

# CAKE WALK

## GAME OF SCONES

OR: A CRUMBUNIST CONSPIRACY IN THE CANDIA COURT



# CAKEWALK

*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.

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# INTRODUCTION

*Game of Scones* is a mini-adventure for 1st-level characters for the *Cakewalk* campaign setting in which the party is swept up in the lethal and intriguing world of Candia's royal families, as they uncover and thwart a plot to conquer the Twin Kingdoms. A mini-adventure is a bite-sized adventure that can be slotted into any larger campaign for a diversion and change of pace.

## OVERVIEW

The adventure begins at a grand royal wedding in Castle Wanilla between Princess Wanilla and Prince Phudge. After meeting the movers and shakers of the Twin Kingdoms of Candia, the characters witness a bold assassination of Prince Phudge by Crumbunist revolutionaries. At the order of the princess, they are charged with hunting down those responsible.

The party is then free to explore the town of Ryeton. Finding the secret crumbunist headquarters is actually quite easy, but learning the passphrase or forcing their way into the fortified basement is the hard part. Along the way, they can shop at the market and encounter colorful city goers. Once they finally enter the basement, the party's arrest is interrupted by the royal Neapolitan Guard, who arrests the party along with the crumbunists.

The party is released from the dungeon of Wanilla Castle by the remaining crumbunists and can explore the castle to stop the villainous Princess Wanilla. While the characters were away, the drawbridge has been raised and horrible bread monsters have been released into the castle. Can the characters fight their way to the throne room and confront the mad doctor who was behind the sinister plot?

## SET UP

The characters have been personally invited to a royal wedding in Castle Wanilla, the white chocolate keep in Candia. They might have been summoned by royal decree, asked to attend as a personal favor, or tagged along as someone's plus-one. If you wish to give the party a unified reason for attending the wedding, you can use one of the scenarios below or invent your own.

### A ROYAL REQUEST

The characters once met Prince Phudge when he was much younger. Much to their surprise, he remembered them and sent a private missive along with invitations to his wedding! The prince is worried that his life may be in danger, and asks the characters to keep a close eye on those who attend the wedding.

### THE KIDNAPPED CRUMBKIN

Dozens of crumbkin have gone missing in recent weeks in the town of Ryeton. Though they can't prove it, a group of worried parents believe their loved ones have been captured and taken to Castle Wanilla. The characters are given forged invitations and are urged to ingratiate themselves with the pastryarchs to discover where the missing crumbkin have been taken.

### CONTEST WINNERS

Who would have guessed that the contest on the back of that cereal box was actually real? Regardless, you won the grand prize: seats to attend the Red Velvet Wedding, a historic occasion if there ever was one.



# THE RED VELVET WEDDING

The adventure begins as the characters take their seats at one of three royal dining tables stretching the length of the banquet hall at Castle Wanilla. To introduce this lavish locale, read or paraphrase the following:

By fortune or happenstance, you have been personally invited to a lavish royal wedding between Princess Wanilla and Prince Phudge, a monumental occasion that would unite the Twin Kingdoms of Candia under a single throne. Well-wishers and supplicants—mostly wealthy pastryarchs—crowd the banquet hall, which is flush in royal white and ebony decor for the occasion. The tables and most guests are adorned with crimson for the stated “red velvet” theme of the occasion. Over the din of polite chatter, an aroma of perfume and the melody of violinists presides.

To keep the wedding a closed affair, the ceremony and subsequent feast will take place in the dining hall. Nearly two hundred wealthy foodfolk dressed in finery take their seats at tables in advance of the wedding and make polite chatter with one another. The characters, perhaps due to their nature as a mismatched group, have been seated together at a table far from where the royal couple will be seated. As they take their seats, let each player introduce their character and explain what outfit they wore for the occasion.

Note that the characters have not been deprived of their weapons, but members of the elite Neapolitan Guard stand ready to intervene if they attack anyone during the ceremony. Others at the wedding carry various types of ceremonial weapons, but only a few of them know how to use them. A **DC 11 INTELLIGENCE (HISTORY) CHECK** recalls that the Neapolitan Guard is a division of frostling knights who guard the Twin Kings of Candia. Their order is sworn to protect both royal families, and so they are never called upon for petty political squabbles.

