throws against being frightened or charmed while your aura is active. It's hard to be scared when everything suddenly feels like a birthday party!

**Many Paws Make Light Play (Cosmetic).** You have an additional pair of smaller, purely cosmetic arms. They can't wield weapons, shields, or perform complex tasks like writing or intricate crafting. However, they are perfect for holding a second juice box, an extra crayon, a favorite small toy, waving enthusiastically, or giving slightly awkward, multi-limbed hugs. Once per short rest, you can use these extra hands to gain advantage on one Dexterity (Sleight of Hand) check or one ability check made to perform a very simple, non-strenuous task like sorting blocks by color or tying a very large, simple bow.

## KAITIAKI SPROUT

*These little guardians are fiercely protective of their playmates and their favorite chew toys. They might have a slightly tougher hide that feels like smooth river stones, make rumbling tummy noises when content (or when someone eyes their building blocks), and always seem to know the best spots for digging in the sandbox or splashing in puddles.*

Kaitiaki Sprouts are infused with the spirit of ancient protectors. They are loyal to a fault, and while they might not always understand the rules of sharing, they're the first to stand up (or waddle determinedly) against any playground bully.

**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1. You're strong like the earth and watchful like a hidden guardian.

**Kaitiaki's Roar (1/Short or Long Rest).** As an action, you can puff out your chest and unleash a surprisingly mighty roar, like a baby taniwha defending its favorite mud puddle. Each hostile creature within 10 feet of you that can hear you must make a Wisdom saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$ ) or become frightened of you until the end of your next turn. "Mine! And my friend's! And this shiny rock!"

**Guardian of the Den.** You are proficient in the Athletics skill, perfect for climbing the slide or "rescuing" toys from high places. Additionally, when an ally within 5 feet of you is hit by an attack, you can use your reaction to bravely interpose yourself, becoming the target of that attack instead, provided you can see the attacker. You must decide to use this feature before the damage is rolled. No one messes with your fort!

**Earthly Connection.** You know the *mold earth* cantrip. Wisdom is your spellcasting ability for it. You're great at making impressive mud pies, super-secret dirt tunnels (very short ones), and surprisingly effective (if small) defensive mounds around your juice box.

## QILIN CALF

*These serene little ones seem to carry an aura of good fortune and gentle mischief, like they've always got a pocketful of lucky charms (or maybe just lint and a half-eaten cracker). They might have a coat that shimmers with hints of rainbow colors when the light hits it just right, tiny velvet nubs on their heads where magnificent antlers will one day sprout, and a tendency to leave trails of glitter (or perhaps just cookie crumbs) wherever they prance. They love sharing and making sure everyone has a good time, especially if it involves sweet treats.*

Qilin Calves are bringers of harmony and unexpected giggles. They are naturally gentle and kind, though their "luck" sometimes leads to comical, if harmless, mishaps for those around them.

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1. You're naturally charming and have an uncanny knack for finding the last cookie.

**Auspicious Prance.** Your base walking speed increases by 5 feet. When you use the Dash action, difficult terrain doesn't cost you extra movement on that turn. You're too lucky (and light on your hooves, if you had them) to get bogged down by sticky floors or overgrown grass during tag!

**Serene Blessing (1/Long Rest).** As a bonus action, you can choose one friendly creature (can be yourself) you can see within 30 feet. The chosen creature gains temporary hit points equal to your Charisma modifier + your proficiency bonus. These feel like a warm, lucky hug, or finding an extra marshmallow in your cocoa.

**Fortunate Find.** You know the *guidance* cantrip, always ready with a helpful, lucky whisper. Additionally, whenever you make an ability check or saving throw and roll a 1 on the d20, you can choose to reroll the die and must use the new roll. You can use this part of the feature once per long rest. It's like you always find a four-leaf clover or a dropped coin just when you need a little boost!

## SERPENT SCION

These Semi-Gorgons have a bit more control over their serpentine locks, maybe even attempting to style them (with mixed, often spiky, results). They're less "bratty" and more "moody teenager," convinced of their own profound coolness.

**Ability Score Increase.** Your Dexterity score increases by 2, but your Charisma score decreases by 1. Still agile, but now with an added layer of "too cool for this."

**Viperine Locks.** Your snakes are a bit more disciplined, or at least better at looking intimidating on command.

- **Chilling Hiss (Recharge after a Short or Long Rest).** As an action, you can direct your snakes to unleash a sibilant hiss and a piercing glare at one creature you can see within 30 feet. The target must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is frightened of you for 1 minute and has disadvantage on attack rolls against you while frightened in this way. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Grasping Vipers.** Your bonus action grapple with your hair is still effective. You've learned to make it look slightly more menacing.
- **Keen-Eyed Serpents.** You retain advantage on Wisdom (Perception) checks relying on sight or vibrations. Your snakes are excellent lookouts, especially for teachers trying to sneak up on you.

**Stony Gaze (1/Long Rest).** Your petrifying ability is more focused. As an action, target one creature you can see within 30 feet that can also see you. The target must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, the creature is restrained as its body begins to harden. At the end of its next turn, it must repeat the saving throw. On a success, the effect ends. On a failure, the creature is petrified for 1 hour or until freed by appropriate magic. You can also choose to end the petrification prematurely as a bonus action, perhaps with a dramatic sigh of "you're not worth the effort."

## TIME SKIPPER

More aware of their temporal abilities, these Semi-Gorgons might use their powers for "important research" (like finding out what snacks are served next week) or to get a few extra minutes before curfew. They carry an air of someone who knows a secret or two about how things really work.

**Ability Score Increase.** Your Intelligence score increases by 2. You're clever, and now you're starting to apply it... selectively.

**Shifting Age.** You can still alter your apparent age, perhaps to try and get into "older kid" games or avoid "little kid" chores.

**Temporal Dodge.** Your "Not It!" reflexes are more refined. As a reaction when you or another creature you can see within 30 feet is hit by an attack, you can impose disadvantage on the roll. You can use this trait a number of times equal to your proficiency bonus, regaining uses on a long rest.

**Precocious Planning.** Your Intelligence modifier still boosts your initiative. You like to be ahead of the curve.

**Phase Step (1/Short or Long Rest).** As a bonus action, you can briefly shimmer out of sync with time. Until the end of your next turn, attack rolls against you have disadvantage, and you can move up to 10 feet to an unoccupied space you can see. This movement does not provoke opportunity attacks. It's great for making a "dramatic exit" or "appearing" just where you're needed (or not wanted).

## JUNIOR TITAN

Still incredibly strong, Junior Titans are now trying to channel their might with a bit more finesse (key word: *trying*). They might be the self-appointed "protector" of their group, always ready to flex or show off their "gains" from all that playground activity.

**Ability Score Increase.** Your Strength score increases by 2. You're probably the strongest kid in your year.

**Growing Might.** You still count as one size larger for carrying capacity. Useful for carrying *all* the sports equipment.

**Titan's Fortitude.** When you take damage, you can use your reaction to roll a d8. Add your Constitution modifier, and reduce the damage by that total. You can use this a number of times equal to your proficiency bonus per long rest. Your "owies" are definitely smaller now.

**Quake Slam (1/Short or Long Rest).** When you hit with a melee weapon attack, you can channel your inner titan to slam the ground. All other creatures on the ground within 10 feet of your target must make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or be knocked prone. You might even shout something suitably "heroic" while doing it.

**Budding Divinity.** You learn one cantrip of your choice from the Cleric or Paladin spell list. Constitution is your spellcasting ability. You're starting to tap into the more "divine" part of your heritage.

## ANUBITE ACOLYTE

Taking their role as guardians even more seriously, Anubite Acolytes might be found “cataloguing” the library’s picture books or ensuring the “sacred nap-time silence” is observed. They’ve probably upgraded their toy ankh to a slightly larger, more official-looking one.

**Ability Score Increase.** Your Wisdom score increases by 2, and your Strength score increases by 1. Your resolve (and biceps) are strengthening.

**Protector’s Vigil.** Your Guardian’s Stance remains: when a creature attacks an ally near you, use your reaction to impose disadvantage. You’re the self-appointed guardian of your clique.

**Judgment of Conduct (1/Long Rest).** You retain proficiency in Insight. When a creature you can see within 30 feet tells a fib you recognize, you can use your reaction to fix them with a stare of profound disappointment. The creature makes a Charisma saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$ ). On a failed save, they have disadvantage on all Charisma checks for the next hour, and they might feel compelled to “confess” or offer you a cookie as an apology.

**Rite of Mending.** You still know *mending*. You can now also use it on a construct or object to grant it 1d4 temporary hit points once per short rest. You’re getting good at these “sacred rites of repair.”

## DEVA GLEAM

Their inner light shines a bit brighter, and they’re more adept at using their charm and minor divine tricks to get what they want (usually more glitter or the best seat). Their extra arms are less clumsy and more expressive, used for dramatic gestures or holding multiple art supplies.

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1. Graceful and glowing with confidence.

**Radiant Display.** You still know *prestidigitation*, and your displays are more dazzling. Charisma is your spellcasting ability.

**Coordinated Grace (Cosmetic).** Your extra pair of smaller arms are more adept. They still can’t perform complex combat actions, but you can use them to gain advantage on any Dexterity-based ability check (not saving throws) once per short rest. They’re also excellent for dramatic posing.

**Aura of Joy (1/Long Rest).** As a bonus action, you can radiate an enhanced aura of joy for 1 minute. Friendly creatures (including yourself) within 15 feet of you have advantage on saving throws against being frightened or charmed and gain a +1 bonus to attack rolls while your aura is active. Your happiness is infectious and inspiring!

## KAITIAKI GUARDIAN

More confident and territorial, these Semi-Gorgons see themselves as the true protectors of their “patch” – be it the best corner of the common room or their group of friends. Their hide might be a bit thicker, and their rumbling growls a bit more convincing.

**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1. Strong and ever-watchful.

**Guardian’s Challenge (1/Short or Long Rest).** As an action, your roar is more potent. Hostile creatures within 15 feet of you that can hear you must make a Wisdom saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$ ). On a failed save, they are frightened of you until the end of your next turn. If a creature fails its save by 5 or more, it is also stunned until the start of your next turn.

**Steadfast Protector.** You retain proficiency in Athletics. When an ally within 5 feet of you is hit by an attack, you can still use your reaction to become the target. If you do so, you gain resistance to the damage from that one attack. You’re a living shield for your pals.

**Stone Shaper.** You still know the *mold earth* cantrip (Wisdom spellcasting ability). Your earthworks are a bit more impressive now, perhaps creating small, sturdy barriers or quickly excavating a “foxhole.”

## QILIN YEARLING

Their auspicious nature is becoming more apparent, and they often find themselves in the right place at the right time (especially if “right place” means “near the snack delivery”). Their shimmering coats are more noticeable, and their tiny horn-nubs might actually feel a bit pointy now.

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1. Lucky, charming, and surprisingly insightful.

**Blessed Gait.** Your speed is still increased by 5 feet, and you ignore difficult terrain when Dashing. You move with an uncanny grace.

**Harmonious Gift (1/Long Rest).** As a bonus action, you can choose one friendly creature (can be yourself) within 30 feet. The chosen creature gains temporary hit points equal to your character level + your Charisma modifier. This blessing feels particularly potent and reassuring.

**Guiding Luck.** You still know the *guidance* cantrip. The ability to reroll a 1 on a d20 for an ability check or saving throw can now be used twice per long rest. Your luck is becoming a reliable asset!

## DEMI-GORGON: FROSTY TOT

These little ones always seem to have a chill about them, even in summer. They love icy treats, might accidentally freeze their juice box solid, and are surprisingly good at making impressive (if temporary) snow forts, even out of pillows. They're sturdy little tykes, though sometimes their frosty touch is a bit much for delicate toys.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by an additional 1 (total +2 Con from base race and subrace). You're as tough as a mini-glacier.

**Cold Comfort.** You have resistance to cold damage. Brrr-itos are your favorite snack!

**Icy Puff (1/Short or Long Rest).** As an action, you can exhale a puff of frosty air in a 15-foot cone. Each creature in that area must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Constitution modifier). On a failed save, a creature takes 2d6 cold damage and its speed is reduced by 10 feet until the start of your next turn. On a successful save, the creature takes half as much damage and its speed is not reduced. "Cool it, everyone!"

**Snowball Scrapper.** You are proficient with improvised weapons made of ice or snow (like a well-packed snowball or a surprisingly pointy icicle). You also count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift, especially if it's a giant snowball.

## SEMI-GORGON: JOTUN RIMEBLOOD

Carrying themselves with a cool (sometimes literally) detachment, Jotun Rimebloods have a better handle on their icy powers. They might seem aloof, but they're fiercely protective of their "territory" – be it their favorite spot in the common room or their circle of friends. They've learned that a little frost can be very persuasive.

**Ability Score Increase.** Your Strength score increases by 2, and your Constitution score increases by an additional 1 (total +2 Con).

**Winter's Resilience.** You have resistance to cold damage. The cold never bothered you anyway.

**Armor of Hoarfrost (1/Long Rest).** As a bonus action, you can sheathe yourself in a crackling layer of magical frost. You gain temporary hit points equal to your character level + your Constitution modifier. This icy armor lasts for 10 minutes or until the temporary hit points are depleted.

**Glacial Slam.** When you hit a creature with a melee weapon attack, you can choose to imbue your strike with biting cold. The target takes an extra 1d6 cold damage, and must succeed on a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier) or have its speed reduced to 0 until the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses on a long rest.

**Rime-Forged Might.** You have advantage on Strength (Athletics) checks made to break objects or shove creatures, especially if there's ice or snow involved.

## DEMI-GORGON: VALIANT SPROUT

These little heroes-in-training are always ready for an adventure, even if it's just a quest to the snack cupboard. They hum battle tunes, wear pots on their heads like helmets, and are the first to "rescue" a fallen plushie. Their bravery sometimes outweighs their common sense, but their hearts are always in the right place.

**Ability Score Increase.** Your Strength score increases by 1, and your Charisma score increases by 2. You're brave and inspiring!

**Little Hero's Heart.** You have advantage on saving throws against being frightened (this stacks with the base Monstrous Nature, or your DM might grant proficiency in Performance instead if you prefer). You also gain proficiency with one simple melee weapon of your choice (often refluored as your favorite "battle toy").

**"I'll Help!" (1/Short or Long Rest).** When an ally you can see within 30 feet makes an attack roll or a saving throw, you can use your reaction to shout encouragement and grant them advantage on that roll.

**Toy Box Arsenal.** You are proficient with shields (even if it's just a sturdy toy shield or a pot lid).

## SEMI-GORGON: EINHERJAR ASPIRANT

More disciplined and focused, Einherjar Aspirants take their "heroic duties" very seriously. They might try to organize their friends into "shield walls" during games and speak with a dramatic flair about honor and glory.

**Ability Score Increase.** Your Strength score increases by 1, and your Charisma score increases by 2. **Warrior's Spirit.** You gain proficiency with martial weapons and shields. You're ready for "real" battles now.

