

ACADEMY TOME



OR THE D&D SCHOOL

RADIANT LANCE

Evocation Cantrip

- **Casting Time:** 1 Action
- **Range:**
- **Components:** V, S, M (Holy Symbol)

- **Duration:** Instantaneous

You raise your holy symbol or weapon of faith and a glowing white beam of radiance lances out between you and your target. Make a ranged spell attack. On a hit, you deal 1d8 + your spellcasting ability modifier radiant damage.

At Higher Levels: The damage increased to 2d8 when you reach 5th level, 3d8 at 11th level, and 4d8 at 17th level.

DIAPERING

Conjuration Cantrip

- **Casting Time:** Instantaneous
- **Range:** 100ft
- **Components:** V, S, M (A fresh diaper)
- **Duration:** Instantaneous

You hold out a fresh diaper at a creature within sight. On a failed Dexterity save, the target is diapered. The diaper is magically locked and cannot be untaped until the diaper has been used- dispelling the lock.

ALIZA'S ELECTRICKY PAW

Evocation Cantrip

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (None)
- **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.

SPANK!

Evocation Cantrip

- **Casting Time:** 1 bonus action

- **Range:** 30 feet
- **Components:** V, S, M (False)
- **Duration:** 1 turn

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 further reduced to 10 feet.

The spell's power does not scale with your character level, remaining a quick and versatile utility in combat.

SPONTANEOUS ACCIDENT

Enchantment Cantrip

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (Pinch of glitter dust or vial of stink worth 1sp+)
- **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.

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.

PACIFICATION

1st level conjuration

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S, M (True)
- **Duration:** 12 hours

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.

HIDE SMELL

1st level illusion

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** V, S, M (False)
- **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.

DISGUISE AGE

1st level illusion

- **Casting Time:** 1 action
- **Range:** Self
- **Components:** S, M (True)
- **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.

MAGIC MESSLE

1st level Conjuraton

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

You conjure a burst of magically sticky, messy goo that darts toward one creature you can see within 120 feet. The messle automatically strikes its target, dealing 1d4 acid damage per missile. You create three messle missiles, with one additional missile for each spell slot level above 1. In addition to the acid damage, the target must succeed on a Constitution saving throw or fill their diaper or pants with magical mess. While messy, the target suffers disadvantage on Dexterity-based checks and saving throws, as the mess clings and hinders their movements.

DIAPER SHIELD

1st level Abjuration

- **Casting Time:** 1 reaction
- **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 LITTLESPLACE

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.

BINKY BARRIER

1st level Abjuration

- **Casting Time:** 1 reaction
- **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.

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

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.

BABYBRAIN

2nd level illusion

- **Casting Time:** 1 action
- **Range:** 60 feet
- **Components:** V, S, M (False)
- **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.

This spell reduces even the mightiest to a state of childish ineffectiveness, often to their great frustration. At the DM's discretion, this spell may have additional narrative effects appropriate to the context.

LULU'S CONVENIENT CHANGING BREAK

2nd level conjuration

- **Casting Time:** 1 action
- **Range:** Touch
- **Components:** V, S, M (A drawing or sculpture of a small charming outhouse worth at least 100gp as an arcane focus.)
- **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, armor, and diapers—such as mirrors, privacy screens, and fresh towels, but does not contain food or potable 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 and lasts 2 extra minutes.

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.

CREATE CHANGING SUPPLIES

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!

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.

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 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.

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 or 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.

ABSORBENT BARRIER

2nd level Abjuration

- **Casting Time:** 1 reaction
- **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.

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 it is wearing a diaper, it takes three use charges, half if it saves.

POTTY PUDDLE

2nd level Conjuraton

- **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. IF the creature that falls into the puddle is wearing a diaper, it takes 3 use charges. If this fills the diaper, the target is adhered to the surface and must make a DC 12 Strength or Dexterity check to rise out of the puddle. The area is treated as difficult terrain for the duration.

CLEANSING CHANGE

2nd level Conjuraton

- **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). Their diaper is changed with the fresh diaper used in the spell components and its normal number of uses is increased by 2 for the duration.

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.

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 messy fractals and cacophonous brown notes. 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. They also must make a Con-based Potty Check or soil themselves.

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 and sickened, suffering disadvantage on Constitution checks and saving throws for the spell's duration and immediately soiling themselves on the spot.

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
- **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 by filling your diaper with concentrated willpower. 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. If they fail the save, they also fail a potty check of equal severity- soiling themselves in some manner.

