



CAKEWALK

NEW FLAVORS OF ADVENTURE FOR 5E



EARLY ACCESS SAMPLE



A FULL, FLAVOURFUL
SUPPLEMENT FOR THE WORLD'S
GREATEST ROLEPLAYING GAME



WELCOME TO CAKEWALK

Welcome to **Cakewalk**, the tastiest setting ever made for D&D! On this unapologetically pun-laden trip across the Island of Yumm, you and players of all ages can harvest familiars, battle the dragon fruit, and become the preposterous heroes that the world never needed.

Foodfolk are Friends

The Island of Yumm plays host to endemic races of foodfolk, who are not unlike the elves, dwarves, and humans found elsewhere—just tastier. Each is styled after a culinary creation, resembling everything from donuts and cakes to carrots and bagels. Naturally, these are your heroes and villains as you explore the lands of Yumm.

You can play decadent pastryarchs that hail from the Twin Kingdoms of Candia, brave gummy knights who can barely squeeze into their decidedly not-gummy armor, or magical ice cream sandwiches, who command sugary magic at their fingertips. No matter what hero you choose, the Island of Yumm is overflowing with adventures for you to embark upon!

Mouthwatering Monsters

Not all food on Yumm is quite as nice as the foodfolk, however—sometimes you are on the menu. Culinary monsters of all shapes and sizes also call the Island of Yumm their home, and many devour foodfolk (and humans, for that matter) as a regular delicacy. Battling these monsters is an eventuality for adventurers on the island, for they hold dominion over the vast stretches of the island untouched by foodfolk villages.

Creatures such as the saladmander and marizipanther stalk the Cacao Jungles of the island's southeast, while living puddings and giant gummy worms dwell deep underneath the island's surface. And most deadly of all, the fire-breathing dragonfruits soar over the peaks of the Bleu Ridge Mountains and perch on Mt. Monterrey. Are you brave enough to best these monsters and save the land?

Yumm Island

Despite its fantastical inhabitants, the Island of Yumm isn't constructed entirely out of foodstuff. Its trees are made of wood, its hills are made of dirt, and its deserts have normal sand; that is to say that it's coarse and gets everywhere. All the same, it is a place of magic and wonderment without equal.

Where is Yumm?

The Island of Yumm is wherever you want it to be, or more precisely, it's neatly in the corner of any setting you choose. Characters on any adventure, from epic fantasy quests to futuristic space romps, can wash up on the shores of Yumm or arrive through bungled teleportation. The island is governed by bizarre magic that renders it challenging to locate and near impossible to leave, either by mundane and magical means. Perhaps the island is on its own demiplane—a space adjacent to most seas in the multiverse. Or perhaps the same convoluted magic that animates food on the island also prefers to keep the island a secret. In either case, the Island of Yumm is never too far, yet its extraordinary inhabitants have never been seen beyond its shores.

Further Adventures in Cakewalk

This is just a sample of the fun you'll have in *Cakewalk*. In the final product, you'll be able to embark on a whirlwind of adventures—a series of quests that take characters from the Twin Candy Kingdoms to the Lost City of El Dorito on a quest to stop the evil Doctor Bakenstein. Each quest works as a standalone adventure or part of a sweeping campaign, so you can dip your toes into the setting or dive in headfirst. It will include brand new races, a cavalcade of monsters, and more magic items than you can shake a stick at.

If you enjoy this sampler platter of the core book, please consider **clicking this link and signing up to our mailing list**, so we can remind you when the main course is ready. We'll even send you a free gift if you sign up for the mailing list and later get the book—our treat.

For All-Ages

Cakewalk isn't made with kids in mind, though we hope they get a kick out of it too. In this setting, adult players can dabble in the absurd, parents can play with their children (those who are old enough to wield a d20 and follow the story, anyway), and seasoned gamers can indulge in a comedic setting to break up the otherwise serious affair of roleplaying games. We hope everyone enjoys this candy-coated romp, even though we understand it isn't for everyone.

CHAPTER 1: RACES

Yumm Island plays host to a preposterously diverse collection of plants and animals, including two entire branches of human-like creatures—humanoids and foodfolk. Humanoids include the standard array of fantasy races, such as humans, elves, dwarves, and halfling. By contrast, foodfolk are a collection of culinary races resembling everything from donuts to carrots to gummy bears. Not every dish is represented among the foodfolk, but their sheer variety already boggles the mind.

Players can choose to play as humanoids or foodfolk with no repercussions on gameplay. For the purposes of features and spells, all races are counted as humanoids. Furthermore, players who choose foodfolk can adopt almost any type of food for their character, as long as they can vaguely fit within one of the races below.

Foodfolk

The natural laws of Yumm—or perhaps some ancient and persistent magic on the island—seems to prefer food-based life. In addition to the foodfolk, the island supports all manner of food-monsters, such as animal crackers, living puddings, and vegetable beasts. Foodfolk have domesticated some of these monsters as pets and learned to give others a wide berth.

Scholars have long debated the origin of foodfolk, but it seems logical that these food-monsters and the foodfolk share a common origin, if not a common ancestor. Veggies have a legend of an Original Recipe that created all life on the island, whereas frostlings believe that the four Demonesses of Flavor are to blame. Humanoids who have visited the island often prefer evolutionary theories, but their explanations for how exactly foodstuff can come to walk and talk leaves much to be desired.

Humanoids

Shipwrecks and teleportation glitches have stranded hundreds of humanoids on the island over the years, and more arrive regularly. It would seem that—wherever the island is located—it attracts lost individuals in droves. Perhaps the island dwells at a happy meeting place of the tides, or perhaps another facet of the island's magic draws strangers to its shores.



In any case, it's quite challenging to leave. Teleportation sequences routinely fail to reach destinations outside of the island, and ships that depart for far-off lands are eventually pulled back by confounding tides or unpredictable storms. Travel by air meets high winds, and so on. A few archipelagos and a great reef can be reached through such travel, but escaping the island entirely is profoundly difficult.

However, after an adjustment period, most humanoids give up on trying to escape. Even if escape attempts weren't futile, there's a lot to like about Yumm: the climate on the island is comfortable and the food is delicious. The foodfolk are welcoming, and humanoids are treated as coequals. There's even a stable population of humanoids on the island. In fact, many humanoid children born on Yumm know little about the world beyond or how bizarre their home truly is.

BERRIAN ☞

Squat, proud, and above all, furious—berrians of every clan and color leave an outsized impression on those they meet. Many foodfolk think that berrians have an inferiority complex regarding their height, but it's unwise to test that theory if your knees are within striking range!

Feuding Clans

Berrians self-identify with dozens of clans going back centuries, each of which has their own crest, songs, stories of valor, and long-standing grudges. For as long as berrians have organized into clans, they have feuded among one another. The majority of berrian folklore retells the stories of these rivalries, recounting incidents in which one clan bested another through trickery or battle. However, in modern times most berrian clan disputes amount to little more than bickering and snide jokes, resulting in an unsurprising number of pub brawls.

