



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.

Sandwich

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.



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