## ROYAL HISTORY

A **DC 12 INTELLIGENCE (HISTORY OR INVESTIGATION) CHECK** recalls some general trivia about the royal family.

- The Twin Kingdoms of Candia are ruled by pastryarchs of two opposed dynasties, the Wanilla family in a castle made of white chocolate, and the Phudge family, in a castle made of dark chocolate.
- The castles are less than a mile apart, and the families maintain a petty feud going back centuries.
- The ruling monarchs are the Twin Kings of Candia: Lord Oleg Wanilla and Lord Edgar Phudge. Both are families of finely-decorated cakes.
- Their only heirs, Princess Sonia Wanilla and Prince Richard Phudge are to be wed, uniting the kingdoms.

## MEET AND GREET

A cloying, self-important cake pastryarch named **FONN DENT** (they/them) is the first to introduce themselves to the party, making a point to emphasize that they oversee many essential tasks for the Phudge royal family. A **DC 12 WISDOM (INSIGHT) CHECK** discerns that Fonn is mostly a functionary, but wants to be perceived as an influential political insider. Regardless, they know the names and titles of practically every individual attending the wedding and are more than happy to make introductions.

Until the ceremony begins in earnest, the characters have nothing better to do than get to know their fellow attendees.

### SIR LANCE SHALLOT (HE/HIM)

Clad in nearly-round plate mail and armed with a leek sword, the onion veggie knight, **SIR LANCE SHALLOT**, is one of the few individuals in the banquet hall that fits the adventurer mold. The Onion Knight alternates between boisterous and thoughtful but is not especially bright. When he is deep in thought, he is taken to carefully curling the ends of his mustache.

The Onion Knight is pledged to the Phudge house and the chocolate court and speaks proudly of his achievements as a knight in their service. However, he complains that he hasn't had an

audience with his master, Lord Edgar Phudge, in several weeks.

If the Onion Knight is challenged or his honor is questioned, he is happy to arm wrestle to prove his might. If a character beats the Onion Knight with a **DC 16 STRENGTH (ATHLETICS) CHECK**, award **INSPIRATION**.

### CARLA SARCS (SHE/HER)

Because most of the crumbkin attending the wedding are sugary and monied pastryarchs, the scone loafer, **CARLA SARCS**, stands out from the crowd. Carla wears a fraying but well-cared-for suit instead of a dress and smokes a pipe, and as such, the pastryarchs at the wedding give her a wide berth.

Carla was personally invited by the groom, Prince Richard Phudge, though she feels manifestly uncomfortable at such an opulent event. If plied with a **DC 12 CHARISMA (PERSUASION) CHECK**, Carla gives a short diatribe about the inequality in Candia: while the pastryarchy feast, the loafers cook food, attend guests, and wash dishes for a meager flourly wage. Carla is clearly passionate about this topic, but a **DC 16 WISDOM (INSIGHT) CHECK** discerns that this speech was uncommonly succinct, as if it were practiced beforehand.

### FAIZON THE BLUE

A refined half-orc in elegant azure robes, **FAIZON THE BLUE** is the very picture of a skilled mage. Humanoids are generally rare on Yumm Island, and few were invited to this prominent foodfolk wedding, so the tall half-orc can be spotted from across the room.

When the characters approach, Faizon is occupied performing simple magic tricks using *prestidigitation* to impress a table of foodfolk nobles. A spellcaster with *prestidigitation* or *thaumaturgy* can outperform Faizon with a **DC 15 CHARISMA (PERFORMANCE) OR DEXTERITY (SLEIGHT OF HAND) CHECK**, prompting a small round of applause from amused nobles. Award **INSPIRATION**.

A **DC 13 INTELLIGENCE (INVESTIGATION) OR CHARISMA (PERSUASION) CHECK** learns that Faizon arrived on Yumm Island through a miscast *teleportation* spell, and hasn't yet learned how to return home. He's not even sure which ocean surrounds the island. This "silly place" has a unique magical sigil sequence for teleportation spells, which makes it difficult to leave. "At least the food is good" on the island, he admits.