It would be disingenuous to portray berrians as being purely quarrelsome, for allied berrians make for

joyful friends and staunch allies. Adventuring berrians are intrepid to a fault and never shy away from a battle, even clearly unwinnable ones. Additionally, gaining a berrian's trust also yields the limited trust of their clan by extension. Any berrian will tolerate an outsider if one of their own will vouch for them.

Wild Berries

Reports from the remotest parts of Yumm tell of yet-uncontacted clans of berrians, so-called "wild berries" or "elder berrians." Little is known of these jungle and mountain-dwellers, except that they are fiercely against outsiders. Perhaps they belong to ancient civilizations from before the candy kingdoms, or perhaps they are more akin to renegade clans who chose to found their own fiefdoms out of spite. Regardless, travellers in distant locales should be wary if they ever hear murmuring from knee-high bushes, as it may portend unwelcome locals.

Berrian Clan

When you make your berrian, pick one of the following clans, or come up with one of your own.

d6	Clan
1	Black Berrians
2	Blue Berrians
3	Boysen Berrians
4	Cran Berrians
5	Rasp Berrians
6	Straw Berrians



Berrian Traits

Your short stature and notable temper grant you the following traits.

Ability Score Increase. Your Strength score increases by 2, and your Dexterity score increases by 1.

Alignment. Berrians tend to be chaotic.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Aggressive Rush. When you roll initiative and are not surprised, 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.

Clan Expertise. Thanks to your clan's training or knowledge, you gain proficiency in two of the following skills: Athletics, Insight, Intimidation, Medicine, Perception, Survival.

Dismantle. You can add your proficiency bonus to damage rolls you make against objects and structures.

Insult to Injury. When you hit a creature with a melee weapon attack, you can use your bonus action to unleash a string of profanity and taunts in the target's face. If the target can hear you (though it need not understand you), it is compelled to attack you. On the first attack the target makes on its next turn, it has advantage if its attack targets you, but disadvantage if it targets a creature other than you.

Outsize Weapons. Despite your size, you can wield heavy weapons with which you are proficient without penalty.

CRUMBKIN

Divided by sweetness and social standing, the crumbkin are bread people split between the practical, hard-working loafers and the aloof, artistic pastryarchs.

Down with the Pastryarchy!

Decades of social pressures have created a hierarchy among the diverse crumbkin: the wealthy "Pastryarchy", a collection of cakes, pies, cookies, and other sweets, and the "Loafers", a coalition of regular breads. While the pastryarchs live relatively carefree, with plenty of time for art and leisure, most crumbkin work for a meager flourly wage. This has bred no small amount of resentment. In turn, more and more loafers each year convert to Crumbunism, a radically equal philosophy promising to break the Pastryarchy's grip on the crumbkin and provide bread and circus for all.

Long Traditions

While crumbkin may broadly be organized into two categories, many crumbkin more strongly identify with their family, be that cookies, scones, or baguettes. These crumbkin maintain familial traditions that go back generations and can include some specific and unusual customs. For example, the white and wheat bread families have regular and adversarial family cookouts, and members of the scone family will never, ever ask for directions.

d8 Tradition

- 1 It's customary to go camping every summer.
- 2 Your family runs a bread and breakfast.
- 3 Your family does a cookout every Crumblumbus Day.
- 4 You doughnate what you can to the poor.
- 5 Every summer, your family takes to the beach to get a good toast-tan.
- 6 Your family acknowledges coming of age with sprinkles or sesame seeds.
- 7 You mark the yearly growth of children on a door frame in the house.
- 8 You celebrate an obscure holiday: Yeaster Sunday.



Crumbkin Traits

As a crumbkin, you have the following racial traits:

Ability Score Increase. Increase any three ability scores of your choice by 1.

Alignment. Crumbkin tend to be lawful.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Early to Rise. You can gain the benefits of a long rest after only four hours of sleep.

Tool Proficiency. You gain proficiency with one set of artisan's tools of your choice.

Trail of Breadcrumbs. You have advantage on ability checks you make to avoid getting lost.

Subrace. Choose one of the subraces listed below.

Loafers

Breads of all shapes and sizes, loafers are hardworking and practical folk with strong convictions and a predisposition to commonsense problem solving.

Ability Score Increase. Increase your Strength or Constitution score by 1.

Crummy Disposition. You have advantage on saving throws against being charmed.

Crust. You gain a +1 bonus to Armor Class.

Pastryarchs

Sweet pastries from cookies to pies, pastryarchs have a sharp tongue and an artistic bent, making for excellent bards and clerics alike.

Ability Score Increase. Increase your Wisdom or Charisma score by 1.

Candied Cantrips. You know candyblast and one cantrip of your choice from the bard or cleric spell list. Charisma is your spellcasting ability for these spells if you choose a cantrip from the bard list, and Wisdom is your spellcasting ability if you choose a cantrip from the cleric list.

Sweet Disposition. You gain proficiency in the Persuasion skill.

FROSTLING

The enthusiastic ice cream people known as frostlings can be found all over Yumm Island, going on adventures, practicing magic, and even protecting the Twin Kings of Candia.

Adventurous Spirits

Frostlings are possessed with a spirit of wanderlust that takes them to every corner of their fair island on sundry misadventures. No quest is too small and no obstacle too large, so the saying goes. Perhaps frostling adventurousness is matched only by their relentless optimism, an impulse to seek out the silver lining in every situation. This makes them ideal traveling companions (at least, until the enthusiasm starts to wear thin).

Assorted Flavors

Frostlings come in many shapes and sizes, and each have different flavors, often reflecting their personalities. Vanilla frostlings tend to be impulsive, chocolate frostlings romantic, strawberry frostlings introverts, and so on. Moreover, there are rare frostling flavors destined to be truly remarkable people. For example, all frostlings know the story of Sir Lilian, the lavender-flavored frostling knight, and of Gritham the Red, a habanero-flavored frostling mage, both of which slew mighty foes and engraved their names in history.

Frostling Traits

Sweet but cold, you have the following racial traits:

Ability Score Increase. Your Strength score increases by 1 and your Intelligence score increases by 1.

Alignment. Frostlings tend to be chaotic.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Avoiding the sun whenever possible, 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. You can't discern color in darkness, only shades of gray.

Brain Freeze. If a creature bites you or swallows you whole, it must make a Constitution saving throw (DC equals 8 + your proficiency bonus + your Constitution modifier) or be poisoned until the end of its next turn.



First Impressions. You have advantage on the first Charisma (Persuasion) check you make with a creature you have met in the last minute.

Frosty Resistance. You have resistance to cold damage.

Subrace. Choose one of the subraces listed below.

Waffle Cone

Born with a tough outer shell of waffle cone, these frostlings are uniquely suited for knightly combat.

Ability Score Increase. Your Strength score further increases by 1.

Cone Weapon Training. You have proficiency with the mace, morningstar, lance, and spear.

Waffle Shell. You gain a +1 bonus to Armor Class.

Sandwitch

More canny by far than their kin, sandwiches are naturally adept with arcane magic, and make excellent wizards.

Ability Score Increase. Your Intelligence score further increases by 1.