**Rallying Valor (1/Short or Long Rest).** As a bonus action, you can let out an inspiring cry. You and up to three friendly creatures of your choice within 30 feet of you that can hear you gain temporary hit points equal to your Charisma modifier + your proficiency bonus.

**Chooser of the Brave.** When an ally within 30 feet of you drops to 0 hit points but is not killed outright, you can use your reaction to inspire them. That ally can immediately use their reaction to make one weapon attack. If the attack hits, they regain hit points equal to the damage dealt. You can use this feature once per long rest.

**Fearless Charge.** When you use your action to Dash, you can make one melee weapon attack as a bonus action.

## DEMI-GORGON: KIDDIE KRAKEN

These little ones are obsessed with connection – sometimes a bit too much! They give surprisingly strong hugs with their “invisible extra arms,” offer “gifts” like shiny pebbles or slightly damp leaves, and whisper “secrets of the deep (sandbox)” to their toys. Their big, innocent eyes hide an unnerving intensity, and their desire to “care” for everyone can be... a lot.

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1. You’re disturbingly persuasive and surprisingly perceptive.

**Unsettling Sweetness.** You gain proficiency in the Persuasion skill. Creatures might find it hard to say no to your earnest (if slightly creepy) requests.

**Tentacle Helper.** You know the *mage hand* cantrip. The hand appears as a small, translucent, spectral tentacle. It’s great for “helping” by patting heads, retrieving dropped crayons, or gently nudging friends closer for a group hug.

**“Let’s Be Friends... Forever” (1/Short or Long Rest).** As an action, you can focus your overwhelming affection on one creature you can see within 15 feet. The target must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, it is charmed by you for 10 minutes. While charmed, it regards you with immense fondness and is highly suggestible to your (non-harmful) requests to stay close and “be best friends.” The charm ends if you or your companions do anything harmful to it.

**Gift from the Murky Depths.** Once per day, you can “find” a small, mundane but somehow significant-seeming trinket (a perfectly smooth stone, an unusually shaped button, a surprisingly clean worm) and offer it as a token of your profound friendship.

## SEMI-GORGON: DEPTH DEVOTEE

Their “caring” nature has intensified, often leading them to form very tight-knit, almost cult-like friendships. They offer “wisdom” that sounds profound but is subtly unsettling, and their sweetness has an undeniable edge of the uncanny. They really want what’s best for you... according to them.

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1.

**All-Knowing Empathy.** You gain proficiency in both Insight and Persuasion. You just *know* what people need (or what you want them to think they need).

**Grasping Tendrils.** You can cast *mage hand* at will (appearing as a spectral tentacle). Additionally, as a bonus action, you can manifest a larger spectral tentacle from your being for 1 minute. This tentacle has a reach of 10 feet. Once on each of your turns, you can use the tentacle to make a melee spell attack (using Charisma). On a hit, the target takes 1d8 psychic damage, and if the target is Large or smaller, you can pull it up to 10 feet closer to you. You can use this attack feature a number

of times equal to your proficiency bonus, regaining all uses on a long rest.

**Whispers of the Collective Comfort (1/Long Rest).** As an action, you can speak words of deep, resonant comfort. Choose up to three creatures (can include yourself) within 30 feet that can hear you. Each target gains temporary hit points equal to your character level, and for the next minute, whenever a target makes an attack roll, an ability check, or a saving throw, the target can roll a d4 and add the number rolled to the attack roll, ability check, or saving throw. This feeling of shared purpose is wonderfully reassuring... and a little addictive.

**“We Share Everything.”** When an ally you can see within 30 feet is about to make an attack roll, ability check, or saving throw with disadvantage, you can use your reaction to negate that disadvantage. You can use this feature a number of times equal to your Wisdom modifier (minimum 1), regaining expended uses on a long rest. True friends share their burdens, after all.

## DEMI-GORGON: CLAY KID

These sturdy little ones seem to be made of tougher stuff, always covered in a fine layer of dust or mud from their latest “construction project.” They’re not the fastest, but they’re incredibly determined and can take a tumble without much fuss. They love building things, even if their creations are a bit lopsided, and are very particular about their “special rocks.”

**Ability Score Increase.** Your Constitution score increases by an additional 2 (total +3 Con from base race and subrace), but your Dexterity score decreases by 1. You’re built like a brick playhouse.

**Made of Mud (and Magic).** Your hit point maximum increases by 1, and it increases by 1 every time you gain a level. You also have advantage on saving throws against poison, and you only need to eat and drink half as much as normal.

**Patch Up (1/Short or Long Rest).** As an action, you can magically draw upon earthy energies to mend your form. You regain hit points equal to 1d8 + your Constitution modifier. It’s like putting a really good mud-pack on a boo-boo.

**Little Shaper.** You know the *mold earth* cantrip. You can use it to make impressive mud pies, dig small holes very quickly, or create little earthen figures that last for a minute before crumbling.

## SEMI-GORGON: EARTHEN CONSTRUCT

*More solid and deliberate in their movements, Earthen Constructs carry an air of quiet strength and unyielding resolve. They might see themselves as guardians or builders, taking pride in their resilience and their ability to withstand whatever the school day throws at them. They're not easily swayed and have a very literal way of looking at things.*

**Ability Score Increase.** Your Constitution score increases by an additional 2 (total +3 Con), but your Dexterity score decreases by 1.

**Constructed Resilience.** Your hit point maximum increases by 1 per level. You have advantage on saving throws against poison and resistance to poison damage. You are also immune to disease.

**Stone's Endurance (1/Long Rest).** When you take damage, you can use your reaction to reduce that damage by an amount equal to 1d10 + your Constitution modifier. You feel the impact, but your earthen form absorbs much of the blow.

**Earth Glide (Limited).** As an action, you can magically meld with an area of unworked earth or stone large enough to accommodate your form. While melded, you can move through the earth or stone at a speed of 10 feet. You cannot end your turn inside the earth or stone; if you do, you are shunted to the nearest unoccupied space and take 1d6 bludgeoning damage for every 5 feet shunted. You can remain melded for up to 1 minute. You can use this feature once per long rest.

**Unwavering Stance.** You have advantage on saving throws against being knocked prone.

## DEMI-GORGON: FEATHERED FLEDGLING

*These little cherubs always seem to have a few extra, fluffy wings sprouting in unexpected places, often getting tangled or knocking things over. They are fascinated by bright lights, sing off-key "holy" songs, and try to "bless" their friends with glitter or a gentle pat from a downy wing. They mean well, even if they're a bit clumsy with their celestial radiance.*

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1. You're divinely adorable and surprisingly insightful.

**Many-Winged Wonder (Cosmetic).** You have an additional pair (or two, for extra fluffiness, DM's discretion) of small, purely cosmetic wings. They aren't strong enough for flight but are great for dramatic fluttering, fanning yourself, or accidentally whapping your friends.

**Little Light.** You know the *light* cantrip. You can make your favorite toy glow, or create a comforting nightlight.

**Gentle Touch (1/Short or Long Rest).** As an action, you can touch a willing creature and bestow a tiny spark of celestial energy. The creature regains hit points equal

to 1d4 + your Charisma modifier. It's like a magical kiss on a boo-boo.

**Heavenly Hum.** You have advantage on Performance checks made to sing or hum soothing melodies.

## SEMI-GORGON: SERAPHIC SCION

*Their wings are more developed, perhaps even allowing short bursts of clumsy flight or impressive gliding. They carry themselves with a serene (or sometimes smugly superior) grace, and their pronouncements often have an unintentionally preachy tone. They are drawn to acts of kindness and justice, though their interpretation of "justice" might be a bit skewed by playground politics.*

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1.

**Developing Wings.** You have a flying speed of 20 feet. You must not be overburdened or wearing heavy armor to use this speed. If you end your turn in the air and nothing else is holding you aloft, you fall unless you can land. You might not be the most graceful flyer yet, but you're getting there!

**Radiant Burst (1/Long Rest).** As an action, you can unleash a burst of soft, divine light. Each hostile creature within 10 feet of you must make a Constitution saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, a creature takes 2d6 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half damage and is not blinded.

**Protective Aura.** Friendly creatures within 10 feet of you (including yourself) have advantage on saving throws against being charmed or frightened, provided you are conscious. Your divine presence offers comfort and resolve.

**Lance of Faith.** You know the *radiant lance* cantrip. Charisma is your spellcasting ability for it.

## DEMI-GORGON: WHISPER WISP

*These little tricksters are masters of minor mischief, always seeming to be where they shouldn't, with an innocent look on their face. They might smell faintly of cinnamon or exotic spices, and their "imaginary friends" give surprisingly good (and sneaky) advice. They love riddles, games of hide-and-seek, and "helping" by rearranging things in slightly confusing ways.*

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1. You're quick-witted and light-fingered.

**Now You See Me...** You gain proficiency in the Stealth skill. You're very good at "not being seen" when it's time to clean up.

**Minor Mirage.** You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it. Perfect for making a cookie look like a broccoli floret, or vice-versa.

**Whispered Suggestion (1/Short or Long Rest).** As an action, you can whisper a subtle suggestion to a creature within 10 feet that can hear you. The target must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failed save, it pursues one course of action (limited to a sentence or two) that you describe during its next turn, provided the action isn't obviously harmful to itself. "Wouldn't it be funny if you put your shoes on your hands?"

**Pocket Full of Puzzles.** You have advantage on Intelligence (Investigation) checks made to solve puzzles or figure out how small mechanisms work.

## SEMI-GORGON: SHAITAN SCHEMER

*More adept at weaving intricate plans (usually involving elaborate pranks or acquiring forbidden snacks), Shaitan Schemers are charismatic and cunning. They might speak in riddles, offer "deals" that sound too good to be true, and always seem to know more than they let on. They view rules as "suggestions" and enjoy outsmarting others, but usually for fun rather than malice.*

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1.

**Master of Misdirection.** You gain proficiency in the Deception and Sleight of Hand skills.

**Smoky Escape (1/Long Rest).** When you are hit by an attack or targeted by a spell that requires a saving throw, you can use your reaction to briefly dissolve into a puff of harmless, sweet-smelling smoke. You take half damage from the attack or spell, and you can immediately move up to 10 feet to an unoccupied space without provoking opportunity attacks.

**Clever Bargain.** You can cast the *suggestion* spell once using this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for this spell. Your suggestions are harder to resist now.

**Hidden Paths.** You have advantage on Wisdom (Survival) checks to navigate urban environments or find hidden routes. You always know the best shortcuts.

## DEMI-GORGON: LITTLE NANOOK

*These tots always seem to have a bit of frost on their eyelashes and an uncanny ability to find the coldest spot in the room for their nap. They love stories about great white bears and shimmering sky-lights, and might try to share their fishy crackers with imaginary seal friends.*

*They're surprisingly resilient to the cold, often forgetting their mittens without a fuss.*

**Ability Score Increase.** Your Constitution score increases by an additional 1 (total +2 Con from base race and subrace), and your Wisdom score increases by 1. You're tough and have a surprising connection to the quiet wisdom of the snow.

**Arctic Resilience.** You have resistance to cold damage. You also have advantage on saving throws against exhaustion due to cold weather. You think snow days are the best days!

**Spirit Helper (1/Short or Long Rest).** You can call upon a friendly, minor spirit of the north (perhaps a tiny spectral polar bear cub or a playful puffin wisp). As an action, this spirit helper appears in an unoccupied space within 5 feet of you. It is intangible, cannot attack, but can provide the Help action to you or an ally on one ability check, attack roll, or saving throw within the next minute before disappearing. It might also deliver a small, comforting nudge.

**Snowdrift Sense.** You have advantage on Wisdom (Survival) checks made to navigate snowy or icy terrain, and you can't get lost in a blizzard (though you might still get a bit grumpy).

## SEMI-GORGON: AURORA CALLER

*Carrying an air of quiet contemplation, these Semi-Gorgons seem to hear whispers on the wind and see patterns in the falling snow. They might try to interpret the "messages" in the flickering classroom lights and are known for their calm demeanor, even when the juice boxes run out. Their connection to the spirits of the north has deepened, granting them a measure of control over its elements.*

**Ability Score Increase.** Your Constitution score increases by an additional 1 (total +2 Con), and your Wisdom score increases by 1.

**Northern Endurance.** You have resistance to cold damage and advantage on saving throws against exhaustion from cold. The chill is a familiar friend.

**Whispers of the Aurora (1/Long Rest).** As an action, you can call upon the guiding lights of the aurora. Choose one of the following effects:

- **Guiding Light:** One creature you touch (can be yourself) has advantage on Wisdom (Perception) and Wisdom (Survival) checks for the next hour.
- **Chilling Touch:** Make a melee spell attack against one creature within your reach. On a hit, the target takes 2d8 cold damage, and its speed is halved until the end of its next turn. Wisdom is your spellcasting ability for this attack.

**Voice of the Elders.** You gain proficiency in the History or Nature skill (your choice). You have a knack for remembering old stories and the ways of the wild.

## DEMI-GORGON: CANYON SPROUT

These little ones love playing in the dirt, making intricate patterns with pebbles, and basking in the warmest sunbeam they can find. They might hum little tunes that sound like the wind whistling through mesas and are surprisingly good at finding hidden things in the sandbox. They have a natural affinity for the earth and the warmth of the sun.

**Ability Score Increase.** Your Dexterity score increases by 1, and your Wisdom score increases by 2. You are nimble and connected to the ancient spirits of the land.

**Desert Hardy.** You have advantage on saving throws against exhaustion due to hot weather, and you require only half as much water per day as normal. You think sunblock is for amateurs.

**Earth Child.** You know the *mold earth* cantrip. You can use it to create detailed sand drawings, find shiny rocks buried just beneath the surface, or make a comfy dirt pillow for naptime.

**Spirit of the Corn (1/Short or Long Rest).** As a bonus action, you can call upon the nurturing spirit of the corn. You or one ally you touch regains hit points equal to 1d6 + your Wisdom modifier. It feels as comforting as a warm tortilla.

## SEMI-GORGON: SUNSTONE GUARDIAN

These Semi-Gorgons carry themselves with a quiet dignity, their movements precise and deliberate. They might be found meticulously arranging objects or offering surprisingly wise (if brief) advice. They feel a strong connection to the enduring stone and the life-giving sun, and see themselves as protectors of their little community.

**Ability Score Increase.** Your Dexterity score increases by 1, and your Wisdom score increases by 2.

**Resilient as Stone.** You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

**Sun's Embrace (1/Long Rest).** As an action, you can channel the sun's energy. You and friendly creatures within 10 feet of you gain temporary hit points equal to your Wisdom modifier + your proficiency bonus. Additionally, for the next minute, any creature that starts its turn in this aura and is hostile to you takes 1d4 radiant damage.

**Kachina's Whisper.** You gain proficiency in the Performance skill, often used for storytelling or ceremonial dances. You can also cast the *sanctuary* spell once using this trait, requiring no material components. You regain the ability to cast it this way when you finish a long rest. Wisdom is your spellcasting ability for this spell.

## DEMI-GORGON: PRAIRIE PUP

Full of boundless energy, these little ones are always on the move, darting across the playground like tumbleweeds. They love stories of great bison herds and heroic riders, and might try to "tame" the class pet (with varying success). They have a strong connection to the open spaces and the creatures that roam them.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Strength score increases by 1. You're fast and surprisingly strong for your size.

