

~ Cakewalk ~

INTRODUCTION

Cakewalk is a colorful setting where the rules of reality are a bit loose. On the Island of Yumm, people of all shapes and sizes live alongside foodfolk, like the brash gummies and the humdrum crumbkin. The residents of Yumm live in preposterous harmony, hindered only by the rumblings of Mt. Monterey and the antics of mischievous foodfolk.

CREDITS

LEAD DESIGNER Michael Holik (Mage Hand Press), Agginmad (Loot Tavern)

ADDITIONAL DESIGN Max Wartelle (Loot Tavern)

INTERIOR ILLUSTRATIONS Agginmad (Loot Tavern)

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MAGE HAND PRESS
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CHAPTER 1: RACES

The following races are foodfolk, culinary peoples endemic to Yumm Island. They live side-by-side with other humanoids, such as humans and elves, which originate from beyond the island's Cereal Sea. Though humanoids and foodfolk might seem disparate, they're absolutely coequal on Yumm Island's shores.

FROSTLING

The laid-back, playful ice cream people known as frostlings can be found all over Yumm Island, going on adventures, acting as mercenaries, 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, until, at least, the enthusiasm starts to wear thin.

ASSORTED FLAVORS

Frostlings come in more shapes and sizes than perhaps any other type of foodfolk, 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 Small.

SPEED. Your base walking speed is 25 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.

CHILL. You have advantage on saving throws against being frightened.

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. Additionally, despite your size, you can wield heavy weapons with which you are proficient without penalty.

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 armor. Just don't mention their height.

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 muscle.

OVERCOMPENSATING

Their height, or lack thereof, is 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. 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.

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.

SMALL BUT MIGHTY. When you make a melee attack with advantage against a creature that is larger than you, you can add your proficiency bonus to the damage roll.

SQUISHY SIZE. You can squeeze into armor that isn't properly sized for you. You become Medium-sized if you wear medium or heavy armor that is Medium-sized.

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.

PUMPKID 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.



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.

BUBBLEGUM BOMB

Wondrous item, uncommon

As an action you can throw the bomb at a point on a surface you choose within 60 feet, where it explodes on impact. Everything within a 10-foot-radius sphere of that point becomes coated in sticky bubblegum. When the bomb explodes, each creature in the affected area must succeed on a DC 13 Strength saving throw or be restrained until the



end of its next turn. The affected area is difficult terrain until thoroughly cleaned.

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.

DECORATE. 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 (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 the *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 the *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.

GUMMY FANGS

Wondrous item, common (requires attunement)

When you attune to these fangs, you can wear them in your mouth and use them as a natural weapon to perform a special bite attack, which counts as an unarmed strike. If you hit with this bite attack, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike, and you regain 1d4 hit points.

Whether or not you are attuned to the fangs, you can eat them as an action. Doing so destroys the fangs, but you regain 2d4 + 2 hit points in the process.

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.

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, the marshmallow bursts aflame, shedding bright light for 20 feet, and dim light for an additional 20 feet. While aflame, it deals fire damage on a hit instead of bludgeoning damage.

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 the *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 the *coolmint slice* deals an additional 1d4 cold damage.

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 and across 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 travel 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 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.

GORGUMMY

Bestowed with a curse by the ancient goddess of sugar, Sakkaride, 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.

Beautiful Hubris. To achieve immortal, ageless beauty, a foodfolk needs only say the right magic words and call upon the nearly-forgotten sugar-goddess Sakkaride, who is more than happy to oblige. However, it seems gorgummies didn't read the fine print: over the years, this beauty transforms them. Their colorful glance turns into a death glare that freezes others into rock candy, and their technicolor hair evolves into a mane of gummy snakes.

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.



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.

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.

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 surgarbombs, 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.



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 surgarbombs ignore the damage threshold of objects.

ACTIONS

MULTIATTACK. The bomber makes two attacks with its surgarbombs.

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.



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.

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 gunshot 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.

HEAVY GUM

No band of gunslinger 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

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)

AMBUSER. 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.





PUMPKID

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 (+0)	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 pumpkid has advantage on an attack roll against a creature if at least one of the pumpkid'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 pumpkid mocks a creature within 15 feet of it. If the target can hear the pumpkid and understands at least one language, it has disadvantage on the next attack roll it makes before the end of its next turn.

PUMPKID

The ever mischievous, pumpkin-headed pumpkids 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 pumpkid 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. Pumpkids 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, pumpkids usually harbor a distrust of authority, as well as anyone else who disapproves of their misbehavior.



PUMPKID VARIANTS

Pumpkinds will happily make use of a wide array of weapons, dirty tactics, and minor magical tricks to gain an unfair advantage. Add any of the following to pumpkid statistics to represent different varieties of pumpkinds using different weapons.