Cold Cantrips. You know *ray of frost* and one cantrip of your choice from the wizard spell list. Intelligence is your spellcasting ability for these spells.



GUMMY

The short, bear-like gummies make for proud, boastful knights, especially if squeezed into a large enough suit of armor.

Squishy Bears

Gummies are remarkably pliant, even for foodfolk. Though their round, bear-like bodies can hardly be described as nimble, they can squeeze through most passages with sufficient motivation (or sufficient force). In fact, if a gummy crawls into the armor of a knight, they deform rather nicely to fill out the gloves and greaves. They need only suck in their gut and crawl in through the neck hole. Whenever possible, most gummies love to walk around in armor entirely too large for them, towering over their friends and flexing squishy muscles.

Overcompensating

Their short stature and rubbery bodies are deeply ingrained in the gummy psyche, leading to the sort of brash, loud overcompensation which is signature among gummy knights. In an effort to impress, an armored gummy will charge into battle, face down dragons, or arm wrestle a foodbeast, especially if doing so humiliates someone taller than themselves.

Such gummies also make for inspiring leaders, delivering overwrought speeches and leading their allies on the frontlines.

However, their bravado is notoriously fragile: take a gummy out of their armor, and they'll be far less quick with boasts and insults alike. An old parable on Yumm Island tells of a brave gummy knight that battled a black pudding, only for his armor to dissolve—and with it, his confidence. The moral of the story: don't confuse valor with confidence, or vice-versa.

Gummy Traits

Squishy and brave, you have the following racial traits:

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.

Alignment. Gummies tend to be lawful.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Brash. Your base movement speed is 40 feet on the first round of combat.

Gummy Armor Training. You have proficiency with light and medium armor.

Squeeze. While you are not wearing armor, you suffer no penalty for squeezing into a space that is only large enough for a creature that is one size smaller than you.

Squishy Size. You can squeeze into armor that isn't properly sized for you. Your size becomes Medium if you wear medium or heavy armor that is sized for a Medium or Large creature.

PUFT

Puft are stout and squishy foodfolk who often sport cotton candy beards and a quiet disposition.

Muscles of Fluff

Puft are born improbably brawny, with inflatable muscles and a portly predisposition. However, most puft are simply more resilient than strong, their biceps being mostly empty air. Such a fluffy material has its advantages, though. Puft bounce, rather than crash, and usually pop back into shape after a blow. And with momentum on their side, a puft makes for a fluffy wrecking ball, bouncing and slamming with all of their (admittedly exaggerated) mass.

Passive and Tolerant

At a glance, the stout, muscular puft might seem to be superb warriors, or even berserkers. However, it is rare to see any puft lose their temper or so much as raise their voice, even when they're antagonized. Most puft demonstrate a characteristic passivity, a bulletproof composure which problems bounce off of. When bullies must be dealt with, puft will stand up for themselves and others, but small gibes and bumps on the road never manage to fluster them.

Moreover, while puft might not talk as much as other foodfolk, they're all the better at listening. Puft possess a quiet insight that can illuminate baffling problems and shed insight on the motivations of others.

Puft Traits

Hardy yet serene, you have the following racial traits.

Ability Score Increase. Your Constitution score increases by 2, and your Wisdom score increases by 1.

Alignment. Puft tend to be neutral.

Size. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Astute. You gain proficiency in the Insight skill.

Body Slam. If you move at least 10 feet in a straight line immediately before making a melee attack against a creature, you can use your bonus action to push the target 5 feet away from you immediately after the attack.

Bouncy. You take half damage from falling. Whenever you land after falling 10 or more feet, you can choose to bounce back onto your feet, and land standing instead of prone. Additionally, any creature that lands on you takes half damage from falling.

Reform. Whenever you take bludgeoning, piercing, or slashing damage from a nonmagical weapon and don't drop to 0 hit points, you can use your reaction to immediately regain 1d4 hit points, up to a maximum of the amount of damage taken.



PUMPKID ☾

The permanently adolescent pumpkinds embrace mischief and mayhem as a way of life.

Tricks! Treats!

Pumpkinds are nothing if not mischievous, spending every idle second concocting small pranks to pull on those around them. Given time and preparation, they might enlist others in their schemes to pull off a massive, overly complex prank, if they think someone in particular needs to be taken down a peg. Adventuring pumpkinds usually reserve their more harmful shenanigans for deserving enemies, but groups of pumpkinds left to their own devices are often crueler and completely undiscerning about who they'll make slip on a banana peel and fall out a window.

Too Cool for Skool

Almost all pumpkinds harbor very specific and ever-changing ideas of what is cool and what isn't. Perhaps, sunglasses will be cool one day, and wearing sneakers will be demonstrably uncool the next. These vague notions guide the nuisances of their every decision, from what to wear and what to eat, to who to trust making a plan and who to side with in a fight. Usually, their deeper convictions about who they respect what they think is right will invisibly push their ideas of "cool" toward a more consistent outlook, but peer-pressure from other pumpkinds can reverse this, if only for a time.



Pumpkind Traits

Impish and irksome, you have the following racial traits.

Ability Score Increase. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Alignment. Pumpkinds tend to be chaotic.

Size. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Avoiding the sun whenever possible, 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. You can't discern color in darkness, only shades of gray.

False Appearance. When you take the Hide action, you can magically conceal your body in your pumpkin head for up to 10 minutes. While you remain prone and motionless, you are indistinguishable from an ordinary jack-o'-lantern. Once you use this trait, you can't use it again until you finish a long rest.

Mischievous. You gain proficiency in one of the following skills of your choice: Acrobatics, Deception, Sleight of Hand, or Stealth.

Taunt. You can use your action to mock a creature within 15 feet of you. If the target can hear you and it understands at least one language, it has disadvantage on the next attack roll it makes against a creature other than you before the end of its next turn.

Skedaddle. You can move 10 feet whenever you take the Disengage action on your turn.

VEGGIES

As their name suggests, veggies resemble everything from carrots to kale. They are an endlessly colorful group of foodfolk with wildly different aptitudes and outlooks. Wherever you travel on the island of Yumm, you can find veggies occupying every profession and walk of life.

Diverse Dabblers

All foodfolk know at least one stereotype about veggies: tomatoes are brusque, carrots are bookish, and beets are vulgar. Some of these are partly true—tomatoes are indeed tactless critics—but many more are founded in half-truths or misunderstandings. There is no singular rule to define all veggies, nor is there a rule for certain types of veggies. More so than any other type of foodfolk, veggies are gifted with a broad range of talents to match their diversity in colors and shapes. Many veggies refuse to specialize, even within their chosen profession, and dabble endlessly with various hobbies.

Heroic Legends

Though the island of Yumm does not play host to a great number of pantheons, it has more than its fair share of prophecies and legends, most of which are remembered by the veggies. The foodfolk prophet Cellulus penned the definitive collection of veggie mythology, including both legends of the past—like the mighty hero Sporkules—and predictions of the future—such as how the slumbering fondoom shall destroy all of Yumm. Many veggies who live by these examples go into adventuring, whereas others use them as measuring sticks for their lives. All veggies believe in heroes to some extent, and many hope to be one in some small way.