**Fleet Foot.** Your base walking speed increases by 5 feet. You're always the first one to the slide!

**Spirit of the Bison (1/Short or Long Rest).** As a bonus action, you can briefly embody the spirit of a young bison. For the next minute, you have advantage on Strength checks and Strength saving throws, and your carrying capacity is doubled. You might even let out a little "moo!"

**Wind's Companion.** You have advantage on Dexterity (Acrobatics) checks. You're as nimble as a prairie dog dodging a shadow.

## SEMI-GORGON: WIND RIDER

These Semi-Gorgons are natural leaders, quick-witted and decisive. They possess a restless spirit and a deep understanding of the natural world. They might be the ones organizing the playground games or leading "expeditions" to the far corners of the schoolyard.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Strength score increases by 1.

**Plains Runner.** Your base walking speed increases by 10 feet. You can also use the Dash action as a bonus action a number of times equal to your proficiency bonus, regaining all uses on a long rest.

**Call the Stampede (1/Long Rest).** As an action, you can let out a mighty call that echoes the thunder of a bison stampede. Hostile creatures within a 20-foot cone originating from you must make a Strength saving throw (DC = 8 + your proficiency bonus + your Strength modifier). On a failed save, a creature is pushed 10 feet away from you and knocked prone. On a successful save, it is pushed 5 feet away and not knocked prone.

**Skywatcher's Wisdom.** You gain proficiency in the Survival skill. You have an uncanny ability to predict changes in the weather (mostly whether it's good for playing outside).

## DEMI-GORGON: RIVER OTTERLING

*Playful and curious, these little ones are drawn to water like ducks to a puddle. They love splashing, collecting smooth river stones, and telling imaginative stories about the creatures that live in the woods and streams. They're surprisingly good at making friends, even with the grumpy kid in the corner.*

**Ability Score Increase.** Your Charisma score increases by 2, and your Dexterity score increases by 1. You're charming and slippery!

**Water Baby.** You have a swimming speed of 25 feet, and you can hold your breath for up to 5 minutes. You're also very good at making bubble nests in your juice.

**Forest Friend.** You know the *druidcraft* cantrip. You can use it to make flowers bloom out of season for a moment, predict the playground weather for the next hour, or make your voice sound like a babbling brook.

**Otter's Charm (1/Short or Long Rest).** As an action, you can put on your most endearing otter-like expression. One creature you can see within 30 feet that can see you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save, the creature is charmed by you for 1 minute or until you or your companions do anything harmful to it. While charmed, it views you as a delightful and harmless little friend.

## SEMI-GORGON: FOREST KEEPER

*These Semi-Gorgons are wise beyond their years, with a deep connection to the ancient rhythms of the forest. They might be found quietly observing nature, offering surprisingly insightful advice, or mediating disputes between classmates with a calm authority. They are protectors of the natural order, even if that "natural order" is just the playground's ecosystem.*

**Ability Score Increase.** Your Charisma score increases by 2, and your Wisdom score increases by 1.

**Woodland Stride.** Moving through nonmagical difficult terrain costs you no extra movement if it's composed of natural elements like plants, undergrowth, mud, or snow. You also have advantage on Dexterity (Stealth) checks made to hide in forested areas.

**Voice of the Council.** You gain proficiency in the Persuasion or Insight skill (your choice). You have a knack for speaking wisely and understanding the unspoken truths between people.

**Spirit of the Ancient Tree (1/Long Rest).** As an action, you can touch a willing creature (can be yourself) and imbue them with the resilience of an ancient tree. The target gains temporary hit points equal to your character level + your Wisdom modifier, and for the next minute, they have advantage on saving throws against being frightened or charmed.

*These little ones are bright and energetic, often adorned with colorful beads or feathers they've "found." They love stories of feathered serpents and jaguar warriors, and might try to "sacrifice" their unwanted broccoli to the "playground gods." They have a fiery spirit and a surprising amount of determination.*

**Ability Score Increase.** Your Strength score increases by 1, and your Charisma score increases by 2. You are strong-willed and radiant.

**Obsidian Edge (Toy Version).** You are proficient with daggers and shortswords, often reflavored as impressively decorated toy weapons. Once on each of your turns when you hit a creature with an attack using one of these weapons, you can cause the attack to deal an extra 1d4 slashing damage.

**Little Sunbeam (1/Short or Long Rest).** As a bonus action, you can cause yourself to glow with a faint, warm light for 1 minute. During this time, you shed dim light in a 5-foot radius, and the first time you hit a creature with a melee attack, it takes an extra 1d4 radiant damage.

**Jaguar's Pounce.** Your base walking speed increases by 5 feet. You're always ready to leap into action (or onto a comfy cushion).

## SEMI-GORGON: OBSIDIAN JAGUAR

*Fierce and agile, these Semi-Gorgons carry themselves with the predatory grace of a jungle cat. They are natural leaders and warriors, often taking charge in games and displaying impressive tactical thinking (for a kid). They are drawn to displays of strength and skill, and have a deep respect for courage.*

**Ability Score Increase.** Your Strength score increases by 1, and your Charisma score increases by 2.

**Warrior's Heart.** You gain proficiency in Athletics and Intimidation.

**Feathered Serpent's Blessing (1/Long Rest).** As an action, you can call upon the blessing of the feathered serpent. Choose one of the following effects:

- **Serpent's Cunning:** You gain advantage on all Intelligence, Wisdom, and Charisma saving throws for the next 10 minutes.
- **Sun's Fury:** For the next minute, when you hit a creature with a weapon attack, it takes an extra 1d6 fire or radiant damage (your choice).

**Eagle Knight's Gaze.** You have advantage on Wisdom (Perception) checks that rely on sight. You miss very little, especially when it comes to spotting hidden snacks.

## DEMI-GORGON: SUNSTONE SPARK

## DEMI-GORGON: MOUNTAIN KIP

These sturdy little ones are surprisingly good climbers, always trying to scale the tallest bookshelf or playground structure. They love collecting colorful strings and shiny rocks, and might try to “organize” their toys into neat little piles. They are resilient and have a quiet determination, like the enduring mountains themselves.

**Ability Score Increase.** Your Constitution score increases by an additional 1 (total +2 Con from base race and subrace), and your Strength score increases by 1. You’re as solid as a little Andean peak.

**Sure-Footed.** You have advantage on saving throws against being knocked prone. You’re also quite good at navigating tricky paths on the playground.

**Llama’s Burden.** You count as one size larger when determining your carrying capacity. You can carry ALL the important art supplies.

**Quipu Knots (1/Short or Long Rest).** You can spend 1 minute tying intricate knots into a piece of string or cord. For the next hour, any creature holding this “quipu” can add a d4 to one ability check, attack roll, or saving throw it makes. You can only have one such quipu active at a time. It’s like a little good luck charm you made yourself!

## SEMI-GORGON: GOLDEN CONDOR

With an air of quiet authority, these Semi-Gorgons often take a “higher view” of playground politics. They are natural planners and organizers, and their pronouncements carry a surprising weight. They feel a connection to the soaring peaks and the life-giving sun, and strive to bring order and prosperity (or at least a fair distribution of juice boxes) to their group.

**Ability Score Increase.** Your Constitution score increases by an additional 1 (total +2 Con), and your Strength score increases by 1.

**High Altitude Acclimation.** You are naturally adapted to high altitudes, including elevations above 10,000 feet. You also have advantage on saving throws against exhaustion from forced marches or strenuous activity.

**Inti’s Radiance (1/Long Rest).** As an action, you can channel the sun’s golden light. Choose one creature you can see within 30 feet (can be yourself). The target is blessed, regaining 2d8 hit points. Additionally, for the next minute, the target sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

**Master Stoneworker.** You gain proficiency with mason’s tools. You have an intuitive understanding of how stones fit together, and your block towers are legendary for their stability and grandeur. When you use your action to make an ability check with mason’s tools, you can add double your proficiency bonus to the check.

## DEMI-GORGON: OASIS SPRITE

These little ones always seem to carry a faint scent of dates and desert blooms. They love playing hide-and-

seek in sandpits, whisper secrets to the wind, and might try to “conjure” a tiny oasis in their juice cup. They are surprisingly good at disappearing when it’s chore time.

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1. You’re quick, clever, and know all the best hiding spots.

**Desert Mirage.** You know the *minor illusion* cantrip. Intelligence is your spellcasting ability for it. Perfect for making a pile of homework look like a comfy sand dune (for a moment).

**Sand Step (1/Short or Long Rest).** As a bonus action, you can briefly dissolve into a swirl of sand and teleport up to 15 feet to an unoccupied space you can see. You must be standing on sand, dirt, or loose earth to use this feature. “Can’t catch me!”

**Whisper of the Djinn.** You have advantage on Wisdom (Perception) checks that rely on hearing. You can hear the faintest rustle of a candy wrapper from across the room.

## SEMI-GORGON: SIWA SCION

Carrying an air of enigmatic wisdom, these Semi-Gorgons often speak in riddles or offer cryptic advice gleaned from the “desert winds.” They are adept at navigating social complexities and have a knack for uncovering hidden truths (or at least hidden snacks).

**Ability Score Increase.** Your Dexterity score increases by 2, and your Intelligence score increases by 1.

**Veil of the Sands.** You can cast *blur* once using this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for this spell.

**Nomad’s Resilience.** You have advantage on saving throws against exhaustion from heat and travel. You also require only half the normal amount of water per day.

**Secrets of the Oasis (1/Long Rest).** As an action, you can touch a willing creature (including yourself) and grant them insight. For the next 10 minutes, the target has advantage on Intelligence (Investigation) and Wisdom (Insight) checks. You might also “happen to know” where the teacher hid the good markers.

## DEMI-GORGON: JUNGLE TOT

These little ones are always trying to climb the curtains or “talk” to the class pet with a series of clicks and whistles. They love making leaf crowns, are surprisingly good at mimicking animal sounds, and might try to build a “nest” under their desk for naptime. They have an untamed energy and a deep connection to the wild.

**Ability Score Increase.** Your Dexterity score increases by 1, and your Wisdom score increases by 2. You’re nimble and attuned to the spirits of the deep woods.

**Child of the Canopy.** You have a climbing speed of 20 feet. You’re also quite good at not falling out of your high chair.

**Animal Whisperer.** You can communicate simple ideas with beasts of Small size or smaller. You understand their intent and can make your own simple desires known. You’re the official translator for the class hamster.

**Spirit Drum (1/Short or Long Rest).** As an action, you can tap out a rhythmic beat on any surface (or your own tummy). Choose one friendly creature within 30 feet (can be yourself). That creature gains temporary hit points equal to  $1d6 + \text{your Wisdom modifier}$ . It’s a very encouraging beat!

## SEMI-GORGON: BASIN SPIRIT-CALLER

These Semi-Gorgons carry an aura of primal power and ancient knowledge. They might decorate themselves with natural pigments or intricate patterns, and their movements are often fluid and graceful, like a jungle cat. They are deeply connected to the ancestral spirits and the potent magic of the rainforest.

**Ability Score Increase.** Your Dexterity score increases by 1, and your Wisdom score increases by 2.

**Shadow of the Forest.** You have advantage on Dexterity (Stealth) checks when in areas of dim light or darkness, or when lightly obscured by foliage.

**Ancestor’s Guidance (1/Long Rest).** When you make an attack roll, ability check, or saving throw, you can choose to gain advantage on the roll. You feel the wisdom of those who came before guiding your actions.

**Mokèlé’s Form (1/Long Rest).** As a bonus action, you can briefly channel the spirit of a mighty river guardian. For 1 minute, your skin takes on a tough, scaly texture, granting you a +1 bonus to AC, and your unarmed strikes deal  $1d6$  bludgeoning damage. You might also feel an urge to protect the school’s water fountain.

## DEMI-GORGON: ESUS’ FLEDGLING

These little ones are often found silently stalking squirrels in the schoolyard or meticulously whittling sticks with surprising focus. They love stories of deep forests and cunning hunts, and might try to set “traps” for misplaced toys (usually just a pile of leaves). They

possess a primal connection to the wild and an unnerving intensity for their age.

**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1. You are strong-willed and possess keen senses.

**Forest Acumen.** You gain proficiency in the Survival skill. You’re surprisingly good at finding the “best” hiding spots during games or tracking down who last had the red crayon.

**Woodsman’s Chop (1/Short or Long Rest).** When you hit a creature with a melee weapon attack, you can channel the focused might of Esus. The target takes an extra  $1d6$  damage of the weapon’s type, and it has disadvantage on its next attack roll before the end of its next turn as your strike is particularly unnerving or well-aimed.

**Primal Whisper.** You know the *shillelagh* cantrip. Wisdom is your spellcasting ability for it. You can make even a simple school ruler or a sturdy stick a formidable “hunting tool.”

## SEMI-GORGON: CHILD OF THE HAMMERHOLDER

Carrying an aura of profound earthy power and benevolent (yet firm) authority, these Semi-Gorgons are seen as mighty protectors and generous providers. They might be found “judging” disputes over shared snacks with the gravity of a high chieftain or “blessing” the classroom’s wilting plant with a touch. They are pillars of strength and reliability, often wielding a favored (perhaps comically large for school) toy hammer with surprising skill, and their connection to the earth and its bounty is palpable.

**Ability Score Increase.** Your Strength score increases by 2, and your Wisdom score increases by 1. You are a bastion of earthly might and divine insight.

**Master of the Mallet.** You gain proficiency with all weapons that have “hammer” in their name (light hammer, warhammer, maul), as well as with greatclubs (often re-flavored as a large mallet or ceremonial hammer). Your touch with these weapons feels divinely guided.

**Earthshaker’s Judgment (1/Short or Long Rest).** When you hit a creature with a melee weapon attack, especially with a hammer or greatclub, you can invoke Sucellus’s might. The target takes an extra  $1d8$  thunder damage, and all other creatures on the ground within 10 feet of your target must succeed on a Strength saving throw ( $\text{DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$ ) or be knocked prone and have their speed halved until the end of their next turn.

**Bountiful Blessing.** You can cast the *goodberry* spell once using this trait, requiring no material components. When you cast it this way, the berries also grant temporary hit points equal to your Wisdom modifier (minimum 1) to any creature that consumes one, in addition to their normal nourishment. You regain the ability to cast it this way when you finish a long rest. Wisdom is your spellcasting ability for this spell. Your generosity is divinely amplified.

**Guardian of the Grove.** You have advantage on saving throws against being poisoned, and you have resistance to poison damage. Additionally, you have advantage on Wisdom (Nature) checks related to identifying plants, animals, or natural hazards within forests and other wooded terrains. The very essence of the wild protects and informs you.

## DEMI-GORGON: VELDT CUB

*Full of playful energy, these little ones love to chase butterflies and tell tall tales about their “brave hunts” (usually for dropped cookies). They might have a surprisingly loud roar for their size and are always eager for a game of tag. They are swift and have a knack for getting into (and out of) mischief.*

**Ability Score Increase.** Your Dexterity score increases by 2, and your Charisma score increases by 1. You’re fast, charming, and a little bit wild.