### SISTER BELLE

Wearing an elegant black and red dress, a bell pepper veggie with dark catseye mascara glides between members of the pastryarchy, exchanging pleasantries as she goes. **SISTER BELLE** notices the party and approaches them with a gleam in her eye.

The veggie questions the party about their adventuring experience, asks them about their magical prowess and inquires about how long they have known one another. Use these questions as an opportunity to probe the characters a little more deeply, especially if they have a history together. Though she deftly maneuvers the conversation back to the characters, a **DC 14 WISDOM (INSIGHT) CHECK** can tell that she's sizing up the party's capabilities.

A **DC 12 INTELLIGENCE (INVESTIGATION OR RELIGION) CHECK** learns that Sister Belle is a warlock of Kaienn, the Demoness of Spice. Though not explicitly evil, warlocks are usually frowned upon in polite society. A further **DC 12 INTELLIGENCE (INVESTIGATION) OR CHARISMA (PERSUASION) CHECK** learns more about Sister Belle. For many years, she was employed by the Wanilla family as a governess and arcane tutor for the princess. Hence, she is well acquainted with the royal family and their powerful associates.

When she is confident that the characters can't possibly interfere with the night's planned events, Sister Belle excuses herself and continues her tour of the banquet hall.

### PROCESSIONAL

Once the characters have met Sir Lance Shallot, Carla Sarks, and as many of the other NPCs present at the wedding as they wish, their small talk is abruptly cut off by pipe organ music. Read or paraphrase the following:

A familiar matrimonial tune sounds from a pipe organ in the corner of the room, signaling that the ceremony shall begin in earnest. The prince and princess perform a stately walk to thrones at the far end of the room, beginning a languid marathon of sermons, speeches, and vows. It is a true endurance test. After more than an hour, the prince delivers a beautiful ruby ring to the princess, and the two exchange a quick kiss to boisterous applause.

During the prolonged, uninteresting ceremony, the characters can make several observations. A **DC 13 INTELLIGENCE (HISTORY) CHECK** recognizes the Prince and Princess, and also notices Lord Phudge, King of the Chocolate Kingdom of Candia. However, Lord Wanilla is conspicuously missing. A **DC 15 WISDOM (INSIGHT) CHECK** reads deeply into the expressions of the bride and groom: Princess Wanilla is perhaps nervous, whereas Prince Phudge is beaming for much of the ceremony. Lastly, a **DC 14 WISDOM (PERCEPTION) CHECK** notices some of the Neapolitan Guard reposition to the rear of the room, closer to the party and the main door to the dining hall, as if a disturbance were detected outside.

## CUTTING THE CAKE

The wedding at last transitions to a reception with a round of applause, as violinists replace the austere pipe organ and banquet servers roll out cart after cart of food. A **DC 11 WISDOM (PERCEPTION) CHECK** notices the nearby members of the Neapolitan Guard rush into the adjoining hall and drag one or two crumbkin away a few moments later. After a character observes this, read or paraphrase the following:

Hand in hand, the newlyweds take a serving knife to cut the first slice of their colossal wedding cake. However, a puzzled look crosses the groom's face as the knife fails to penetrate far beyond the frosting. Suddenly, the cake bursts open in a shower of fondant as four crumbkin wearing black face coverings leap out to rush the prince and princess.

**ROLL INITIATIVE.** The four assassins use the statistics of **CRUMBUNIST REVOLUTIONARIES** and use the first round of combat to attack Prince Phudge (who uses the statistics of a **FOODFOLK COMMONER**). The characters are 20 feet away from the prince and princess, whereas the Neapolitan Guards are occupied 60 feet away subduing and interrogating two other would-be assassins outside the dining hall. Because they first secure Lord Phudge, the Guard arrives to slay the remaining assassins and save the princess after three rounds of combat. **SIR LANCE SHALLOT** (using the statistics of a **FOODFOLK ADVENTURER**) attempts to assist the party in dispatching the assassins, but all unnamed NPCs (which use the statistics of **FOODFOLK COMMONERS**) attempt to flee.