Veggie Traits

Vibrant and diverse, you have the following traits:

Ability Score Improvement. Four ability scores of your choice increase by 1.

Alignment. Veggies tend to be good.

Size. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Dabbler. Choose one of the following benefits: you gain proficiency with thieves' tools, learn one cantrip of your choice from the wizard spell list, or gain proficiency with four martial weapons of your choice. If you chose to learn a cantrip, you also choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

Hale and Hearty. You have advantage Constitution saving throws, except those you make against spells and to maintain concentration on spells.

CHAPTER 2: MAGIC ITEMS

Magic is so commonplace on the Island of Yumm that spellcasting and magic items are scarcely out of place at the dinner table. Perhaps unsurprisingly, many of these magic items are constructed from the very elements which make up foodfolk: culinary treats and sugary snacks. Only a few terribly powerful relics elude the grasp of adventurers on the island, for if they fell into the wrong hands, there might not be an island to speak of afterwards.

Bow of Bows

Weapon (any bow), uncommon (requires attunement)

Made of springback candy cane and ruby red ribbon, the bow of bows has the unique ability to fire lengths of ribbon up to 60 feet long in lieu of an arrow. This ribbon can be used to pull creatures off balance, as a grappling hook, or to wrap up a foe. Once per turn, you can replace one attack using the bow with one of the following effects:

Yank. Choose Large or smaller creature within 60 feet. It must succeed on a DC 13 Dexterity saving throw or be pulled and spun up to 15 feet closer to you and become dizzy until the end of its next turn. A dizzy creature's movement is halved and it makes Dexterity checks and saving throws with disadvantage.

Wrapped Up. You fire a length of ribbon at a Huge or smaller creature within 60 feet. The creature must succeed on a DC 13 Strength saving throw or become grappled (escape DC 13). While grappled in this way, the creature is restrained. Once you use this feature, you can't use any of the Yank or Wrapped Up features again until the following dawn.

Candy Apple

Wondrous item, uncommon

Grown on a rare candy tree, this apple has exceptional restorative properties. You can take a bite out of the apple as an action. When you do so, you regain 1d6 + 1 hit points and gain 1d6 + 1 temporary hit points. After 3 bites are taken from the apple, it is reduced to a nonmagical apple core.

Coolmint Slice

Weapon (dagger or scimitar), uncommon (requires attunement)

This striped, blue blade is enchanted with the power of the elemental coolmint. You have a +1 bonus to attack and damage rolls made with this magic weapon.

While holding this weapon, you can use your action to conjure a torrent of sticky, white and purple sugar as you cast the *cone of frosting* spell (save DC 13). Once you use this feature, you can't do so again until the following dawn.

Magic Item Set. Attuning to both this weapon and a *peppermint slice* requires only a single attunement slot. If you hit a creature with both of these weapons on the same turn, the weapons become empowered until the end of your next turn. This weapon deals an additional 1d4 cold damage and a *peppermint slice* deals an additional 1d4 fire damage.



Crystal Candy Sword

Weapon (any sword), uncommon (requires attunement)

While attuned to this magic weapon, you can use your bonus action to lick the blade and gain the benefits of the *sugar rush* spell (no concentration required). When you use this trait, roll a d4. On a 1, the sword loses its sweetness, and can't grant the spell's benefits for 24 hours.

Jawbreaker

Weapon (morningstar), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. Whenever you score a critical hit against a creature using this weapon, you lock its jaw, rendering it incapable of speaking or performing the verbal components of spells until it finishes a short or long rest.

Jelly Beans

Wondrous item, uncommon

This bag contains an assortment of vibrantly colored beans. Typically, 1d12 + 3 beans are found together.

When you eat a bean as an action, you regain 1 hit point and also gain a secondary benefit determined by the bean's color, which lasts for 1 minute or until you eat another bean.

d8	Color	Benefit
1	Black	Your attacks with melee weapons deal 1d4 extra damage.
2	Green	Your walking speed increases by 5 feet.
3	Orange	You gain a +2 bonus to ranged weapon attacks.
4	Pink	You gain a +1 bonus to saving throws you make.
5	Purple	Roll again on this table and use the effect rolled.
6	Red	You gain a +2 bonus to melee weapon attacks.
7	White	You gain 1d4 temporary hit points.
8	Yellow	You gain a +1 bonus to your AC.

Macemallow

Weapon (any melee weapon which deals bludgeoning damage), uncommon (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you roll a 20 on an attack roll, the target is covered in sticky marshmallow and is restrained if it is Large or smaller. A creature restrained in this way can use its action to make a DC 13 Strength check, freeing itself on a success.





When you speak the command word (“smores”) while holding the weapon, the marshmallow bursts aflame, shedding bright light for 20 feet, and dim light for an additional 20 feet. The flames last until you speak the command word again or until you drop or stow the weapon.

Peppermint Slice

Weapon (dagger or scimitar), uncommon (requires attunement)

This striped, red blade is enchanted with the power of the elemental peppermint. You have a +1 bonus to attack and damage rolls made with this magic weapon.

As an action you can invoke the weapon, coating you in a thin layer of hard, resistant icing as you cast peppermint plate. Once you use this feature, you can't do so again until the following dawn.

Magic Item Set. Attuning to both this weapon and a *coolmint slice* requires only a single attunement slot. If you hit a creature with both of these weapons on the same turn, the weapons become empowered until the end of your next turn. This weapon deals an additional 1d4 fire damage and a *coolmint slice* deals an additional 1d4 cold damage.

Spear Mint

Weapon (spear), uncommon (requires attune-mint)

You can choose to deal cold damage instead of piercing damage with this magical spear. As a bonus action, you can pluck a sprig of mint from the head of the weapon and rub it along any other weapon you are holding. A plucked sprig of mint retains its potency for one hour, after which it loses its magic. A weapon covered in mint deals cold damage instead of its normal damage type for 1 hour.

The spear has 4 sprigs of mint and regrows all of its plucked sprigs daily at dawn.

Wafer Shield

Shield, rare (requires attunement)

While attuned to this shield, you can doff it and mount it as a bonus action. Whilst mounted, you ignore nonmagical difficult terrain, can move the surface of liquids, and your movement speed increases to 60 feet. Additionally, if you take damage while mounted, you must succeed on a Dexterity saving throw or fall off the shield and fall prone. The DC for the saving throw equals 10 or half the damage taken, whichever is higher. You can dismount the shield and don it again as a bonus action.

Once on each of your turns, if you move 20 feet in a straight line, you can whip the shield in a cool move (no action required), splashing hot chocolate all over a creature within 5 feet of you. The creature must make a Dexterity saving throw, taking 2d8 fire damage on a failure, or half as much damage on a success. The DC for the saving throw equals 8 + your Dexterity (Acrobatics) modifier.

CHAPTER 3: MONSTERS

The monsters of Yumm Island are as magical and treacherous as any land, with the caveat that they're often far tastier. Prowling the forests and mountains are beasts of a sugary and voracious nature, ranging from the relatively harmless avogato to the terribly deadly fondoom.