**Swift Paws.** Your base walking speed increases by 5 feet. You’re always the first to the juice box table.

**Trickster’s Giggle (1/Short or Long Rest).** When a creature you can see within 30 feet makes an attack roll against you, you can use your reaction to let out a disarming giggle. The attacker must make a Wisdom saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ). On a failed save, the attack roll has disadvantage.

**Little Lion’s Roar.** You know the *vicious mockery* cantrip. Charisma is your spellcasting ability for it. Your insults are surprisingly cutting for a cub.

## SEMI-GORGON: SANGOMA’S PATH

*These Semi-Gorgons are often seen as wise and intuitive, with a deep connection to the spirits of the land and the ancestors. They might offer surprisingly insightful advice, interpret dreams (often about snacks), or lead impromptu “ceremonies” with a surprising amount of gravitas.*

**Ability Score Increase.** Your Dexterity score increases by 2, and your Charisma score increases by 1.

**Spirit Dance.** Your base walking speed increases by 5 feet. Additionally, when you use the Dash action, you can move an additional 10 feet.

**Ancestor’s Boon (1/Long Rest).** As an action, you can call upon your ancestors for aid. Choose one of the following effects:

- **Boon of Protection:** You gain resistance to one damage type of your choice (bludgeoning, piercing, or slashing) for 10 minutes.
- **Boon of Cunning:** You have advantage on all Intelligence (Investigation) and Wisdom (Insight) checks for the next hour.
- **Boon of Speed:** Your movement speed is doubled for 1 minute.

**Lightning’s Kiss.** You know the *shocking grasp* cantrip. Charisma is your spellcasting ability for it. Sometimes, your high-fives have a little extra spark.

## DEMI-GORGON: LAVA TOT

*These warm-hearted (sometimes literally!) little ones are full of boundless energy and a fiery spirit. They love stories of powerful volcanoes and brave navigators, might try to “create” a mini volcano in the sandbox, and are surprisingly good at making very enthusiastic (if slightly off-key) welcoming chants. They have a natural warmth that draws others in.*

**Ability Score Increase.** Your Strength score increases by 1, and your Charisma score increases by 2. You’re strong, spirited, and full of aloha.

**Warm Glow.** You know the *produce flame* cantrip. Charisma is your spellcasting ability for it. It’s great for roasting tiny marshmallows or providing a comforting light.

**Little Volcano (1/Short or Long Rest).** As an action, you can stomp your foot and cause a small, harmless tremor and a puff of warm, sparkly “ash” (glitter is acceptable). Each creature within 5 feet of you must make a Dexterity saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ) or be pushed back 5 feet. It’s more surprising than dangerous.

**Island Resilience.** You have advantage on saving throws against being frightened by loud noises or sudden movements (like a sudden volcanic eruption... or a dropped tray in the cafeteria).

## **SEMI-GORGON: PELE'S SCION**

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*These Semi-Gorgons possess a passionate and sometimes volatile temperament, their emotions running as hot as molten rock. They are fiercely protective of their 'ohana (friends and family) and have a deep connection to the primal forces of creation and destruction. They are natural leaders, inspiring both awe and a healthy respect.*

**Ability Score Increase.** Your Strength score increases by 1, and your Charisma score increases by 2.

**Fire Dancer's Grace.** You have resistance to fire damage. You also gain proficiency in the Performance skill, especially for dances that tell stories of fire and creation.

**Wrath of the Volcano (1/Long Rest).** As an action, you can channel the fiery heart of a volcano. Choose a point you can see within 60 feet. Each creature in a 10-foot-radius sphere centered on that point must make a Dexterity saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Charisma modifier}$ ). A target takes  $3d6$  fire damage on a failed save, or half as much damage on a successful one. The ground in the area becomes difficult terrain until the start of your next turn.

**Navigator's Guidance.** You have an uncanny sense of direction and have advantage on Wisdom (Survival) checks when navigating by the stars or over open water (or across the confusing school campus).

# SEIMEI – HERBACEOUS PEOPLE OF MANY WOODLANDS



## PHYSICAL DESCRIPTION

Seimei appear as humanoids whose very essence is intertwined with nature. Their skin carries subtle hints of green and earthen hues, often marked with leaf-like patterns that change with the seasons. Many have hair that blossoms into delicate flowers or trails of vine, emphasizing their organic nature. Treebearers tend toward a taller, more muscular build, while Floralfolk are lithe and graceful.

## Cultural Description

Living in harmony with sunlit groves and ancient woodlands, the Seimei derive sustenance from sunlight. They require only 4–6 hours of direct sunlight (or broad-spectrum UV exposure) each day in lieu of conventional food. With 8 or more hours of sunlight, they need not sleep; otherwise, they require a 4-hour dormancy period, similar to elven rest. Ageless by nature, they commonly live into the thousands unless altered by epic heroism or dark destiny. However, their digestive design means they rarely void unless they overconsume human foods—rendering them demi-incontinent and subject to disadvantage on any bowel or “brown-note” effects.

## Seimei Racial Traits

- **Photosynthetic Sustenance:** You do not require traditional food as long as you receive 4–6 hours of direct sunlight (or broad-spectrum UV) daily.
- **Solar Slumber:** With 8+ hours of sunlight every day, you need not sleep. Otherwise, you must enter a 4-hour dormancy cycle (similar to elves).
- **Demi-Incontinence:** Overindulgence in human foods causes you to suffer disadvantage on any effects or rolls related to bowel/brown-note influences.
- **Legacy Bearer:** When you wield a legacy weapon, it gains an extra feature-attunement slot. This benefit applies to up to two legacy weapons at one time.
- **Weapon Proficiency:** You are proficient with rapiers, katanas, fullblades, and all forms of daggers. Any dagger-like weapon lacking a throwing range gains one (10 feet).
- **Tool Proficiency:** Choose one: thieves’ tools, calligrapher’s tools, or cartographer’s tools.
- **Constitution Boost:** Your Constitution score increases by 2.
- **Ageless:** Seimei age extremely slowly, often living for thousands of years unless fate intervenes.

## SUBRACES

### “TREEBEARERS”

**Treearers** are the stalwart branch of the Seimei—embodying the strength and stature of ancient oaks.

## Ability Score Increase:

- +2 Strength
- +2 Dexterity
- +1 Wisdom
- +1 Intelligence

## Large Build:

You can stand as tall as 6'8", channeling a wiry yet imposing physicality into combat prowess.

## Base Speed:

35 feet.

## Thornstorm Tradition:

When wielding a katana, rapier, or fullblade, you may make one additional weapon attack once per short or long rest, provided you are not suffering from Separation Sickness.

## Separation Sickness:

If you are not in the company of another Seimei or within an area populated by your kin, you suffer a -1 penalty on all rolls. Extended isolation (one month or longer) causes a level-0 minor exhaustion that can quickly escalate.

## “FLORALFOLK”

**Floralfolk** are renowned for their nimbleness and enchanting charm. They compensate for a lack of physical brawn with swift movements and social grace.

## Ability Score Increase:

- +2 Dexterity
- +2 Charisma

## Base Speed:

40 feet.

## Size:

Medium or Small (your choice).

## Squeeze:

You can navigate spaces that would normally require a check for medium or larger creatures, provided you are not encumbered by bulky armor or equipment.

## Aromatism:

You can cause flowers in your hair to exude either a sweet, inviting aroma or a vile, noxious vapor. This effect can be used for social influence or to deter foes (DM may offer mechanical benefits or flavor cues as appropriate).

## Onerous Affection-Seeking:

When not within close proximity to at least one other Seimei for at least one hour during your day, you suffer a -1 penalty on all Charisma-based skills, saving throws, and checks until you engage with a companion or form a new friendship.

# EXPEDITIONS

**S**OMETIMES, YOU JUST WANNA GET AWAY. EVERY adventurer experiences it at some point. Wanderlust, gold-fever, a desire to see the wide open Ways, it doesn't matter the reason- we all know that when the boots want to get walking, they get walking. So, as students of an institution dedication to the raising of heroes, it should come as no surprise that the Scholia Diaspros Planar MultiRealm is fuller than the average diaper- except with actual prizes....

## GOING ON AN EXPEDITION

The steps for undertaking an expedition out into the wilds are simple, but the flow of exploring can become complicated if one does not take steps and prepare! Combat is also not out of the question- and everything is better in groups, so adventuring parties are always welcome to try their hand at striking out for goodies.

### SETTING OUT

At the start of the Expedition you should choose a character who will be sent out to explore the spaces surrounding the Scholia campus and adjacent locales.

The chosen character will be considered *indisposed for the period of the Expedition*- as such you should probably NOT be roleplaying as them in extra-curricular activities. Being on an expedition during the temporal period of a dungeon WILL exclude a character from that dungeon session if they were not otherwise already within the dungeon space. Exceptions will be up to the discretion of the Dungeonmaster.

Expeditions fall into one of two categories: **Expanded Reconnaissance** or **Speculation**.

### EXPANDED RECON

This is the “getting out and seeing the world” part of expeditions. By undertaking these expeditions, a character will be able to select a region and “map” it, essentially using their expedition to put up beacons and other tracking devices that will allow for more advanced Expedition Actions within the space. Doing this will not only unlock more specific locations for Expeditions, but expand locations for other activities as per DM and AGM discretion.

### SPECULATION

For those who are after more than the sights, there are Speculative Expeditions, centered around securing locations, resources, and items either for one's own needs or at the behest of officials attendant to the functions of the Realm. These expeditions reward tangible resource and reward items based on survivalist and combat performance.

## CHOOSING A ZONE

Once you have decided how long you're going to be questing and what type of Expedition you're going to be undertaking, you will be faced with the prospect of where you wish to conduct your efforts.

Each zone comprises one or more related biomes and thus dictates the type of creatures and items and locations you might encounter within these spaces. Offering opportunities for every style of play, the Realm features numerous natural and fantastic biomes- though many might rely on questing and specific adventuring to discover. For others, expeditions to scout new locations will be needed to unlock zones for further exploration.

After choosing a zone, you pick a general area within the zone to conduct your search. The World map may be consulted as part of this recon. Areas you have previously explored can be marked on your own copy of the map and at your own discretion.

### REQUIRED CHECKS, SUGGESTED SKILLS, AND VALUABLE TOOLS

Along the course of an expedition, an adventurer will be faced with challenges that might necessitate the use of skills, tools, or abilities to make the going easier- if not possible to start.

*Adventuring Kits, Climbing Packs, and Cartography Tools* are essential for overcoming most lack of training in the **Survival** skill. Similarly, *knowledge of Nature* replaces the need for Survival skills in certain circumstances, such as locating flora and fauna and recognizing them.

*Local knowledge* can also aide in figuring out if you are in the right location for any given encounter or desired materials/creatures/sites.

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# YOUR EXPEDITION BEGINS!

Now that all of the preparations are under way, it is finally time to get out there and explore! Of course, with all things within the sphere of the game world, this requires some key checks and considerations. Below will be some charts and tables defining the DC required for specific benchmarks.

After you have chosen the location and type of Expedition you plan to undertake, it is time to “build” your expedition and find out what happens along the way! When using this system instead of the online system, you gain access to the benefits of “roleplay bonuses. By turning your expedition in a fun RP session for you and a partner, you will both earn extra rewards for making your own fun on the path to greatness!

## EXAMPLE EXPEDITION GOALS AND APPROXIMATE DIFFICULTY

Name	DC	Rewards	Required Skills	Difficulty	Encounter Rolls
Scout Chosen Specified	12	2 of 3 passed checks to collect small array of viable common resources. Once a region has been scouted, the common resources and fauna can be purchased at the commissary using VR sim points.	Knowledge (Nature, Local, Best of 3 Arcana), Herbalism, Survival	Best of 3	2
Source Uncommon Materials	14	3 of 5 passed checks to collect double resources. Once uncommon resources are located, they can be collected through normal resource collection expeditions.	Knowledge (Nature, Local, Best of 5 Dungeoneering)	Best of 5	2
Locate Uncommon Fauna	14	3 of 5 passed checks to collect a small array of viable uncommon resources. After the lairs of uncommon fauna have been located for analysis, uncommon resources may be earned through VR sim points.	Knowledge (Nature, Local, Best of 5 Arcana)	Best of 5	2
Archaeological Expedition	16*	2 checks to pass, 3 checks to add associated resources or materials to the VR synthesis marketplace.*	Knowledge (Dungeoneering, Arcana), Survival	Best of 5	3
Source Rare Materials	17	4 of 5 passed checks to collect double resources. Once rare resources are located, they can be purchased with VR sim points.	Knowledge (Dungeoneering, Arcana), Survival	Best of 5	3
Locate Legendary Fauna	17*	After lairs of legendary fauna have been located for analysis, uncommon & rare resources can be earned with VR points.*	Knowledge (Nature, Local, Best of 5 Arcana)	Best of 5	3

## 20 MAGIC PLAINS RANDOM ENCOUNTERS TABLE

### Roll

### Encounter

- 1 **Plains Combat Encounter** – A generic combat scenario erupts among the rolling, enchanted grasses.
- 2 **Arcane Winds Traversal** – Sudden magical gusts buffet the players, demanding quick skill checks to maintain footing.
- 3 **Mysterious Glyph Field** – The ground is etched with shifting arcane runes. Timing is key to safely crossing the illuminated patches.
- 4 **Illusory Mirage** – Mirages blur the distance. The party must discern the real path amid deceptive visions.
- 5 **Floating Spell Totem** – A solitary totem drifts above the plains, periodically releasing bursts of magic that may threaten or aid.
- 6 **Wild Magic Surge** – Unpredictable surges of raw magical energy ripple through the area, altering the battlefield on a whim.
- 7 **Shifting Rune Maze** – Glowing runes form a transient maze. Navigate quickly before the pattern entirely shifts.
- 8 **Enchanted Beast Ambush** – A creature infused with arcane energy appears unexpectedly, challenging the party with a brief skirmish.
- 9 **Spellbound Rift** – A small tear in the fabric of magic pulses with energy. Evasion or direct confrontation is inevitable.
- 10 **Phantom Footprints** – Mysterious, glowing tracks lure the party into a zone rife with latent magical hazards.
- 11 **Mystic Fog of Confusion** – A dense, enchanted fog rolls in, disorienting senses and obscuring landmarks.
- 12 **Wind-swept Spell Cache** – The howling wind uncovers scattered magical items; a quick guard or minor combat might follow.
- 13 **Inverted Gravity Field** – Gravity flips in a pocket of the plains. A spatial puzzle challenges proper movement.
- 14 **Arcane Obelisk** – A towering obelisk emits a low hum and flashes of energy. Interact—with caution.
- 15 **Murmuring Plains** – Whispering winds carry elusive voices through the grass. Are they mere echoes or a summons to conflict?
- 16 **Meteoric Spell Shower** – Small enchanted meteors pelt the ground in brief bursts of arcane impact. Dodge or brace for impact.
- 17 **Temporal Rift Maneuver** – A distortion in time briefly alters the battlefield’s pace, forcing players to adapt their flow.
- 18 **Obsidian Orb Defense** – A dark, levitating orb creates a protective barrier. Overcoming it demands clever tactics or raw force.
- 19 **Spectral Duel** – Ethereal warriors from a bygone era materialize, challenging the party to a fleeting trial by combat.
- 20 **Mystical Sundial Challenge** – A giant, rune-carved sundial projects shifting patterns of light. Decipher its clues to proceed.