NATURE'S WET WIPES

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. It also cleans them and any non-disposable diaper or booster they might be wearing. This effect does not work on disposable diapers or garments.

GLAMOROUS NURSERY CAMPER

3rd level Conjuration

- **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.

SOOTHING SANITIZATION

3rd level Conjuraton

- **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 diapering or diaper change. Choose yourself or a creature you touch. The target regains 2d8 + 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. Any diaper they are wearing is changed if needed, and the resulting fresh diaper gains a +2 AC bonus as well as resistance to necrotic damage.

DIAPER DEFLECTION

3rd level Abjuration

- **Casting Time:** 1 reaction
- **Range:** Self
- **Components:** V, S, M (a scrap of ultra-absorbent fabric)
- **Duration:** 1 round

When an attack is declared against you or an ally within 5 feet of 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 + your spellcasting modifier. For every use charge of your diaper that you sacrifice, the AC bonus increases by 1. **You may sacrifice these charges AFTER the attack roll is made.**

POTTY PORTAL

3rd level Conjuraton

- **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.

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. Those who fail this check must immediately roll a potty check. If they fail, the effect chains a new 15 foot radius of stinky illusions emanating from the target.

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.

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.

ABSOLUTE SUBMISSION

7th level Enchantment

- **Casting Time:** 1 action
- **Range:** 30 feet
- **Components:** V, S
- **Duration:** Concentration, up to 1 minute

You emanate an **irresistible aura of authority and comfort**, forcing creatures into **deep psychological compliance** and **potty-trained discipline** under your presence. Choose up to **three creatures** within range that can hear you. Each target must make a **Wisdom saving throw** (DC = 8 + your proficiency bonus + your Wisdom modifier).

On a failed save, the affected creature:

- **Ceases all hostile intent.** If the creature was preparing an attack or spell, it falters, unable to complete it.
- **Falls into a state of behavioral compliance.** It instinctively obeys any **reasonable verbal command** you give.
- **Is unable to willingly move more than 30 feet away from you.** If forced beyond this range, it must make another Wisdom saving throw. On failure, it becomes **stunned until the end of its next turn**.
- **Cannot attack you** under any circumstances unless directly harmed by you or your allies.

POTTY DISCIPLINE EFFECTS:

Potty Check Compliance: Any affected creature must **immediately make a Constitution saving throw** (same DC).

- **On failure:** The creature experiences a **subconscious “potty-trained response,” feeling an overwhelming urge to adhere to expected discipline.**
- The creature **hesitates before making aggressive moves** and **subconsciously suppresses any rebellious action** (DM may impose minor penalties or narrative effects).

Accident Aversion:

- While under the spell's influence, affected creatures **instinctively avoid reckless behavior** that might risk embarrassment or loss of control.
- If the creature **fails a Dexterity save** during the duration, it is **momentarily distracted**, reducing its AC by **1 until the start of its next turn** (reflecting its focus on maintaining its composure).

Softened Defiance:

- If an affected creature **attempts to resist a direct command**, it must first **succeed on a Charisma saving throw** (DC = spell save DC).
- **On failure:** It **second-guesses itself**, losing **advantage on its next roll** and feeling **social pressure to comply**.

STRUCTURED ENVIRONMENT EFFECTS:

- In settings with **clear discipline structures** (such as **Diaper School, academies, or noble courts**), affected creatures exhibit **deferential respect, instinctively yielding to authority figures**.
- They **hesitate before contradicting commands**, showing signs of **trained obedience and behavioral molding**.
- If cast within a **formalized hierarchy**, creatures may **instinctively seek approval before making decisions**, even after the spell ends.

AT HIGHER LEVELS:

- When cast using a **spell slot of 8th level or higher**, the duration **extends to 10 minutes**, and affected creatures **retain a lingering attachment** to your authority for **1 hour** after the spell ends.
- **During this period**, creatures may feel a **subtle but persistent inclination to follow your instructions**, even if they would normally resist.

UNCRINKLING CATASTROPHE

Transmutation Cantrip

- **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 discomfort—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

- **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

- **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

- **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

- **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

- **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

- **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

- **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

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

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

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

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

1st level Conjuraton

- **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

1st level Transmutation

- **Casting Time:** 1 action
- **Range:** Self (15-foot cone)
- **Components:** V, S, M (a glob of gooeey 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

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

- **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 Conjuration

- **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.”

SPONTANEOUS DIAPER CHANGE

2nd level Transmutation

- **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

- **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.

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.”

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

- **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!"