BEDEVILED EGGS

The unmistakable odor of sulfur can mean two things: brimstone or rotten eggs. In the case of bedeviled eggs, it means both.

Rotten to the Core. Implike creatures from the Spiciest Afterlife, bedeviled eggs are little more than shells flooded with a yolk of vile spices. These little fiends possess the bat wings and pitchforks of greater devils, but the unfortunately round bodies of cracked eggs.

The spicy plane from which bedeviled eggs hail contains lakes of searing hot meat drippings and spices. The eggs soak in that awful soup until they hatch, sprouting limbs and wings (and acquiring pitchforks from a miniature pitchfork salesman.) Then they are free to spread spite and misery wherever they fly. When slain, the mixture of spicy yolk explodes outward, searing anyone nearby.

Bedeviled eggs delight in nothing more than the misery of others. Without exception, they are foul-mouthed little fiends with little impulse control and a penchant for cruelty.

Spicy Minions. On the lower planes of existence, bedeviled eggs join the service of more powerful fiends, such as pepper onis, who put them to work tormenting their foes. When they are summoned by a spellcaster on the mortal plane, they perform much the same service, bullying and spitting on others until told otherwise. In the latter case, however, the bedeviled eggs are tempered by their summoner, who might demand less evil service. The eggs are compelled to obey, but this does nothing to abate their foul language.



Bedeviled Eggs

Tiny fiend, chaotic evil

Armor Class 12

Hit Points 9 (2d4 + 4)

Speed 20 ft., fly 20 ft.

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

Damage Resistances cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 120 ft., passive Perception 10

Languages Common, Infernal

Challenge 1/4 (50 XP)

Death Burst. When the egg dies, it explodes in a burst of spicy yolk. Each creature within 5 feet of it must make a DC 12 Dexterity saving throw, taking 3 (1d6) fire damage on a failed save, or half as much damage on a successful one.

Magic Resistance. The egg has advantage on saving throws against spells and other magical effects.

Actions

Pitchfork. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Spit. *Ranged Spell Attack:* +4 to hit, range 10 ft., one target. *Hit:* 5 (2d4) fire damage.

BREADNOUGHT

A golem constructed of breadstuff and malevolence, the breadnought is an unstoppable instrument of its creator's will.

Bread-Based Malice. Creating the body of a breadnought requires a masterful feat of baking. The golem's dough requires industrial quantities of fresh ingredients and exotic reagents. Each limb and internal part must be perfectly proved and baked to the exactly correct moment, all while being reinforced with spells or scientific machinations. When the body is at last complete, it must be infused with a soul—usually a fiery spirit from the Spicy Afterlife—to drive it. This simple soul has only the capacity for mindless obedience to its creator. In rare cases, a breadnought can speak simple phrases, but usually its communication is that of grunts and devastating fistfalls.

Baking scientists have long considered it possible to infuse a breadnought with the soul of a living being, but no record of such an experiment exists. Perhaps the golem acts as a new body for the soul, or perhaps the soul is reduced to a captive inside a bread-based prison. Perhaps something even stranger occurs.

Mad Bakers. The exquisite baking skill required to build the body of a breadnought rellegates such creations to master bakers that have spent decades creating more and more elaborate constructions. Such an accomplishment is the pinnacle of all baking. However, one must be equally mad to attempt such a construction. If a breadnought



Breadnought

Large construct, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	3 (-4)	12 (+1)	1 (-5)

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 120 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 9 (5,900 XP)

Fluffy Insides. When the breadnought has fewer than half its hit points, it loses its immunity to bludgeoning, piercing, and slashing damage to nonmagical attacks that aren't adamantine and gains resistance instead.

Immutable Form. The breadnought is immune to any spell or effect that would alter its form.

Magic Resistance. The breadnought has advantage on saving throws against spells and other magical effects.

Magic Weapons. The breadnought's weapon attacks are magical.

Actions

Multiattack. The breadnought makes three attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

is over- or underproved, baked for the incorrect time, or even given too much salt, the construct might run rampant the moment it is given life.

A rampaging breadnought is an undirected engine of destruction that can't be easily felled.

Therefore, bakers usually implement safeguards and panic buttons in case their construction goes wrong. Sometimes this comes in the form of a control wand or embedded crystal; other times, the golem is perched over a great fire or vat of acid until it demonstrates its loyalty to its master.

Cake Mimic

Small monstrosity (shapechanger), neutral

Armor Class 15 (natural armor)

Hit Points 50 (9d6 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	15 (+2)	14 (+2)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Large or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Poisonous Frosting. A creature that ingests the mimic's frosting must make a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. It can only take the appearance of Small objects and prefers the form of cakes, plates of cookies, and other desserts. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.



CAKE MIMIC

On the Island of Yumm, the devious, shape changing mimic takes on the conspicuous guise of a cake to ensnare hungry passersby. Foodfolk would be wise to suspect a delicious, multi-tiered cake sitting out unaccompanied, but strange food-related phenomena occur frequently on Yumm Island, from the pixie stickbugs to wild animal crackers, so a cake hardly seems out of the ordinary.

Poisoned Frosting. This species of mimic conceals its adhesive skin just beneath a thin layer of poisonous frosting that puts whoever eats it to sleep. Once it has the upper hand, the mimic springs into action, producing its tell-tale tendrils, teeth, and red eyespots, as it goes in for the kill.

Cunning Cake. Cake mimics are much cleverer than their dungeon-inhabiting kin. If injured and unlikely to win out against their prey, the mimic will flee and try a different tactic. Perhaps it will disguise itself as a piping hot plate of cookies, a low-hanging branch of scrumptious apples, or a pile of chocolate coins. No matter what form it takes, this mimic will never try the same variety of food twice.

In rare circumstances, a cake mimic might even try to emulate a foodfolk. Even shifted into the form of a crumbkin or frostling, it can't speak or walk, and so might appear as an injured traveller or a far off maiden that vanishes into the treeline. Not all cake mimics know how to perform this trick, and fewer still can be at all convincing at close inspection. Perhaps the cake mimics that can masquerade as foodfolk are as intelligent as people, and could be reasoned with, if one were brave or foolhardy enough.



CHARGOYLE

A chargoyle is an undead assemblage of burnt and charred meat, vegetables, and bread—and whatever blackened refuse that can be found at the bottom of an oven. The resulting monster is a being of undifferentiated cruelty that seeks to chop and burn any living thing within its sights.

Oven or Fire Pit. A chargoyle must have at least one charred and reanimated foodfolk at its center, but the rest of its features, from its wicked claws to its fearsome wings, are assembled from sundry burnt ends.

Chargoyles can arise naturally in certain smoldering places or artificially with the assistance of necromantic magic. Natural chargoyles find their homes in volcanos, at the center of long-burning forest fires, and in places where garbage is burned. By contrast, artificial chargoyles require the use of an immense oven, though sometimes a grand furnace or kiln might suffice. A necromancer or mad scientist is usually responsible when such an oven begins churning out freshly blackened chargoyles. If foodfolk go missing in an area and chargoyles are seen perching nearby, this is a sure sign of necromancy at work.