# MAGICAL PLAINS AND FIELDS EXPEDITION EVENTS

Roll	(d20) Event	Effect
1	<b>Spatial Distortion:</b> A magical rift briefly elongates the journey.	Travel time increases, but no effect on the expedition's outcome.
2	<b>Enemy Encounter:</b> A territorial swarm of magical bugs surprises the party.	Handle a minor skirmish, easily overcome with teamwork (no lasting harm).
3	<b>Friendly Fireflies:</b> A cluster of glowing fireflies dances around the party.	No mechanical effect, but their soothing light makes the journey more pleasant.
4	<b>Lost Compass Herb:</b> A rare herb known to help with navigation appears!	Gain an uncommon resource for the commissary.
5	<b>Overexcited Critters:</b> A group of playful magical foxes briefly steals an item from the party.	Party retrieves the item but loses time chasing the mischievous critters.
6	<b>Wildflower Bloom:</b> A sudden magical bloom of radiant wildflowers engulfs the field.	Gain a temporary buff: Advantage on Survival checks for the remainder of the expedition.
7	<b>Enchanting Breeze:</b> A soothing magical breeze surrounds the party.	No mechanical effect, but it lifts morale and eases the journey.
8	<b>Twinkling Glowmoths:</b> Mystical moths flutter about, creating a beautiful display.	No mechanical effect, but the dazzling display boosts party morale.
9	<b>Playful Stream Sprite:</b> A water sprite playfully splashes the group with enchanted water.	Gain a temporary 1d4 bonus to a Knowledge (Nature) check during this expedition.
10	<b>Distant Song:</b> A hauntingly beautiful melody floats across the fields.	Party members must pass a Wisdom (Insight) check (DC 12) or feel compelled to wander toward its source.
11	<b>Celestial Meadow:</b> The party stumbles upon a meadow glowing under the starlight.	A short rest here restores an extra 1d6 hit points.
12	<b>Friendly Farm Spirits:</b> Benevolent spirits offer fresh magical produce.	Gain 1d4 additional expedition resources for the commissary.
13	<b>Bounding Bunnies:</b> A herd of ordinary magical rabbits hops playfully around the party.	No mechanical effect, but the scene lightens the mood.
14	<b>Wisp's Trail:</b> A glowing wisp leads the party off course, revealing a hidden treasure.	Discover a small cache of uncommon resources.
15	<b>Pollen Puffs:</b> Clouds of sparkling pollen fill the air, causing sneezes and laughter.	Party members must pass a Constitution (Save DC 12) or lose 10 minutes to sneezing fits.
16	<b>Fey Pranksters:</b> Invisible fey pull harmless pranks on the party.	Minor delay, but nothing is stolen or damaged.
17	<b>Blessed Dew:</b> The morning dew on the grass is enchanted with healing properties.	Each party member recovers 1d4 hit points.
18	<b>Mirage Meadow:</b> A strange illusion briefly confuses the group.	Wisdom (Perception) check (DC 14) to determine the correct path; failure adds minor travel delay.
19	<b>Dancing Lights:</b> A dazzling display of harmless magical energy entertains the group.	No mechanical effect, but the event is a welcome moment of wonder.
20	<b>Megafauna Bunnies:</b> The party encounters a herd of massive, traveling magical rabbits!	Gain a rare resource and a unique story to tell (DM's discretion).

## EVENTS ARE FUN!

You are allowed to roll 2 of these encounters for free on every expedition. By raising the DC of the Expedition by 1, you may roll 2 more. Their bonuses and benefits stack for so long as you successfully complete the expedition.

## NEGATIVE EXPEDITION PASS VARIABLES

- **Bizarre Illumination:** Flashing, erratic lights disorient the travelers. (-1 to the Pass roll.)
- **Blighted Vegetation:** Diseased plants make gathering food impossible. (-2 to the Pass roll; resource scarcity increases stress.)
- **Bloodthirsty Midges:** Tiny, biting insects cause annoyance and minor injury. (-1 to the Pass roll; potential Constitution saves to avoid irritation.)
- **Choking Smog:** A dense, polluted haze fills the area, reducing clarity and endurance. (-2 to the Pass roll.)
- **Collapsed Tunnel (Underground):** Ruptured or blocked passages force costly detours. (-3 to the Pass roll.)
- **Cursed Pathway:** A lingering curse dampens morale and resolve. (-2 to the Pass roll.)
- **Deep Snow:** Thick snow makes every step a challenge. (-2 to the Pass roll.)
- **Dense Fog:** Limited visibility causes confusion. (-1 to the Pass roll, plus potential travel delays.)
- **Disorienting Echoes:** Reverberating, distorted sounds muddle direction and focus. (-2 to the Pass roll.)
- **Drifting Sands:** Fine, shifting sands obscure the path and compromise footing. (-2 to the Pass roll.)
- **Dust Storm:** Blinding sand and dust reduce visibility. (-2 to the Pass roll.)
- **Eerie Stillness:** An unnerving, unnatural silence unsettles the travelers. (-1 to the Pass roll.)
- **Energy Draining Field:** A mysterious phenomenon weakens the party. (-2 to the Pass roll; travelers feel lethargic.)
- **Enchanted Murk:** A subtle magical corruption permeates the land, diminishing resolve. (-1 to the Pass roll.)
- **Ethereal Rift:** Small cracks in reality destabilize the environment. (-2 to the Pass roll; navigation checks may have disadvantage.)
- **Flash Floods:** Sudden surges of water leave paths impassable. (-3 to the Pass roll.)
- **Flooded Passage:** Rising water levels make traversal hazardous. (-3 to the Pass roll; swimming may be required.)
- **Frozen Waterways:** Solid ice blocks rivers, forcing the party to take detours. (-3 to the Pass roll.)
- **Fungal Spores:** An area filled with toxic spores causes minor allergic reactions. (-1 to the Pass roll.)
- **Haunted Remnants:** Ghostly echoes and eerie sounds unsettle the group. (-1 to the Pass roll.)
- **Heavy Rain:** Persistent downpour makes the terrain slick and travel more difficult. (-1 to the Pass roll; may cause delays.)
- **Hostile Fungal Network:** Aggressive mycelium attempts to ensnare travelers. (-2 to the Pass roll; Strength saves required to avoid being hindered.)

- **Icy Slipperiness:** The ground is slick with ice, making every step treacherous. (-2 to the Pass roll.)
- **Insect Swarms:** Swarms of biting insects distract and irritate travelers. (-1 to the Pass roll.)
- **Irritating Glowflies:** Swarms of persistent, glowing insects disrupt focus. (-1 to the Pass roll; travelers are distracted and fatigued.)
- **Localized Gravity Flux:** Strange gravitational shifts slow movement and disorient travelers. (-2 to the Pass roll; effects on gear may worsen conditions.)
- **Magic Anomaly (Chaotic):** Wild magical effects distort senses and equipment. (-1 to the Pass roll; may require an Arcana check.)
- **Magical Echoes:** Unfamiliar magical sounds disorient travelers. (-1 to the Pass roll; Arcana checks may mitigate this effect.)
- **Magical Whispers:** Illusory voices distract and confuse. (-1 to the Pass roll; Wisdom saves required to resist the influence.)
- **Mudslides:** Unstable, muddy terrain forces careful progress. (-3 to the Pass roll.)
- **Nocturnal Predator Activity:** The group hears signs of predators during rest. (-1 to the Pass roll; Wisdom saves required to avoid panic.)
- **Overgrown Vegetation:** Dense, untended foliage slows travel significantly. (-1 to the Pass roll; additional clearing time needed.)
- **Overwhelming Darkness:** Magical darkness reduces visibility to almost nothing. (-3 to the Pass roll unless light sources are magical.)
- **Overwhelming Heat Haze:** Mirage-like distortions create confusion. (-2 to the Pass roll.)
- **Poisonous Brambles:** Overgrown thorny plants exude toxic sap that irritates and slows progress. (-2 to the Pass roll.)
- **Poisonous Vapors:** Noxious gases seep into the area, impeding effort. (-2 to the Pass roll.)
- **Polar Cold:** Freezing temperatures sap energy and slow progress. (-2 to the Pass roll; Constitution saves may be required.)
- **Quagmire:** A hidden bog or marsh forces the group to find alternate routes. (-2 to the Pass roll.)
- **Rockfall:** Loose rocks cascade suddenly onto the path. (-2 to the Pass roll; may require a Dexterity save to avoid minor harm.)
- **Rocky Terrain:** Uneven, jagged ground slows movement. (-1 to the Pass roll.)
- **Sapping Miasma:** A draining atmospheric haze weakens resolve. (-2 to the Pass roll.)
- **Scalding Desert Heat:** Extreme heat exhausts the travelers. (-2 to the Pass roll; Constitution saves may be required.)
- **Shadowy Menace:** Dark, shifting shapes create a sense of dread. (Disadvantage on the Pass roll.)
- **Shifting Sands:** The terrain changes unpredictably, making it difficult to find footing. (-2 to the Pass roll.)

- **Slick Moss Growth:** Treacherous patches of slippery moss cover the ground. (-1 to the Pass roll; Dexterity saves required to avoid falling.)
- **Sticky Tar Pit:** A hidden tar pit traps unwary travelers. (-2 to the Pass roll; Dexterity saves required to avoid it.)
- **Strong Winds:** Gusts hinder movement and scatter supplies. (-2 to the Pass roll.)
- **Sudden Landslide:** Rocks and debris from a landslide partially block the path. (-3 to the Pass roll; Strength checks required to clear debris.)
- **Sweltering Humidity:** Oppressive, heavy air saps stamina even in moderate temperatures. (-1 to the Pass roll.)
- **Temporal Lag:** Localized time distortion slows perceived progress. (-1 to the Pass roll.)
- **Thunderstorm:** A violent storm disrupts navigation. (-3 to the Pass roll; nearby checks may suffer disadvantage.)
- **Unfriendly Wildlife:** Aggressive animals disrupt progress. (-2 to the Pass roll.)
- **Unstable Ground:** Minor tremors and shifting earth demand extra caution. (-2 to the Pass roll.)
- **Volcanic Ash:** Noxious ash irritates and drains energy. (-3 to the Pass roll.)
- **Volcanic Ground Tremors:** Minor seismic activity creates unstable terrain. (-2 to the Pass roll.)

## POSITIVE EXPEDITION PASS VARIABLES

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- **Ancient Food Forest:** A naturally sustained grove provides nourishing resources. (+2 to the Pass roll.)
- **Arcane Insight:** A sudden burst of magical clarity illuminates the true path. (+2 to the Pass roll.)
- **Benevolent Spirits:** Kind supernatural forces clear obstacles. (+2 to the Pass roll; travel delays are negated.)
- **Blooming Canopy:** A vibrant, magical canopy provides refreshing shade and comfort. (+1 to the Pass roll.)
- **Bright Firefly Swarm:** A swarm of glowing fireflies light the way. (+1 to the Pass roll.)
- **Buried Treasure:** A hidden chest of resources boosts morale and supplies. (+2 to the Pass roll.)
- **Calm Weather:** Exceptionally stable conditions make travel effortless. (+1 to the Pass roll.)
- **Celestial Blessing:** A divine sign bolsters resolve beyond measure. (**Advantage** on the Pass roll.)
- **Clear Trail:** A well-trodden and obvious path eases the journey. (+1 to the Pass roll.)
- **Crystalline Formations:** Sparkling minerals reflect light to guide the way. (+1 to the Pass roll.)
- **Dappled Sunlight:** Intermittent light streaming through trees revitalizes travelers. (+1 to the Pass roll.)

- **Enchanted Stream:** A magical water source refreshes the team. (+2 to the Pass roll and grants advantage on the next roll.)
- **Favorable Breeze:** A gentle wind cools and sustains the party. (+1 to the Pass roll.)
- **Flowing Streams:** Numerous small, refreshing waters boost morale. (+1 to the Pass roll.)
- **Food Forest:** A self-sustaining grove provides edible resources for the team. (+2 to the Pass roll.)
- **Friendly Locals:** Local inhabitants offer guidance or resources. (+2 to the Pass roll.)
- **Friendly Wildlife:** Supportive animals help guide the way. (+1 to the Pass roll.)
- **Gentle Meadow:** A soft, serene meadow offers rest and boosts spirits. (+1 to the Pass roll.)
- **Good Omen:** A fortuitous sign inspires determination. (+1 to the Pass roll.)
- **Guiding Aurora:** An ethereal aurora paints a clear route across the sky. (+2 to the Pass roll.)
- **Guiding Wisp:** A spectral light leads travelers safely. (+2 to the Pass roll.)
- **Healing Pools:** Small, mystical pools restore health and energy. (+2 to the Pass roll.)
- **Heavenly Chorus:** Angelic voices in the distance inspire unity. (+2 to the Pass roll.)
- **Herbal Cache:** The discovery of medicinal herbs aids the team. (+2 to the Pass roll.)
- **Hidden Cache:** Discovering a stash of useful supplies bolsters the expedition. (+2 to the Pass roll.)
- **Hidden Refuge:** A mysterious cave or shelter offers both protection and calm. (+1 to the Pass roll.)
- **Lively Birds:** Melodious birdsong lifts the party's spirits. (+1 to the Pass roll.)
- **Lucky Find:** A random discovery gives the party an unexpected advantage. (+2 to the Pass roll.)
- **Lush Oasis:** A fertile, water-rich area restores energy and supplies. (+2 to the Pass roll.)
- **Magical Canopy:** A shimmering protective barrier shields the team from the elements. (+1 to the Pass roll.)
- **Mild Sunshine:** Comfortable, clear weather lifts spirits. (+1 to the Pass roll.)
- **Mystic Echoes:** Subtle reverberations from a bygone era offer quiet encouragement. (+1 to the Pass roll.)
- **Mystical Lichen:** Glowing, magical lichen lights hidden safe passages. (+1 to the Pass roll; plus advantage on navigation checks.)
- **Nature's Bounty:** Abundant natural resources are gathered easily. (+2 to the Pass roll.)
- **Nurturing Glade:** A small clearing radiates an aura of calm and revitalization. (+1 to the Pass roll.)
- **Pleasant Mist:** A cool, refreshing mist enhances travel conditions. (+1 to the Pass roll.)
- **Rare Relic:** An ancient artifact inspires awe and determination. (+2 to the Pass roll.)