BALLOON. The pumpkid holds onto a balloon, which grants them a 10-foot fly speed. This speed can't take the pumpkid more than 30-feet high. If the balloon (10 AC, 1 HP) is popped, they fall.

BLOWGUN. *Ranged Weapon Attack:* +4 to hit, range 25/100 ft., one target. *Hit:* 1 piercing damage and the target must make a DC 10 Constitution saving throw or take 1d4 poison damage and be poisoned until the beginning of its next turn.

FALSE APPEARANCE. While the pumpkid remains prone and motionless, it is indistinguishable from a normal jack-o'-lantern.

FIRECRACKER. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 2 (1d4) fire damage and the target can't take opportunity attacks until the beginning of its next turn.

SCARE (1/DAY). One creature of the pumpkid's choice within 20 feet of it must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the pumpkid is within line of sight, ending the effect on itself on a success.

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.

TAUNT. One creature of the pumpkid's choice within 20 feet of it must make a DC 12 Wisdom saving throw. On a failed save, the creature has disadvantage on attack rolls against creatures other than the pumpkid.

PUMPKING

When pumpkid antics progress from harmless to malicious, there may be a pumpking to blame. These mechanical monsters resembling scarecrows can dominate the minds of smaller creatures and inspire foodfolk to despicable action.

PULLER OF STRINGS. Using its hypnotic glare, the pumpking can hypnotize others and bring them under its thrall. Sometimes, it will command its dominated creature like a marionette, but other times, it will simply place a suggestion in its mind and release it none the wiser. These creatures become like sleeper agents, destined to perform the task the pumpking suggested.

Pumpkins spend their days scheming and setting up grand conspiracies with hypnotic suggestions, until their ultimate goals are lost in the chaos of overlapping plots. Maybe pumpkings are programmed for manipulative paranoia, or maybe they're all defective.

UNKNOWN ORIGIN. Nobody on Yumm Island is entirely sure who or what is responsible for building the pumpkings which occasionally crop up to cause undifferentiated havoc. Clearly, they're mechanical creations of wood, straw, and hinged metal joints, but they are animated by a truly insidious magic, granting them a thin type of sentience. Perhaps, they are creations of the misguided Mr. Mushroom, or perhaps they're self-propagating, stemming from a single long-since forgotten animated scarecrow.



PUMPKING

Medium construct, neutral evil

ARMOR CLASS 15 (natural armor)

HIT POINTS 77 (14d8 + 14)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	13 (+1)	10 (+0)	18 (+4)

DAMAGE VULNERABILITIES fire

DAMAGE RESISTANCES bludgeoning, piercing, or slashing from nonmagical weapons

DAMAGE IMMUNITIES poison

CONDITION IMMUNITIES charmed, exhaustion, frightened, paralyzed, poisoned

SENSES blindsight 10 ft., darkvision 120 ft., passive Perception 10

LANGUAGES understands Common but can't speak, telepathy 60 ft.

CHALLENGE 5 (1,800 XP)

INNATE SPELLCASTING. The pumpking's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *burning hands*, *disguise self*

3/day each: *charm person*, *darkness*, *entangle*, *hold person*, *misty step*

1/day each: *dominate person*, *modify memory*, *seeming*

MAGIC RESISTANCE. The pumpking has advantage on saving throws against spells and other magical effects.

ACTIONS

MULTIATTACK. The pumpking makes three attacks with its sickle.

SICKLE. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) slashing damage.

HYPNOTIZE. The pumpking chooses one creature it can see within 60 feet to make a DC 15 Wisdom saving throw. Pumpkids have disadvantage on this saving throw. On a failure, the creature becomes hypnotized for up to 1 minute. A hypnotized creature is considered unconscious, but does not fall prone; instead, it remains standing or seated as it was before being hypnotized. The pumpking chooses where hypnotized creatures move on their turn. If a hypnotized creature takes damage, it can make a new saving throw against this ability, ending the effect on itself on a success. The pumpking can hypnotize up to 10 creatures at a time.

HYPNOTIC SUGGESTION. The pumpking influences the thoughts of a hypnotized creature it can see which can hear it within 60 feet. The pumpking can cause the creature to be charmed by it for up to an hour, or can issue a suggestion, as per the spell to the creature. This suggestion can be activated immediately when the creature awakens, or can be activated at any point in the future by a command word.

The creature then awakens and is no longer hypnotized. A creature can be under the effects of one hypnotic suggestion at a time.

CHAPTER 4: 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.

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 while you have these hit points, 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 your 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.

PRODUCERS

ALEXANDER GARCIA
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BILLONEEYE
BRANDON JOHNSON
BRANDON MARTIN
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