Heated Hatred. Chargoyles contain a slurred repository of hateful memories and agonizing moments from their former lives. Though the fire has done much to fog these impressions into unrecognizability, the impression of their anger and pain lingers. As such, chargoyles unthinkingly seek living creatures to burn and slice with their claws, usually perching high up and swooping down for a decisive blow. It is impossible to engage with a chargoyle; communication simply angers them.

If crafted by a necromancer, chargoyles can be imprinted with a few guidelines, such as people to ignore or locations on which to perch, but this is the extent of their control. Chargoyles make for dangerous guards and lethal undead in the wild.

Chargoyle

Medium undead, chaotic evil

Armor Class 15 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	16 (+3)	9 (-1)	13 (+1)	10 (+0)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages it knew in life but can't speak

Challenge 1/2 (100 XP)

False Appearance. While the chargoyle remains motionless, it is indistinguishable from an inanimate statue.

Magic Resistance. The chargoyle has advantage on saving throws against spells and other magical effects.

Actions

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage, plus 3 (1d6) fire damage.

GORGUMMY

Bestowed with a curse by the ancient demoness of sugar, gorgummies turn all who behold them to turn into rock candy. The gummy snake-headed gorgummies live in isolation, surrounded by rock candy gardens of their unfortunate victims and pet gummy snakes, the only creatures immune to their gaze.

Bargain for Beauty. To achieve immortal, ageless beauty, a foodfolk needs only say the right magic words and call upon the Demoness of Sweet, Gnecktar. However, no matter how sweet a contract with Gnecktar might seem, it eventually becomes sickening. The foodfolk becomes beautiful to behold with technicolor hair and boundless youth, but over time, their striking beauty transforms into ugliness. Their technicolor hair evolves into a mane of gummy snakes and their hideous is embodied in a glare that freezes others into rock candy.

Immortal Vanity. No matter how monstrous or destitute a gorgummy becomes, they are still possessed of the notion that they are the most



Gorgummy

Medium monstrosity, any evil alignment

Armor Class 15 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	10 (+0)	11 (+0)	15 (+2)

Saving Throws Con +6, Wis +3, Cha +5

Skills Deception +5, Insight +3, Perception +3, Persuasion +5

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 6 (1,100 XP)

Actions

Multiattack. The gorgummy uses its Crystallizing Gaze and then either makes two melee attacks with its gummy snake hair or two ranged attacks with its snake javelins.

Gummy Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 9 (2d8) poison damage.

Snake Javelin. *Ranged Weapon Attack:* +3 to hit, range 30/90 ft., one target. *Hit:* 3 (1d6) piercing damage plus 7 (2d6) poison damage.

Crystallizing Gaze. The gorgummy casts her gaze in a 30-foot cone. Each creature which can see the gorgummy in that area must make a DC 14 Constitution saving throw. A creature which has succeeded a saving throw against this ability has advantage on this save. On a failed save, a creature begins to turn into rock candy and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on itself on a success. The petrification lasts until the creature is freed by the greater restoration spell or other magic.

singularly beautiful creature in existence, and that their beauty entitles them to every luxury. In contrast to armies of dutiful servants, however, a gorgummy's only companions are gummy snakes, which are immune to the gorgummy's petrifying gaze.

Some gorgummies dwell among their crumbling estates or in forgotten palatial getaways, waiting to be visited by adoring fans. Others flee underground and live out their delusions of beauty in dungeons-turned-villas, surrounded by every type of gummy serpent.

GUMSLINGER BANDITS

Ever since chocolate coins were adopted as currency on Yumm Island, the rich foodfolk have hoarded their coins like greedy dragons and everyone else has scrambled to get their fair share. Naturally, this has inspired an entire cottage industry of thieves and bandits who make money via less scrupulous means. None are so formidable as the gumslinger bandits, who don gumball helmets as disguises to rob anyone they meet.



Bomber Gum

Medium humanoid (any foodfolk), any chaotic alignment

Armor Class 11

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	8 (-1)	10 (+0)

Damage Resistances fire

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Demolitions Expert. The bomber's sugarbombs ignore the damage threshold of objects.

Actions

Multiattack. The bomber makes two attacks with its sugarbombs.

Sugarbomb. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 7 (2d6) fire damage. Each creature within 5 feet of the target must succeed on a DC 12 Dexterity saving throw or take 3 (1d6) fire damage.

Gumbomb (3/Day). The bomber throws a gumbomb at a point it can see within 30 feet. The gumbomb explodes on impact, creating a 15-foot square of difficult terrain centered on that point.

Flashbang. Each creature within 5 feet of the bomber can't take reactions until the start of its next turn.

Noble Origins. The very first gumslinger bandit was the infamous Little Papajohn, who assembled a gang of foodfolk to raid the annual Yumm Gumm Ball. This masquerade collected the wealthy and royal residents of Yumm Island in a single place for a night of opulent reveling, easy pickings for Papajohn and the gumslinger bandits. In a single night, the bandits made off with family heirlooms, magical trinkets, and sacks of gold coins.

However, instead of keeping their loot, the bandits shared their wealth with the poorest folks on the island, who helped them evade capture in turn. No criminal gang can remain so noble, however. Today, the bandits are known for highway robbery, small-scale protection rackets, and the occasional heist.

Expert Gumslingers. True to their name, the gumslinger bandits' preferred weapons are slingshots, cannons, and various types of surgarbombs. These weapons are excellent for ambushes, and most of them explode in a gummy mess, bogging down anyone who tries to follow the bandits. Moreover, the gum slingshots carry a fearsome reputation in the minds of foodfolk, which helps to dissuade fools from fighting the bandits or hiding treasure.



Heavy Gum

Large giant, any chaotic alignment

Armor Class 12 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 30 ft.

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

Saving Throws Str +6, Con +5
Skills Athletics +6, Perception +3
Senses passive Perception 13
Languages Common
Challenge 1 (200 XP)

Actions

Multiattack. The heavy gum makes two attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Jawbreaker Slingshot. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 11 (1d12 + 4) bludgeoning damage.

Bomber Gum

When the gumslinger bandits need to make a big, intimidating mess, they turn to a bomber gum. A demolition expert loaded down with various sugarbombs, a bomber gum can just as easily collapse a bridge, rig up a fireworks display, or blow open a safe. However, these bandits are infamously unconcerned with their own safety, and are known to come out of even simple jobs sticky with caramel burns.

Heavy Gum

No band of gumslinger bandits is complete without a heavy gum shouldering a S.O.B., a Slingshot of Bigness. Thanks to their towering stature, a heavy gum can load up their slingshot improbably heavy projectiles, from jawbreaker cannonballs to large rocks, to rain down on their enemies. It's not uncommon to see them launch small foodfolk, in lieu of more conventional ammunition.