Prince Phudge drops to 0 hit points and dies if he takes any damage from the assassins, who use poisoned knives to attack him. They encroach upon the princess and attempt to throw knives at her, but intentionally miss her, as they have secretly been commanded to let no harm come to her. The four assassins will fight to the death.

When the assassins are dispatched, doctors and healers rush to the side of Prince Phudge and attempt to revive him. He is declared dead on the spot.

A **DC 10 INTELLIGENCE (INVESTIGATION) CHECK** finds a badge on each of the assassins bearing a unique insignia: a crossed rolling pin and whisk. A **DC 13 INTELLIGENCE (HISTORY) CHECK** recognizes this to be the international symbol of Crumbunism, a radially equal ideology embraced by some crumbkin. Princess Wanilla points this out if the characters don't find the badge or understand its significance. This means the assassins were crumbunist revolutionaries sent to destabilize the pastryarchy, and all of Candia! The princess asks the party, her "brave heroes," to seek out the crumbunist cell responsible and bring them to justice. To this end, she offers each of the characters a small payment of **100 GP** and one martial weapon from the armory of the Neapolitan Guard.

When the characters are ready to leave the banquet hall, read or paraphrase the following:

In but a few moments, the red velvet wedding devolved from opulent to disarrayed, from joyous to mournful. Who can say what will become of the Twin Kingdoms of Candia, or of poor Princess Wanilla? One thing is clear: if the kingdoms are to know peace, you must seek out this Crumbunist insurrection and find out who is at the heart of it.

The characters can take a **SHORT REST** in the castle and then proceed to *Crumbunist Conspiracies*.

# CRUMBUNIST CONSPIRACIES

In this section, the characters interrogate a crumbunist sympathizer and track down their headquarters beneath a local bakery. In their investigations, the characters have greater freedom to explore the village of Ryeton. The characters begin in the dungeon of Wanilla Castle, where the Neapolitan Guard has detained one of the would-be assassins. To introduce this location, read or paraphrase the following:

This dank, stonework dungeon underneath Wanilla Castle contains a more impressive collection of torture implements than you thought imaginable. They range from bizarre to downright medieval, and are designed to toast, slice, and grate their victims into telling the truth. Chained to a wall before you is a quivering crumbkin, mortified as to what functions you might employ to get them to speak.

The crumbkin “assassin” captured by the guards, named **POPPY** (she/her), is will willing to tell the party anything they desire, no torture required. A Neapolitan guard overseeing the dungeon will corroborate various parts of Poppy’s story, which includes the following facts:

- Poppy is indeed a Crumbunist, but she was at the wedding yesterday to protest, not commit murder.
- She and her partner Carraway (held in the other castle) were captured outside the dining hall carrying no weapons.
- The Crumbunists assemble in a secret cellar under a bakery and pub (The Early Riser) in the nearby town of Ryeton.
- You need a password to enter the cellar, but it changes often, especially when they suspect the authorities are closing in.

Poppy is unwilling to reveal the name of the Crumbunist leader, but a **DC 14 CHARISMA (PERSUASION) CHECK** or any threat of violence whatsoever learns that she has never met their leader, but believes their name is “Carl.”

With this information, the party is free to explore the town of Ryeton, which is nestled between the twin castles of Phudge and Wanilla.

Feel free to employ moments from the *Ryeton Events* section to spice up travel between locations and add a bit of life to the town. A few points of interest are detailed below.

- **MARKET STREET.** Lines of shops and market stalls crowd this busy street.
- **BOOKS, ROOKS, AND NOOKS.** An upmarket book shop with a black and red checkerboard aesthetic to the exterior.
- **THE EARLY RISER.** This unassuming bakery converts to a pub on weekend evenings and serves mostly working crumbkin patrons. You, however, know that it holds a revolutionary secret.

## RYETON EVENTS

You can use the optional encounters in this section to liven up travel between different locations and to give the characters a larger window into the town of Ryeton.