- **Restful Glade:** A peaceful clearing soothes and recharges the mind. (+1 to the Pass roll.)
- **Restorative Meadow:** A tranquil clearing restores minor health and vigor. (+1 to the Pass roll; minor HP recovered.)
- **Seasonal Equinox:** A rare celestial alignment brings natural harmony. (+2 to the Pass roll.)
- **Sparkling Dew:** Magical dew invigorates the party. (+1 to the Pass roll.)
- **Starlit Guidance:** At night, the stars form a clear, reassuring path. (+1 to the Pass roll.)
- **Sweet Fragrance:** The aroma of blooming nature uplifts the spirit. (+1 to the Pass roll.)
- **Temporal Distortion:** Perfectly preserved Old War resources are found. (+3 to the Pass roll.)
- **Unobstructed Trail:** A clear and easy path boosts progress. (+1 to the Pass roll.)
- **Unusual Shortcut:** An unexpected path shortens the distance traveled. (+2 to the Pass roll.)
- **Verdant Glade:** Lush greenery provides fresh air and a chance to recharge. (+1 to the Pass roll.)
- **Warm Campfire:** A cozy fire improves morale during rest. (+1 to the Pass roll.)

# THE VIRTUAL COMBAT TRAINER EXPERIENCE



OW THAT YOUR BOOTY IS DIAPERED, YOUR fingertips are crackling with devilish energy, and you are kitted out with more pamps, piercers, prodders, pokerers, poofers than a certain Disciplinary Dean has paddles...

And now, much like her, you wanna start swinging those goods around! Who wouldn't? We all have to learn, and train- and that's where the VR simulator will meet every need you've ever wanted- or as best as it can; it is just a simulacra, after all.

## RULES OF THE VR SIMULATOR

*Essential guidelines for engaging with the virtual simulation challenges.*

- **Minimum Participants:** At least two **characters** must enter. One **player** may bring up to two characters into a simulation. **SOLO** Challenges, obviously, are meant for **ONE** participant.
- **Victory or Defeat:** Once you have entered, you must defeat all enemies, be defeated, or abort to quit the simulation.
- **Quit Penalty:** You may only quit once per session without penalty.
- **Fair Play:** You must abide by the rules of fair play when controlling enemy actions during self-play. This means that you must ensure that enemies act aggressively and shrewdly- without needlessly wasting their powers or ignoring their abilities. Overall, it is a promise that you will not "go easy on yourself" if you use the VR Sim solo.
- **Unique Challenges:** Special VR simulation challenges cannot be repeated unless explicitly stated otherwise.
- **Repeatable Quests:** Repeatable VR simulation quests can be replayed as many times as you wish to collect data.
- **Quest Turn-In Requirements:** To turn in a quest, you must provide proof confirmed by assistance staff, a little helper, AGM, or DM. Proof is defined as either:
  - Chat logs showing the rolls and outcomes.
  - A link to a Roll20 campaign where the information can be verified.
- **Competitive Integrity:** Do not low-ball the monsters or make them behave in ways that are non-competitive. Treat these as "real" challenges.
- **Tenets of Trust:** Violation of these rules will result in the loss of simulation privileges.

## CONSTRUCTING CUSTOM CHALLENGES

*Guidelines for creating personalized VR simulation encounters.*

- **Number of Rounds:** Choose a number of rounds between 3 and 5.
- **Enemy Selection:** Choose the **number and type of enemies** for your custom challenge.
- **Victory Rewards:** For every round victorious, **EXP earned is converted to VR Sim points** and is retained even if the next round is lost.
- **Challenge Bonuses:** At the end of combat, additional **bonuses may apply** if certain custom-challenge achievements are met.
- **VR points** are directly analogous to EXP as listed in the monster manual, other official materials, and this guidebook. EXP is totaled and split evenly among participants (aside from those who were rendered unconscious in a previous round.)

## DID YOU KNOW?

*You can submit your own battlegrounds for consideration to be included in the roster of available arenas!*

- **Submission Requirements:**

- Maps must be at least **25x30** and must be gridded.
- Battlegrounds must feature **designated spawn locations** for enemies and PCs.
- **File Format:** Submissions should be in **PNG format** and include accompanying details to explain any **elevations, terrain features**, or other elements requiring legending.
- **How to Submit:** Reach out to staff with your battleground submission and any relevant details!

## WHAT IS VRP WORTH?

Now that you have some currency, you must be wondering how to spend it!

**VRP is worth 1 gold per point. It's that simple!**

So if you want an item that is 1500GP, or whose ingredients for crafting cost that amount, you could purchase it by earning 1500VRP!

**PRESENTED CHALLENGES ARE BASELINE CONSIDERATIONS. YOU ARE ALLOWED TO ADD MONSTERS TO ANY ENCOUNTER WITHOUT ANY PENALTY! <3**

# VR SIM ACHIEVEMENTS

Test your skills and creativity by earning these distinctive rewards.

Achievement	Description	VR Sim Points
"Have a Seat!"	Defeat a Darkling by dropping or throwing a piece of furniture on it.	
"Oops, All Radiant!"	Defeat a Darkling using only radiant damage for the entire fight.	
"A Light Snack"	Use a consumable item during combat that leads directly to defeating an enemy.	
"Stop Hitting Yourself"	Cause a Darkling to defeat another Darkling with collateral or redirected damage.	
"Darkness Befriends Darkness"	Successfully charm or otherwise ally a Darkling during a simulation.	
"Bonked on the Noggin"	Deliver a finishing blow to a Darkling with a blunt object or improvised weapon.	
"Bye, Buddy!"	Use a shove action to push a Darkling off a ledge or into environmental hazards.	
"Big Fish in the Void"	Defeat a Darkling Brackling while underwater without leaving the pool or water source.	
"Floor is Lava!"	End a combat encounter without touching the ground for the entire fight.	
"Tactical Feline"	End your turn standing in a position on elevated terrain while adjacent to a Darkling.	
"Pacifist's Irony"	Deal the finishing blow with a non-damaging spell or ability.	
"Silly Slapstick"	Deliver a finishing blow to a small Darkling with a slap or stomp.	
"The Sour Note"	Defeat at least two Darklings in one round using a bard spell or ability.	
"Call the MVP"	Successfully hit with three consecutive ranged attacks in a single round.	
"One-Two Punch"	Defeat a Darkling using two melee strikes in immediate succession.	
"Me, Myself, and I"	(Warlock Exclusive): Defeat an enemy while your familiar or Eldritch Invocation lands the final blow.	
"Shocking Defeat"	(Sorcerer or Wizard Exclusive): Land a finishing blow with a <i>Shocking Grasp</i> spell against a Darkling.	
"No Chill, Just Fire"	(Sorcerer Exclusive): End a combat encounter by exclusively using fire-based spells.	
"Overachiever"	Complete a special VR Sim challenge without taking damage.	
"Would You Kindly?"	Succeed in persuading or intimidating NPCs to retreat instead of fighting.	
"Tendon Snap"	(Martial Classes Exclusive): Critically hit a Darkling with an attack targeting its legs or tendrils.	
"Pocket Full of Posies"	End an encounter with at least three ongoing conditions or effects stacked on a single Darkling.	
"More Than Meets the Eye"	Successfully complete combat while polymorphed or wild-shaped for the entire encounter.	
"Against All Odds"	Survive a combat encounter while the rest of your party is incapacitated.	
"Shadowboxing Master"	End combat without missing a single melee attack.	
"Cat Nap, Darkling Doom"	(Druid Exclusive): Defeat a Darkling immediately after using <i>Healing Spirit</i> .	
"Arcane Ricochet"	Land a critical hit on a Darkling using a bouncing or chain spell (e.g., <i>Chain Lightning</i> or <i>Eldritch Blast</i> with Repelling Invocation).	
"Slippery When Wet"	Knock an enemy prone or incapacitate it using a water or ice-based effect.	
"Doubly Doomed"	Defeat two enemies in the same turn with a single area-of-effect spell or ability.	
"Breaking Point"	Inflict a single Darkling with at least three conditions simultaneously (e.g., blinded, restrained, and frightened).	
"Call to Nature"	Defeat an enemy while wild-shaped, polymorphed, or using a summoned creature.	
"Luck of the Draw"	Roll maximum damage on a die during the finishing blow against an enemy.	
"Shadow Over Shadow"	Outmaneuver and slay an enemy while standing in an area of magical darkness.	
"Gilded Guardian"	Successfully protect a VR Sim ally or objective for the entirety of an encounter.	
"Final Countdown"	Defeat the last enemy of an encounter with a spell or ability on its final duration round.	
"Airborne Ace"	Win a battle without touching the ground for the majority of the encounter.	
"Overkill Supreme"	Deal more than double the remaining HP of a Darkling with one attack.	
"Sniper Elite"	Successfully hit a target from >60ft twice or more without missing in a round.	
"Swarm Stopper"	Eliminate five or more small or tiny enemies in a single round.	
"Bound by Blades"	Defeat an enemy while all of its attacks missed you due to a defensive effect or spell.	
"Fuel for the Flame"	Use a fire-based spell to ignite an environment, causing lasting area damage to enemies.	
"Spike Trap Specialist"	Lure an enemy into taking damage from its environment or a trap you set up.	
"Mind Over Magic"	Counter or dispel at least two enemy spells in a single encounter.	
"Electric Finale"	End a battle by stunning or incapacitating an enemy with a lightning-based spell or ability.	
"Resonating Blow"	Land the final hit against an enemy in a VR Sim challenge using a thunder spell or effect.	

## HARD-MODE SIMULATION HUNTS

Prepare to face grueling challenges designed to push your limits and earn exclusive rewards.

These simulation hunts are not for the faint-hearted. Each custom scenario features unique combinations of monsters that require advanced strategy, teamwork, and resilience to overcome. Victory comes with special rewards that can only be earned through these hard-mode trials.

### Guardians of the Dark Spaces

Defeat the following foes **in the same combat** to complete this challenge:

- 1 Darkling Cavesweller
- 2 Howlers
- 1 Sleek Lurker
- 1 Darkforme Enforcer

Triumph in this hunt to unlock exclusive VR Sim points and coveted academy recognition.

## “THE CORRIDOR CRUSHER”

**Map:** Desert Worship

**Encounter Difficulty:** Hard

**Total XP:** 1300 XP

### ENEMIES:

- 2x Darkforme-Ossuite-Aegisite (CR 2, 450 XP each)
- 4x Darkling-Slitherscale (CR 1/2, 100 XP each)

#### Tactical Notes:

- Bridge and Statue ascent create natural choke points
- Slitherscales can be baited into single-file approaches
- Aegisites provides pressure but can be managed if wise

## “BOTTLETOP HILL: THE OSSIFIED DEFENSE” (SOLO)

**Map:** Bottletop Hill

**Difficulty:** Medium-Hard

**Total XP:** 1,800

### ENEMIES

#### Wave 1 - Initial Assault (750 XP)

- 4x Darkling-Ossokin (CR 1/8, 25 XP each)
- 1x Darkling-Ossokin-Proselytic (CR 1, 200 XP)
- 1x Darkforme-Ossokin-Aegisite (CR 2, 450 XP)

#### Wave 2 - Where Are Our Minions?! (1050 XP)

- 1x Darkforme-Ossokin-Aegisite (CR 2, 450 XP)
- 2x Darkling-Ossuite Charger (CR 2, 300 XP)

After minions are dealt with, and the player has the high-ground, the aegisite and its charger allies appear and immediately identify the player as the assailant unless they are capable of expertly hiding in the space of **2d4-1 (minimum 1) rounds**.

## VR ARENA 1

### THREE MATCH CHALLENGE - LEVEL 5 SOLO ARENA

#### MATCH 1: “THE SUFFOCATOR’S DEN”

**Map:** Desert Worship

- **Enemy:** 1x Darkforme-Suffocator (CR 2, 450 XP)
- **Disadvantage:** Tight corridors limit movement options
- **Tactical Notes:**
  - Temple’s narrow passages favor the Suffocator’s constricting abilities
  - Limited escape routes
  - Trapped in close quarters with a grappling specialist

#### MATCH 2: “THE NIGHT’S WINGS”

**Map:** Land-Sea-Cliff-and-Sky

- **Enemy:** 1x Darkforme-Nightpinyon (CR 2, 450 XP)
- **Disadvantage:** Open air battlefield with limited cover
- **Tactical Notes:**
  - Enemy has flight advantage
  - Cliff edges create fall hazards
  - Player must manage positioning to avoid being knocked off

#### MATCH 3: “THE BONE LORD’S PAINFUL LESSON”

**Map:** Class Battle

- **Enemy:** 1x Darkforme-Ossuite-Charger-Omega (CR 6, 2300 XP)
- **Disadvantage:** Limited terrain and cover in an enclosed space with a larger foe.
- **Tactical Notes:**
  - Enemy has high ground advantage, starting on the dais.
  - Multiple elevation changes favor the ranged capabilities
  - Limited approach options for melee characters, barring frontal assault

**Total XP: 3200 XP**

## "CRYPT OF DREADED DESPAIR" (SOLO)

**Map:** Crypt of the Damned

**Encounter Difficulty:** Extreme

**Total XP:** 2,350 XP

### ENEMIES:

- 1x Darkforme-Ossuite-Aegisite (CR 2, 450 XP)
- 2x Upgraded Darkling-Ossuite Charger (CR 3, 700 XP each)
- 2x Darkling-Hungerer (CR 1, 200 XP each)
- 1x Darkling-Slitherscale (CR 1/2, 100 XP)

### Tactical Notes:

- Cramped, labyrinthine corridors force enemies into close-quarters fights.
- Hidden niches and shadowy recesses allow for sudden ambushes.
- Tight, claustrophobic spaces favor coordinated enemy strikes over isolated defenses.

## "MARSHLAND OF MIASMIC BONES" (SOLO)

**Map:** Mistmire Marsh

**Encounter Difficulty:** Medium-Hard

**Total XP:** 1,500 XP

### ENEMIES:

- 2x Darkforme-Ossuite-Aegisite (CR 2, 450 XP each)
- 2x Darkling-Ossokin-Proselytic (CR 1, 200 XP each)
- 2x Darkling-Slitherscale (CR 1/2, 100 XP each)

### Tactical Notes:

- Murky, boggy terrain slows movement and creates natural choke points.
- Swampy conditions favor ambushes and force close-range combat.
- Dense, twisted vegetation hampers ranged attacks and reveals enemy approaches.

## "EBBING SHADOWS: THE ISOLATED ISLE" (SOLO)

**Map:** Forsaken Atoll

**Encounter Difficulty:** Hard

**Total XP:** 1,900 XP

### ENEMIES:

#### Wave 1 – Tidal Ambush (750 XP)

- 4x Darkling-Ossokin (CR 1/8, 25 XP each)
- 1x Darkling-Ossokin-Proselytic (CR 1, 200 XP)
- 1x Darkforme-Ossuite-Aegisite (CR 2, 450 XP)

#### Wave 2 – Drowning Reprisal (1,150 XP)

- 1x Darkforme-Ossuite-Aegisite (CR 2, 450 XP)

- 1x Upgraded Darkling-Ossuite Charger (CR 3, 700 XP)

### Tactical Notes:

- Rugged, confined island terrain creates natural chokepoints.
- Securing high ground quickly is critical to avoid being overwhelmed.

## SHADOWS OF THE MIRE

**Map:** Foggy Swampland

**Difficulty:** Medium

**Total XP:** 850 XP

### ENEMIES

- 4x Darkling-Slitherscale (CR 1/2, 100 XP each)
- 1x Darkforme-Suffocator (CR 2, 450 XP)

### Tactical Notes

- The swampy terrain provides natural concealment and slows movement.
- Darkling-Slitherscales use **Slithering Escape** to harass and retreat, while the Suffocator pressures one player with its **Crushing Grip**.
- Victory hinges on isolating the Suffocator early to avoid its devastating grapples.