Minigum

Small construct, unaligned

Armor Class 13 (natural armor)

Hit Points 28 (8d6)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	3 (-4)	14 (+2)	6 (-2)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., (blind beyond this radius), passive Perception 12

Languages —

Challenge 1/2 (100 XP)

Actions

Multiattack. The minigum makes three gumshot attacks with disadvantage. These attacks always have disadvantage, regardless of circumstance.

Gumshot. Ranged Weapon Attack: +4 to hit, range 60/240 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Minigum

Clever tinkers aligned with the gunslinger bandits invented a construct to serve all of their explosive, shooty needs: minigums. So named because for how much firepower they pack into their small package, a minigum can unleash a fully automatic barrage of gumshots at any target it can see, albeit with less than ideal accuracy. Gunslingers usually employ these constructs only when they need to make a show of force or shoot themselves out of a tight spot.

Sniper Gum

Known colloquially as a “sniper gum”, this bandit possesses deadly aim. Able to extinguish a birthday candle from 120 feet, pop a cherry on a cake from behind a brick wall, or send a chestnut through a chink in full plate armor, this sniper is feared and celebrated across Yumm Island. Stealthy as raisins in cookies and twice as deadly, a sniper gum can have you in their sights without you ever knowing.

Sniper Gum

Medium humanoid (any foodfolk), any chaotic alignment

Armor Class 14

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	11 (+0)	13 (+1)	10 (+0)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Common

Challenge 1 (200 XP)

Ambusher. In the first round of a combat, the sniper has advantage on attack rolls against any creature it surprised.

Marksman’s Eye (3/Day). The sniper can add 1d10 to its next ranged attack or damage roll with a ranged weapon.

Actions

Fork. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Slingshot. Ranged Weapon Attack: +5 to hit, range 100/400 ft., one target. Hit: 8 (1d10 + 3) bludgeoning damage.



Pepper Oni

Large fiend, lawful evil

Armor Class 16 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	16 (+3)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Str +7, Dex +2, Con +6

Skills Deception +6, Perception +5, Stealth +2

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 15

Languages Common, Infernal

Challenge 7 (2,900 XP)

Magic Resistance. The pepper oni has advantage on saving throws against spells and other magical effects.

Magic Weapons. The pepper oni's weapon attacks are magical.

Mimicry. The pepper oni can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Actions

Multiattack. The pepper oni makes either makes two attacks with its pitchfork or uses its Flame Step and makes two attacks with its claws.

Claw (Pepper Oni Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Pitchfork. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Change Shape. The pepper oni magically polymorphs into a Small or Medium foodfolk or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its pitchfork, which shrinks so that it can be wielded in humanoid form. If the pepper oni dies, it reverts to its true form, and its pitchfork reverts to its normal size.

Flame Step (3/Day). The pepper oni teleports to an unoccupied location it can see within 30 feet. A 5-foot wide line of fire extends from its original location to its destination. Each creature within that area must make a DC 14 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much on a success.

Spicy Breath (Recharge 5–6). The pepper oni exhales burning spice in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.



PEPPER ONI

Wherever ghost peppers lie in wait, pepper onis are not far behind. Sinister fiends from the spiciest afterlife, the Habanero Hells, pepper onis sojourn on the mortal plane to steal foodfolk children away for their meals.

Gluttons for Foodfolk. Pepper onis will happily devour any food, but find foodfolk—crumbkin in particular—especially delicious. To sate its infernal hunger, a pepper oni will slink out at night and relentlessly search its forest or caves for a tasty victim. If it finds one, it tries all manner of guile, from emulating the sounds of predators nearby to magically disguising itself as a foodfolk itself, to lure its victim far from the path. Then it strikes!

Contrary to scary foodfolk nursery rhymes, a pepper oni doesn't gobble up its victim all at once. First, it kidnaps the foodfolk and takes them back to its lair, where it unremittingly seasons and spices its meal, as there is no dish too spicy or overseasoned for a pepper oni. This might take a day or more of painstaking preparation before the pepper oni dons a bib and produces a knife and fork.

Savory Bargains. Despite their bottomless hungers, pepper oni are not mindless beasts, as many a warlock has learned. Pepper oni will gladly join forces with anyone who can regularly produce extravagant and delectable banquets that fulfill their every evil appetite. Usually, they find partners with spellcasters who conjure their meals with scrumptious magic, but occasionally they will serve a corrupt foodfolk noble who can afford to spend vast fortunes feeding them.

PUMPKID

The ever mischievous, pumpkin-headed pumpkinds are a nuisance to the honest foodfolk across Yumm Island. Though their antics might seem whimsical, their jests rarely amount to harmless antics and good cheer.

Pranks and Jibes. Nothing makes a pumpkind giggle and snicker quite like an ably done trick. They appreciate hijinks of all kinds, from wordplay designed to trip someone up to practical jokes that induce physical harm, and everything in between. No form of entertainment equals it, or can come close to provoking the riotous laughter caused by someone falling down a flight of stairs and rolling into the street.

Little Gangs. Pumpkinds almost always parade about in little gangs, constantly trying to one-up each other's antics. Rarely do they cooperate to pull off a more elaborate joke, as their little alliances always degrade when someone has to take orders from someone else. Naturally, pumpkinds usually harbor a distrust of authority, as well as anyone else who disapproves of their misbehavior.



Pumpkind

Small humanoid (foodfolk), chaotic neutral

Armor Class 12

Hit Points 20 (8d6 - 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	9 (-1)	10 (+0)	10 (+1)	12 (+1)

Skills Acrobatics +4, Sleight of Hand +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1/4 (50 XP)

Pack Tactics. The pumpkind has advantage on an attack roll against a creature if at least one of the pumpkind's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Rock. *Ranged Weapon Attack:* +1 to hit, range 30/90 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

Taunt. The pumpkind mocks a creature within 15 feet of it. If the target can hear the pumpkind and understands at least one language, it has disadvantage on the next attack roll it makes before the end of its next turn.

UNBREAD

Mindless, shambling, and bloated, the unbread are zombified crumbkin infested with mold and hungry for gluten.

The Walking Bread. Dark necromantic energies infuse the bodies of deceased crumbkin, giving rise to animation in otherwise dead yeast. The resulting unbread are mindless servants of their creator, but nevertheless decay as would a corpse. Mold takes its toll first followed by infestation of insects, leading finally to structural collapse. In the interim, unbread move with a staggering gait and jerkily grope the air for any victim that might sate their necromantic hunger.

Bottomless Hunger. Like other animated corpses, the unbread are driven to follow the commands of their creator without hesitation or reason. Left without a command, however, the unbread default to their sole overriding instinct: hunger. Unbread will devour any living thing in their sights, and continue to devour even after their bodies burst open from the feast. Nothing slakes this hunger. Strangely, unbread will not recognize prepared meals or nonliving animals as food. Only living, breathing things (and their still warm corpses) arouse this craving. Still living crumbkin are a particular favorite.

The Unbread Curse. Most unbread are animated with sinister necromancies, but one forbidden curse recorded in the *Necro-nom-nom-nomicon* creates a self-perpetuating unbread. The cursed unbread carry their necromantic magic in a black mold that infects any creature they bite. Once this mold spreads, the victim falls deathly ill; if the victim is a crumbkin, they arise shortly thereafter to devour the living.