### CRUMBUNIST COURIER CONUNDRUM

While the characters are walking the streets of Ryeton, read or paraphrase the following:

As you’re walking, you pass a kokonaut who drumrolls on their shell and places a pamphlet in your hand without even breaking your stride. You instantly recognize the insignia printed on the top of the page as being the crossed rolling pin and whisk of Crumbunism! This pamphlet is entitled “Down with the Pastryarchy!” and makes its radical ideology known within the space of a paragraph.

The kokonaut is preoccupied handing out pamphlets and does so efficiently, depleting the remainder of their stash in a matter of minutes. A **DC 11 INTELLIGENCE CHECK** recalls that kokonauts don’t speak verbally, and instead communicate through a combination of dancing and drumming on their shells. Even if this one could speak, it doesn’t seem interested in doing so; the kokonaut walks off the moment their pamphlets are gone.

If the characters wish to follow this potential lead, a **DC 13 GROUP DEXTERITY (STEALTH) CHECK**

follows the kokonaut down Market Street toward a small park in the center of Ryeton. There, the kokonaut sits next to a crumbkin man with a deeply wrinkled face, who wordlessly produces a chess set for the pair. The two quietly proceed in their game of chess, exchanging only a knock on the table in place of the word “check”. Any sort of conversation the characters might attempt is futile as both the kokonaut and crumbkin man can’t or won’t speak. However, a **DC 15 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** notices a monogram engraved on the chessboard reading “BR&N”.

### PUMPKID PICKPOCKET PREDICAMENT

While the characters are walking through a particularly busy square in Ryeton, a trio of squat, hooded figures bustles past them. Any character with a **PASSIVE PERCEPTION SCORE OF 13 OR HIGHER** notices their pockets have been lightened: they have been pickpocketed! The figures take off through the crowd a moment later and slip into an alleyway. If no character has a high enough passive Perception score, the pickpockets make off with 20 gp from each character.

Otherwise, **ROLL INITIATIVE**. In the first round of combat, each character arrives in the alleyway and finds it to be devoid of hooded figures, and more importantly, their money. A **DC 14 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** finds three small pumpkins tucked away behind some trash cans. A **DC 13 INTELLIGENCE CHECK** guesses that these might be pumpkinds, mischievous foodfolk with the ability to transform into pumpkins to hide in plain sight. A check that fails to beat a **DC 5** instead finds a small sewer grate and believes it to be of importance. Attacking the pumpkins forces the **3 PUMPKIDS** out of their disguises. If forced to transform during the first round of combat, the pumpkinds are surprised. The final pumpkin drops its coins and flees the scene if the other two are defeated. If the characters search the alleyway more thoroughly, a **DC 14 INTELLIGENCE (INVESTIGATION) CHECK** uncovers a stash of 120 gp and a box full of shiny, worthless trinkets.

### STRAY SCOOPING SITUATION

As the characters are walking through Ryeton, the character with the highest Charisma score is accosted by a stray **SCOOPING**. Read or paraphrase the following:

You hear the unpleasant sound of your shoe peeling off a sticky patch of ground and you feel a cold nudge at your ankle. Looking down, you see the caramel and cone of a living ice cream—a scooping—staring back at you expectantly.

The scooping ostensibly adopts the character it chooses. The scooping is friendly to the chosen character and obeys any commands given to it by the character.

## MARKET STREET

When the characters venture down Market Street, read or paraphrase the following:

Colorful carts line the street on either side in front of various shops. Farmers sell a wide array of vegetables, butchers advertise various cuts of meat, and merchants sell bolts of exotic fabric from faraway islands. And for some reason, one of the carts is a hermit crab.

The characters can find any nonmagical equipment or adventuring gear they wish on Market Street in Ryeton. Additionally, Market Street contains a number of notable locations.

### GARY’S MAGIC EMPORIUM

Among the carts on Market Street is a Large size hermit crab named Gary who runs a magic item shop out of his shell. He also sells ice cream cones for 1 sp each. When the characters approach Gary, read or paraphrase the following:

It’s not the yellow umbrella or the sign for ice cream that attracts you to Gary’s cart, but rather the fact that the cart is an enormous seashell with a window and that Gary is an equally large hermit crab.