## THE UMBRAL MARK ON THE MARSHLAND

**Map:** Foggy Swampland

**Difficulty:** Hard

**Total XP:** 1950 XP

### ENEMIES

- 4x Darkling-Slitherscale (CR 1/2, 100 XP each)
- 1x Darkforme-Suffocator (CR 2, 450 XP)
- 1x Darkaconda (CR 4, 1100 XP)

### Tactical Notes

- The swampy terrain provides natural concealment and slows movement.
- Darkling-Slitherscales use **Slithering Escape** to harass and retreat, while the Suffocator pressures one player with its **Crushing Grip**.
- Victory hinges on locking down the Darkaconda, if possible, and taking out the Suffocator early to prevent it from providing advantageous aide to the Darkaconda.

# DARK DIMENSION BOSS

## TEMPLATE

The Dark Dimension Boss Template transforms any character or monster into a formidable boss capable of challenging even the most skilled adventurers. Harnessing the oppressive, eldritch power of the Dark Dimension, these bosses wield terrifying abilities and unmatched tactical prowess. Apply this template to create simulation-ready encounters.

### LEGENDARY ACTION

The Dark Dimension Boss gains **one legendary action** that reflects their mastery of eldritch power. Choose one of the following:

- **Ultimate Attack:** A devastating offensive ability tied to the boss's nature. Example: "Shadow Obliteration" – The boss targets up to three creatures within 60 ft., dealing 5d10 necrotic damage. Creatures must succeed on a DC 14 Constitution saving throw or be stunned for 1 round.
- **Ultimate Technical Skill:** A supreme defensive or tactical maneuver. Example: "Temporal Rift" – The boss moves to any unoccupied space within 120 ft., ignoring opportunity attacks, and creates a 20-ft. radius zone of difficult terrain lasting 1 minute.

### ABILITY SCORE BOOSTS

Three of the boss's ability scores are **increased by +4**, chosen based on the character or monster's class or archetype. Suggested boosts:

- **Strength, Constitution, Wisdom** for martial classes like Fighters or Paladins.
- **Dexterity, Intelligence, Charisma** for arcane or skill-based archetypes such as Rogues or Sorcerers.

### SKILLS

The boss gains **all class skills** tied to a chosen player class (e.g., Paladin, Wizard). These skills reflect the expertise and specialization of the class template. Apply the corresponding modifiers based on the character's stats.

### ADDITIONAL FEATURES

- **Inspiration or Luck:** The boss may start with **1 Inspiration Point** or access the **Lucky feat** to reroll up to three failed checks, attacks, or saves per encounter.

## DARK DIMENSION BOSS CHART

Feature	Effect
Legendary Action	Choose an <b>Ultimate Attack</b> or <b>Ultimate Technical Skill</b> .
Ability Score Boosts	Increase three ability scores by +4, tailored to class or archetype.
Class Skills	Gains <b>all class skills</b> tied to a selected player character class.
Inspiration or Luck	Optionally gains <b>1 Inspiration Point</b> or access to the <b>Lucky feat</b> for rerolls.

# DARK DIMENSION BOSS WEAPON FEATURES

Players choose **three features** from the list below to create a Dark Dimension Boss Weapon. Each feature enhances the weapon with eldritch power and creates a unique challenge for any encounter.

## WEAPON FEATURES

- **Damage Dice Increase One Step**

The weapon's damage dice are increased by one step (e.g., 1d6 becomes 1d8). This feature can be taken multiple times, further increasing the dice.

- **Class Ability Synergy**

The weapon gains synergy with class abilities, such as bonus smite damage for a Paladin, sneak attack for a Rogue, or elemental bonus damage for a Sorcerer. This feature can be taken multiple times and applied to different or the same class abilities.

- **Flat Base Damage**

The weapon deals a flat base damage of 10 on every hit, before applying other bonuses or traits.

- **Elemental or Force Bonus Damage**

The weapon deals an additional 1d8 damage of a chosen type: fire, cold, lightning, acid, necrotic, radiant, or force.

- **Spell Storing**

The weapon can store up to **two spells of 3rd level or lower**, allowing the boss to cast them as bonus actions during combat.

- **Counterspell Parry**

The weapon allows the wielder to use their reaction and casting action to parry a spell, effectively casting *Counterspell*.

- **Spell Absorption on Parry**

When the weapon absorbs a spell via parry, its elemental enchantment is permanently changed to match the spell's element (e.g., absorbing a fireball changes the enchantment to fire). The weapon retains all non-elemental features.

- **Enhanced Defense**

While taking the Defensive Action, the wielder gains **+4 AC** instead of the standard +2.

- **Phantom Reach**

The weapon's range is increased by **10 feet**, enabling melee attacks from afar. This feature ignores obstacles like cover or invisibility.

- **Dimensional Tear**

On a critical hit, the weapon opens a rift to the Dark Dimension in a 10-foot radius. All creatures in the area take 4d8 force damage and must succeed on a DC 16 Dexterity saving throw or be restrained by tendrils of darkness for 1 round.

- **Soul Siphon**

Each time the weapon deals damage, the wielder regains hit points equal to half the damage dealt (rounded down). This can occur up to 10 hit points per turn.

## USAGE NOTES

- Features may be chosen multiple times when stated, creating unique combinations and escalating the weapon's potency.
- GMs may adjust saving throws, DCs, or damage values for balanced encounters.

# THE DARKBOUND COLOSSUS

Large construct, CR 7 (2,900 XP)

**Armor Class:** 18 (natural armor)

**Hit Points:** 150 (12d10 + 72)

**Speed:** 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	8 (-1)	10 (+0)	14 (+2)

**Saving Throws:** STR +8, CON +7

**Damage Vulnerabilities:** Radiant

**Damage Immunities:** Poison

**Condition Immunities:** Charmed, Exhaustion, Poisoned

**Senses:** Darkvision 60 ft., Passive Perception 10

**Languages:** Understands Common but cannot speak

**Challenge:** 7 (2,900 XP)

## TRAITS

- Six-Armed Onslaught.** The titan's six arms grant it unmatched versatility. When it takes the Attack action, it can make **one extra melee attack** with one of its additional arms (once per turn).
- Constructed Resilience.** Engineered for war, the titan has advantage on saving throws against poison and is immune to poison damage. It also does not require air, food, or water.

- Darkling Possession.** A malevolent darkling spirit inhabits the titan. Once per round, when the titan hits a creature with a melee attack, it deals an additional **1d6 necrotic damage**. In keeping with its cursed nature, the titan is vulnerable to radiant damage.
- Aura of Dread.** Each creature that starts its turn within 10 ft. of the titan must succeed on a DC 13 Wisdom save or be frightened until the start of its next turn. A creature that succeeds on this save is immune to the aura's effects for 24 hours.
- Regenerative Core (Dark Renewal).** When the titan's hit points drop to or below half its maximum, its dark regenerative core activates. At the start of each of its turns, it regains **15 hit points** for 1 minute or until its hit points exceed half its maximum. This ability can be used **once per day**.

## ACTIONS

- Multiattack.** The Darkbound Warforged Titan makes two slam attacks. It can apply its **Six-Armed Onslaught** trait to make one additional slam attack as part of this action.
- Slam.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. **Hit:** 2d10 + 5 bludgeoning damage, plus 1d6 necrotic damage (from Darkling Possession).
- Dark Blast (Recharge 5–6).** The titan unleashes a concentrated burst of dark energy in a 30-ft. cone. Each creature in that area must make a DC 15 Dexterity save, taking **4d8 necrotic damage** on a failed save or half as much damage on a successful one.

## WILD MAGIC TANTRUM

### d100 Effect

- 1-2 Roll on this table at the start of each of your turns for the next minute, ignoring this result on subsequent rolls.
- 3-4 For the next minute, you can see any Invisible creature if you have line of sight to it, and you can see everyone's underpants.
- 5-6 A **NANNYBOT** chosen & controlled by the DM appears in an unoccupied space within 5 feet of you, it disappears 1 min later.
- 7-8 You cast Fireball as a 3rd-level spell centered on yourself if you pass a disadvantage potty check.
- 9-10 You cast magic messle on your diaper, 3 diaper usage charges expended.
- 11-12 Roll a d10. Your continence bonus- if any- changes by a number of 12 equal to the roll for one day.
- 13-14 You cast Baby-Brain (Confusion) centered on yourself. All who fail this version of confusion must roll a continence check.
- 15-16 For 1 minute, you regain 5HP at the start of each of your turns and your diaper regains one use charge.
- 17-18 You become a living plushie version of yourself that remains plush until you fluff your diaper, reverting to a FULL diaper.
- 19-20 You cast Grease centered on your diaper. You can butt slidett up to 30ft with a 5ft running start and leave an oil slick.
- 21-22 Creatures have disadvantage on Saving Throws against the next spell you cast in the next minute that involves a saving throw.
- 23-24 Your skin turns a vibrant shade of blue. A Remove Curse spell can end this effect.
- 25-26 An eye appears on your forehead for 1 minute and you have advantage on Wisdom (Perception) checks that rely on sight.
- 27-28 For the next minute, all your Spells with a Casting Time of 1 action have a Casting Time of 1 Bonus Action, but whenever you cast you must roll a potty check.
- 29-30 You Teleport up to 60 feet to an unoccupied space of your choice that you can see, and roll a potty check.
- 31-32 You're transported to the Nursery until the end of your next turn, afterward you return to the space you previously occupied or the nearest unoccupied spaced.
- 33-34 You glow with bright light in a 30-foot radius for the next minute. Any creature that ends its turn within 5 feet of you is Blinded until the end of its next turn.
- 35-36 Your age regresses by a percentage equal to  $10(1d10)$  for one hour.
- 37-38 You fall flat on your face like a baby. Witnesses must pass your spell save (WIS) or laugh uncontrollably until next turn.
- 39-40 You become incontinent, roll a potty check at disadvantage. If already incontinent, your diaper doubles in thickness and uses.
- 41-42 Balled-up diapers rain down in a 10ft radius you choose. Creatures inside take  $3d4+3$  magical bludgeoning dmg.
- 43-44 An angel appears to put you in a magical holy diaper. If good or neutral diaper gives +1AC, if not, -1AC.
- 45-46 A devil appears to put you in an unholy diaper. If good or chaotic you are now incontinent, if neutral or otherwise +1 AC
- 47-48 All creatures in a 20ft radius (including you) must make a Wis saving throw. On a failure, they curl up on the nearest soft surface, blanket, or plushie and nap for 1 min or until disturbed.
- 49-50 Creatures in a 30-foot radius crave sweets, needing to eat candy before being able to take reactions- which may itself be done as a reaction at the start of their next turn if they currently have some candy in their inventory.

### d100 Effect

- 51-52 A spectral diaper appears on you. You get +1 AC but the diaper does not come off until it is comically full.
- 53-54 You fail all potty checks for 1d4 days, rolling a 1d2 to decide if you wet or mess.
- 55-56 Your underpants change into a clean diaper rolled from the Diaper Chart
- 57-58 For the next minute, any person you touch will be diapered or boosted if already diapered.
- 59-60 You regain your lowest-level expended spell slot and a spectral magic hand pats you on the booty.
- 61-62 For the next minute, you must BABY TALK when you speak.
- 63-64 You cast Stank Cloud centered on yourself. As Fog Cloud except DC12 CON/15ft sq or be sickened.
- 65-66 Up to 3 creatures you choose within 30ft of you take 4d10 lightning damage and must roll a potty check.
- 67-68 You are Frightened by the nearest creature until the end of your next turn, you wet your diaper.,
- 69-70 Each creature within 30 feet of you becomes Incontinent for the next 1d4 days.
- 71-72 You gain Resistance to all damage for the next minute and your diaper doubles in thickness.
- 73-74 A random creature within 60 feet of you becomes Incontinent and Poisoned for 1d4 hours.
- 75-76 Maximize the damage of the next damaging spell you cast within the next minute.
- 77-78 You cast Polymorph on yourself. If you fail the saving throw, you turn into a baby version of yourself for the spell's Duration.
- 79-80 Illusory butterflies and flower petals flutter in the air within 10 feet of you for the next minute.
- 81-82 You can take one additional action immediately, but you must make a potty check at disadvantage.
- 83-84 Each creature within 30 feet of you takes 1d10 necrotic damage. DC10 CON Check or have immediate accident and be rendered incontinent for 1d4 weeks.
- 85-86 You cast Mirror Image, but the mirror image is a brat.
- 87-88 All worn/carried panties in a 1 mile radius become diapers that cannot be removed until used.
- 89-90 An AU twin of yourself, under your control, appears to aide you for 2d4 turns, in only a cute onesie & diaper.
- 91-92 You feel your pants/pampers grow damp/full- you have had an accident, no saves.
- 93-94 You cast Spank as a 11th level caster on every hostile target in the vicinity.
- 95-96 You are teleported to The Babrooms for 1d2 turns.
- 97-98 The next spell you attempt to cast is becomes an animated, crayon-drawn version of itself. It functions at half power, and the drawings linger and amuse viewers.
- 99-100 All creatures within 60 feet (including you) are momentarily transformed into toddlers or infants for 1 minute, retaining their abilities but speaking in baby gibberish.

# STALKER OF THE DARK PASSAGES: NIGHTDRINKER

Stupidly vast guy, depressed neutral

Armor Class 17 (natural)

Hit Points 216(18d10+36)

Speed fly 20ft., 30ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	15 (+2)	18 (+4)	15 (+2)	18 (+4)

**Condition Immunities** charmed, poisoned, diseased

**Senses** darkvision 120 ft., passive Perception 20

**Languages** Deep Speech, Telepathy 100ft

**Challenge** BOSS

**The Dark.** Nighthdrinker is bathed in a pall of transmogrifying mucus. A creature that touches the Nighthdrinker or that hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1d4 hours.

The diseased creature's limbs begin to effervesce, unable to hold a weapon properly, giving disadvantage to attack rolls until the spectral disease ends or is dispelled. Only healing of 3rd level or higher will remove this effect.

**Mind Burglar.** If a creature communicates telepathically with the Nighthdrinker, the Nighthdrinker learns the creature's greatest desires if the Nighthdrinker can see the creature.

## ACTIONS

**Multi-attack:** Nighthdrinker makes three tentacle attacks.

**Tentacle Bash:** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

**Twilight's Lash:** Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease.

After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can be removed only by heal or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

**Enslave (3/Day):** The Nighthdrinker targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Wisdom saving throw or be magically charmed by the Nighthdrinker until the Nighthdrinker dies or until it is on a different plane of existence from the target. The charmed target is under the Nighthdrinker's control and can't take reactions, and the Nighthdrinker and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from the Nighthdrinker.