Unbread

Medium undead, neutral evil

Armor Class 8

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	15 (+2)	5 (-3)	5 (-3)	7 (-2)

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 7

Languages understands the languages it knew in life but can't speak

Challenge 1/8 (25 XP)

Relentless (1/Day). If the unbread takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hit point instead.

Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.



CHAPTER 4: FAMILIARS

Not all monsters which dwell on Yumm Island are bloodthirsty pepper onis or foodfolk-eating marzipanthers. In fact, many of them are cuddly, useful, or both! This chapter details creatures foodfolk routinely take as familiars or otherwise keep around as pets or beasts of burden. Not every beast on the island can be found in this chapter, but the most harmless ones can be.

Familiars will be key in the full version of *Cakewalk* in two ways: firstly, you will be able to grow your own familiars in your downtime using a special magic item and valuable seeds. Secondly, your familiars will not only improve as your character gains levels, but they will actually evolve and gain new abilities. For example, your cute avogato can become a dangerous felime, and your dopey garlicanthrope can become a full-grown growleek.

Stay tuned as we develop and hone this definitely-not-Pokémon system in the final version.

AVOGATO

A paradoxically popular foodfolk pet, the avogato is lazy and adorable in equal measure.

Catnaps and Charisma. Lets to its own devices, an avogato will lounge around the house for eighteen hours a day and mercilessly pester its master for food and affection the remaining six hours. There's no understating how fond owners are of their green feline friends, for when an avogto wishes to turn on the charm, it's hard to resist, even if it does have a propensity for sharpening its claws on its owner.

Fortunate Felines. An old foodfolk saying goes "crumbkin always fall on their buttered faces, but avogatos will always land their feet." Perhaps a confused metaphor, but it speaks to a very real truth that avogatos are improbably lucky in their day-to-day lives. Avogatos seem to supernaturally avoid danger, steal food, and avoid consequences, even as they cause havoc around their owner's home. Conceivably, there is a magical explanation to the avogato's fortune, as there is for so many things on Yumm Island, but most people just accept this uncanny luck as a fact of life.



Avogato

Tiny beast, unaligned

Armor Class 12

Hit Points 5 (2d4)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	14 (+2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The avogato has advantage on Wisdom (Perception) checks that rely on smell.

Uncanny Luck. When the avogato rolls a 1 or 2 on an attack roll, ability check or saving throw, it can reroll the die and must use the new roll.

Actions

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

GARLICANTHROPE

A foodfolk's best friend, the yappy, cuddly garlicanthrope will never leave its master's side, even when its pungent aroma would otherwise drive its master away.

Nose for Shapechangers. Garlicanthropes are notorious for yipping loudly at every opportunity—when someone is at the door, when a squirrel walks by, or just when they just feel like it—but they never fail to bay and growl when a shapechanger is near. Somehow, these garlic puppers can sniff out the likes of vampires and werewolves, no matter how well they are hidden. This is among the only times the otherwise peaceful garlicanthropes will bear their teeth or attempt to bite someone.

Prodigiously Pungent. Ironically, while garlicanthropes might possess a keen sense of smell, they are so odoriferous that it's impossible for anyone else to smell anything nearby. Garlicanthrope owners are infamous for smelling like garlic even without their pets. However, this pungency does little to hamper the garlicanthrope's own sense of smell, so they make excellent (albeit conspicuous) trackers.

Garlicanthrope

Tiny beast, unaligned

Armor Class 12
Hit Points 5 (2d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	11 (+0)	3 (-4)	12 (+1)	7 (-1)

Skills Perception +3, Stealth +3
Senses passive Perception 13
Languages —
Challenge 0 (10 XP)

Keen Smell. The growlic has advantage on Wisdom (Perception) checks that rely on smell.

Pungent. Each creature other than the growlic within 15 feet of it has disadvantage on Wisdom (Perception) checks that rely on smell.

Shapechanger Detection. The growlic can sense the location of shapechangers within 30 feet of it.

Actions

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



Horseradish

Large beast, unaligned

Armor Class 10

Hit Points 13 (2d10 + 2)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	12 (+1)	2 (-4)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Ponyradish

Medium beast, unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	9 (-1)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Actions

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



HORSERADISHES

The horseradish of Yumm Island is a close analogue to riding horses elsewhere, with the notable difference that a horseradish is a large radish-like creature. Their vegetable-ness aside, horseradishes are fine work animals, suitable for long journeys across the island and agricultural work. And unlike horse-shaped animal crackers, horseradishes are wide enough to ride! Today, horseradishes are the predominant mode of quick transport across Yumm Island in places unreachable by train (with ponyradishes serving as mounts for smaller foodfolk).

CHAPTER 5: SPELLS

Wizards and sorcerers on the island of Yumm practice much the same repertoire of spells as spellcasters elsewhere—magic missile, charm person, and fireball all included. However, due in part to the innate magicness of their fair isle, they can employ even magic-y-er magic than even skilled magicians can magic.

Candyblast

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You summon a handful of hard candy—boiled sweets, mints, jelly beans, etc.—and hurl them at a target you can see within range. Make a ranged spell attack roll. On a hit, the target takes 1d8 bludgeoning damage, and the space it is standing in becomes difficult terrain until a creature uses an action to gather up the fallen candy. The candy produced by this spell is edible, but has no nutritional value.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

Cone of Frosting

1st-level conjuration

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

Swirling your hands in a clockwise fashion, a torrent of sticky, freezing sugar shoots forth from your outstretched fingertips. Each creature in a 15-foot cone must make a Dexterity saving throw. On a failed save, a creature takes 3d4 cold damage and its speed is reduced by 10 feet until the start of your next turn. On a success, a creature takes half as much damage and is not slowed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d4 for each slot level above 1st.

Peppermint Plate

1st-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (well-chewed peppermint chewing gum)

Duration: Concentration, up to 1 hour

A protective layer of hot, hard peppermint icing coats you, increasing your AC by 1. For the duration, if a creature hits you with a melee attack, the creature takes 2d4 fire damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the fire damage increases by 1d4 for each slot level above 1st.

Sugar Rush

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (some candy)

Duration: Concentration, up to 1 minute

Choose a willing creature that you can see within range. Until the spell ends, the target's speed is increased by 15 feet, and it gains a +1 bonus to AC. As a bonus action on each of its turns, it can take the Dash, Disengage, Hide, or Use an Object action.

When the spell ends, or when the target does not use all its movement by the end of its turn, it develops a stomach ache and is poisoned until the end of its next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd-level or higher, you can target one additional creature for each slot level above 2nd.



Click here to join the Cakewalk mailing list and get a FREE d20!

License

This material is being released under the Open Gaming License.
OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content; (h) "You" or "Your" means the licensee in terms of this agreement. Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.0 2

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License: Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable. 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.;

Cakewalk Copyright 2021, Mage Hand Press LLC, Salty Bot Games; authors Michael Holik, Agginmad, Max Wartelle

END OF LICENSE