## NIGHTDRINKER

THEOWLCAN

# WILD MAGIC GUNSMITH



*In unpredictable fusion of arcane invention and raw chaos, the Wild Magic Gunsmith turns every firearm discharge into a risky, explosive act of magic. Every pull of the trigger is a roll of the dice—with fate, misfortune, and wonder all bundled into one shot.*

## WILD MAGIC GUNSMITH FEATURES

### WILDFIRE ARSENAL

#### 3rd-level Wild Magic Gunsmith feature

When you choose this subclass at 3rd level, you gain proficiency with firearms (if you don't already have it). You learn to infuse your ranged weaponry with chaotic arcane energy. **Wildfire Arsenal** lets you channel wild magic through your shots as follows:

- **Triggering a Surge:** Whenever you attack with a firearm, if you roll a natural 1 on the attack roll or choose to take a risk, you may opt to trigger a wild magic surge. Roll a d10 and consult your **Wildfire Surge Table** (see below) to determine a wild, unpredictable magical effect that alters either your attack or the battlefield for the next round.
- Once you trigger a surge in this way, you can't do so again until you finish a short rest.

### CHAOTIC CARTRIDGE

#### 3rd-level Wild Magic Gunsmith feature

Your very act of reloading isn't mundane—it's a chance for chaos. When you reload your firearm, you may expend one use of your Arcane Recharge (a resource similar in concept to your artificer infusions, usable once per short rest) to roll on your **Wildfire Surge Table**. The resulting effect applies immediately as you ready your weapon. This simulates your firearm "gobbling" energy from the wild magic swirling around you.

### FLAMING REVERB

#### 5th-level Wild Magic Gunsmith feature

At 5th level, every shot you fire resonates with elemental fury. When you hit a target with your firearm, you can choose to channel a burst of wild magic to deal an extra **1d8** elemental damage of your choice (acid, cold, fire, lightning, or thunder). Additionally, the target must make a Constitution saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$ ). On a failure, the target is affected by a minor wild magic effect (roll once on the **Wildfire Surge Table** – choose an effect that does not deal damage but may impose a

quirky condition, such as being dazzled or temporarily disoriented).

### ELEMENTAL VOLLEY

#### 9th-level Wild Magic Gunsmith feature

By 9th level, you've learned to lacerate your foes with a barrage of arcane-infused lead. As an action, you can expend one spell slot (1st level or higher) to make a ranged attack against up to three targets within 60 feet. You must make a separate firearm attack roll for each target. Each attack benefits from your **Flaming Reverb** extra damage.

After using **Elemental Volley**, roll a d4; on a 1, a wild magic surge occurs immediately after your attacks, as determined by your **Wildfire Surge Table**.

### CATACLYSMIC WILDFIRE

#### 15th-level Wild Magic Gunsmith feature

At 15th level, you reach the pinnacle of chaotic marksmanship. As an action, you can expend a 3rd-level spell slot (or higher) to overcharge your firearm, unleashing a torrent of wild magic:

- All creatures within a 20-foot radius centered on you must succeed on a Dexterity saving throw ( $DC = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$ ) or take **4d10** force damage and be dazed (as determined by your DM) until the end of your next turn. Creatures that succeed on the save take half damage.
- Once the explosion subsides, immediately roll on your **Wildfire Surge Table** to determine an additional effect that alters your firearm (this might change its damage type, grant temporary bonuses, or even cause unpredictable side effects).

After using **Cataclysmic Wildfire**, you cannot use this feature again until you complete a long rest.

## WILDFIRE SURGE TABLE

Whenever a wild magic surge is triggered by one of your Wild Magic Gunsmith features, roll a d10 and consult the table below for a random effect.

d10 Roll	Effect
1	<b>Spectral Muzzle:</b> Your firearm emits ghostly flames. For the next minute, your firearm attacks ignore resistance to force damage.
2	<b>Explosive Rebound:</b> The fired round bursts in a 10-foot radius, dealing <b>2d6</b> fire damage to all creatures in the area (no save).
3	<b>Arcane Static:</b> Your firearm crackles with electrical energy; your next attack deals an extra <b>1d8</b> lightning damage.
4	<b>Chaotic Confetti:</b> Your bullets transform into harmless, colorful confetti for 1 round. Your next attack is made at disadvantage, but enemies within 10 feet have disadvantage on Perception checks until the start of your next turn.
5	<b>Mirror Shell:</b> Your firearm produces a duplicate round that automatically targets one creature of your choice within 30 feet, using the same attack modifiers and dealing the same damage as the original shot.
6	<b>Temporal Flicker:</b> For the next minute, you briefly shift out of sync with time. You have advantage on saving throws and Dexterity-based attack rolls until the start of your next turn.
7	<b>Sonic Boom:</b> The discharged round sends out a deafening shockwave. All creatures within 10 feet must pass a Constitution saving throw or become deafened for 1 minute.
8	<b>Ricochet Rhapsody:</b> The bullet ricochets unpredictably. Choose a creature within 10 feet of the original target; that creature must succeed on a Dexterity saving throw or take half your firearm's normal damage as a stray shot.
9	<b>Mystic Engraving:</b> Your firearm's barrel becomes etched with glowing runes. For the next 10 minutes, add an extra <b>1d4</b> radiant damage to each firearm attack you make.
10	<b>Wild Transformation:</b> Your firearm briefly morphs into a different type of firearm. Roll a d6 (assign on your own table which firearm types are possible, such as a blunderbuss, musket, or pistol) and adopt the traits of the new form for 1 minute (as determined by the DM).

*Use discretion as some effects may lean towards beneficial, others toward chaotic detriment, and some simply add flavorful unpredictability to your gameplay.*

*Enjoy crafting chaos at every shot!*

# WILD MAGIC GUNSMITH (DIAPER SCHOOL EDITION)

**A**MOST UNPREDICTABLE BLEND OF ARCANE craftsmanship and messy chaos, the Wild Magic Gunsmith (Diaper School Edition) transforms every firearm discharge into a chance for wild, diaper-duty magic. Each pull of the trigger is like a roll in the nursery: unpredictable, a touch raucous, and filled with that extra layer of absorbent protection.

## DIAPER SCHOOL FEATURES

### DIAPER-INFUSED ARSENAL

#### 3rd-level feature

When you adopt this subclass at 3rd level, you gain proficiency with firearms (if you don't already have it). You quickly learn to imbue your weaponry with the chaotic energy of untamed, babyish magic. **Diaper-Infused Arsenal** lets you channel wild magic through your shots in the following ways:

- **Triggering a Nappy Surge:** Whenever you attack with a firearm, if you roll a natural 1 on the attack roll—or if you choose to risk it like an unpredictable diaper blowout—you can opt to trigger a wild magic surge. Roll a d10 and consult your **Diapered Surge Table** (see below) to determine a delightfully chaotic effect that alters your attack or the battlefield for the next round.
- Once you trigger a surge this way, you can't do so again until you finish a short rest—after all, every good diaper change takes time.

### CHAOTIC DIAPER CARTRIDGE

#### 3rd-level feature

Reloading isn't routine—it's an act of pure, unpredictable diaper duty! When you reload your firearm, you may expend one use of your Arcane Recharge (a resource akin to your artificer infusions, usable once per short rest) to roll on your **Diapered Surge Table**. The resulting effect occurs immediately as you ready your weapon, as if your firearm were drawing on the wild magic (and unexpected absorbency) swirling about you.

### MESSY REVERB

#### 5th-level feature

At 5th level, every shot you fire resonates with the chaotic clamor of an unplanned diaper change. When you hit a target with your firearm, you can choose to channel an extra burst of messy magic to deal an additional **1d8** elemental damage of your choice (acid, cold, fire, lightning, or thunder). In addition, the target

must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier). On a failure, the target suffers a minor wild magic quirk (roll once on the **Diapered Surge Table** for a non-damaging, silly effect—perhaps a momentary state of distraction or befuddlement that mimics the chaos of a surprise nappy change).

### NAPPY VOLLEY

#### 9th-level feature

By 9th level, you've mastered launching not just bullets but full-on baby bursts of arcane energy. As an action, you can expend one spell slot (1st level or higher) to make firearm attack rolls against up to three targets within 60 feet. Each attack benefits from your **Messy Reverb** extra damage.

After unleashing your **Nappy Volley**, roll a d4; on a 1, a wild magic surge occurs immediately after your attacks per your **Diapered Surge Table**—just like an unexpected diaper mishap exploding onto the battlefield.

### CATACLYSMIC DIAPER DASH

#### 15th-level feature

At 15th level, you reach the pinnacle of chaotic marksmanship—diaper duty taken to its most explosive extreme. As an action, you can expend a 3rd-level spell slot (or higher) to overcharge your firearm in a burst of baby magic:

- All creatures within a 20-foot radius centered on you must succeed on a Dexterity saving throw (DC = 8 + your proficiency bonus + your Intelligence modifier) or take **4d10** force damage and be staggered (as determined by your DM) until the end of your next turn. Those who succeed take half damage.
- Immediately after, roll on your **Diapered Surge Table** to determine an additional effect that might temporarily alter your firearm (perhaps changing its damage type, granting a fleeting bonus, or triggering other unpredictable, crinkly side effects).

After using **Cataclysmic Diaper Dash**, you can't use this feature again until you complete a long rest—every diaper dash requires proper clean-up.

## DIAPERED SURGE TABLE

Whenever a wild magic surge is triggered by one of your Diaper School features, roll a d10 and consult the table

d10 Roll	Effect
1	<b>Diaper Dazzle:</b> Your firearm emits a soft, pastel glow reminiscent of freshly laundered diapers. For the next minute, your firearm attacks ignore resistance to force damage.
2	<b>Messy Burst:</b> The fired round explodes into a burst of magically sticky baby wipes, splattering a 10-foot radius. Every creature in that area takes <b>2d6</b> fire damage as they get momentarily bogged down in the sticky mess.
3	<b>Powdered Static:</b> Your firearm crackles with electric energy—as if sprinkled with extra baby powder. Your next attack deals an additional <b>1d8</b> lightning damage.
4	<b>Confetti Diapers:</b> Your bullets briefly transform into a shower of colorful, crinkly diaper confetti for 1 round. Your next attack is at disadvantage (distracted by the spectacle), and enemies within 10 feet have disadvantage on Perception checks until your next turn.
5	<b>Diaper Duplicate:</b> Your firearm produces a duplicate bullet that automatically targets one creature of your choice within 30 feet, using the same attack modifiers and dealing the same damage as the original shot—like an unexpected extra pacifier in play.
6	<b>Time for Naptime:</b> For the next minute, a soothing lull akin to a baby's nap falls over you. You gain advantage on saving throws and Dexterity-based attack rolls until the start of your next turn.
7	<b>Sonic Puff:</b> The discharged round releases a resounding puff—a noise as startling as a diaper slap! All creatures within 10 feet must pass a Constitution saving throw or be deafened for 1 minute.
8	<b>Ricochet Rattle:</b> The bullet ricochets like a rogue rattle, targeting a creature within 10 feet of the original target. That creature must succeed on a Dexterity saving throw or take half of your firearm's normal damage as a stray, nappy-infused shot.
9	<b>Mystic Doodling:</b> Your firearm's barrel becomes whimsically etched with glowing doodles resembling baby scribbles. For the next 10 minutes, add an extra <b>1d4</b> radiant damage to each firearm attack you make.
10	<b>Wild Transformation:</b> Your firearm temporarily morphs into a different whimsical prototype—perhaps a squirt gun or a toy musket. Roll a d6 (use your own list of fun firearm variants), and adopt the traits of the new form for 1 minute. The unexpected transformation is as surprising as an impromptu diaper change in the heat of battle.

below for a random effect—each capturing the unpredictable, sometimes messy nature of diaper duty magic.

# TANTRUM TINKERER (DIAPER SCHOOL EDITION)

**J**IN THE HALLOWED HALLS OF THE COMBAT ACADEMY, tradition meets total chaos—where precise inventions are punctuated by the unavoidable messiness of wild magic. As a Tantrum Tinkerer, every time you cast an artificer spell, you risk unleashing an unpredictable, diaper-duty tantrum straight from the ether.

## TANTRUM TINKERER FEATURES

### DIAPERED TANTRUM CATALYST

#### 3rd-level feature

When you choose this subclass at 3rd level, you embrace the wild, absurd potential of your magical inventions. **Diapered Tantrum Catalyst** fills your casting with the promise of unpredictable extra flair:

- **Triggering a Tantrum:** Whenever you cast an artificer spell—be it an infusion, a cantrip, or any spell from your list—you may opt to channel your inner chaos. Immediately after casting, roll a d10. On a result of 1–3 (a 30% chance), a Wild Magic Tantrum is triggered. When this occurs, consult your Wild Magic Tantrum table (provided separately) and apply the effect to your spell or its surroundings.
- **Optional Outburst:** If you prefer the neat, efficient side of craftsmanship (or simply wish to avoid extra mess), you need not invoke the tantrum. But remember: forfeiting the chance might mean missing out on bonus damage, unexpected utility, or just the sheer fun of letting chaos reign.
- **Limited Cascade:** Once you trigger a tantrum by casting a spell, you can't do so again until you finish a short rest. Sometimes even a wild toddler (or a wild magic user) must take a break from the chaos.

### EXASPERATED OVERFLOW

#### 9th-level feature

By 9th level, your control over mechanical inventions is matched only by your willingness to let unpredictable magic spill over. With **Exasperated Overflow**, the stakes (and the mess) are raised:

- **Double Trouble:** When your casting triggers a Wild Magic Tantrum, roll twice on the Wild Magic Tantrum table and choose the effect that best suits (or most humorously disrupts) your current situation.
- **Heightened Dash:** Additionally, if you cast an artificer spell while a tantrum effect from an earlier spell still lingers (within the same round), add your Intelligence modifier to your d10 roll for triggering a tantrum. This extra boost represents the cumulative chaos building like an overfull diaper.

## ULTIMATE DIAPER TANTRUM

#### 15th-level feature

At 15th level, you have honed both your arcane inventions and your propensity for outbursts to an art form. **Ultimate Diaper Tantrum** lets you push your magic to its gloriously messy limits:

- **Guaranteed Chaos:** Once per turn, you may choose to force a Wild Magic Tantrum when you cast an artificer spell. In doing so, bypass the normal roll—the tantrum is inevitable (and as messy as an untimely diaper blowout).
- **Persistent Mayhem:** If the effect you roll for produces an ongoing or persistent magical quirk, its duration lasts for up to 1 minute—or until you use your next action to try and “clean up” the chaos (DM's call).
- **Comforting Crumbs:** Each time you trigger Ultimate Diaper Tantrum, you additionally gain temporary hit points equal to your Intelligence modifier (minimum 1) as your wild magic, like a comforting (if unpredictable) diaper, cushions you against the backlash.

After using Ultimate Diaper Tantrum, you can't trigger it again until you complete a long rest.

*Note: The Tantrum Tinkerer (Diaper School Edition) subclass celebrates both the precise art of tinkering and the gloriously unpredictable nature of wild magic—infused with the peculiar, irreverent charm of Diaper School. The Wild Magic Tantrum table (which you already have on hand) provides the flavorful, random effects to be applied whenever a tantrum is triggered as described above.*

*Embrace the chaos, relish the mess, and remember that even the most precise inventor can't escape a good ol' wild magic tantrum!*