“Would you like to try some ice cream?” offers the bashful hermit crab, “They’re buy-one-get-one-free today.”

**GARY** is a soft-spoken vendor, bordering on sheepish, but has an uncanny knack for finding customers—specifically, adventurers in need of new magic items or children in need of ice cream. Ice cream is indeed buy-one-get-one-free for 1 sp per cone or 2 sp for a double scoop. This week Gary offers chocolate, vanilla, butterscotch, strawberry, and pumpnickel flavors (his Neapolitan ice cream was confiscated by the Neapolitan Guard for some reason.)

The items Gary is currently carrying in his shop are shown on Gary's Inventory table. Keep track of which items, if any, that are purchased, as Gary's available inventory persists each time he is encountered.

### GARY'S INVENTORY

Magic Item	Cost
Bag of Holding	250 gp
Bow of Bows	300 gp
Dust of Sneezing and Choking	250 gp
Jawbreaker	400 gp
Peppermint Slice	600 gp

### THE CORNER LOCKET

A corner shop replete with mirrors and glass cases sells rings, necklaces, and pretty baubles. A **DC 17 INTELLIGENCE (ARCANA OR INVESTIGATION) CHECK** finds a *ring of resistance* mixed in among the nonmagical jewelry. The jeweler, a foppish frostling named Barnaby, doesn't know it is magical and will part with it for 100 gp. Roll for the damage type only after a character has purchased it.

### HOLE IN THE WALL ALCHEMY

In a quaint second-story alchemy shop, a half-elf alchemist named Wilma sells *potions of healing* and flasks of alchemist's fire for 40 gp each.

Outside *Hole in the Wall Alchemy*, a corkboard is littered with missing posters, depicting crumbkin of all ages. Most crumbkin are afraid to talk about the disappearances, but particularly brazen humanoids (like Wilma, the half-elf who runs Hole in the Wall) will insist that the monarchies are abducting people off the streets.

### NEWSPAPER STAND

Two middle-aged gummies angrily discuss the finer points of local politics outside a newspaper stand. Their argument seems to center on the topic that every newspaper seems obsessed with: the royal wedding and its disastrous fallout. One gummy seems convinced that the whole assassination was planned by Princess Wanilla and her "powerful friends" while the other insists that "it's those meddling Crumbunists coming to take away our way of life!" Despite their impassioned argument, both gummies have more wrong information than right information.

The morning edition of *The Ryeton Times* dives deep into the minutia of who planned to attend and what they might wear, whereas the evening edition (just hitting shelves now) is filled with breathless descriptions of the assassination of Prince Phudge, speculation about the fate of the kingdom, and rumors about the goings-on at Castle Wanilla. A **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** notices that the papers universally acknowledge that King Wanilla has been absent from his duties—perhaps due to poor health—and that Princess Wanilla has been enacting sweeping changes around the castle. However, they deliberately fail to acknowledge what those changes entail.

### BOOKS, ROOKS, AND NOOKS

If the characters visit the quaint bookshop called Books, Rooks, and Nooks, read or paraphrase the following:

A little bell on the door announces your entrance to the cozy, red and black checkerboard-themed bookshop, lined on all sides with tall bookshelves of rare and classic tomes. Once inside, an aroma of freshly-baked bread leads you to a small writing desk, which is covered entirely by books and a chess set, at which the crumbkin proprietor lazily plays a game of chess with herself.

The shop's owner is a bespectacled wheat crumbkin named **SHERRY GASPAROV** (she/her). Cordial but distracted with her solo game of chess, Sherry pays little attention to the characters unless specifically plied with a question. Her bookstore contains a wide selection of beautifully bound classic books, which can be found on the Classic Literature sidebar. A character that beats Sherry at a game of chess by succeeding **TWO DC 15 INTELLIGENCE CHECKS** gets a book for free; otherwise, they cost 5 gp each. Sherry also sells handmade chess sets for 20 gp each.

A **DC 13 INTELLIGENCE (INVESTIGATION) OR WISDOM (PERCEPTION) CHECK** notices a conspicuously locked door out of sight of Sherry's desk. If asked about it, Sherry will explain that the room contains a large printing press, which is a big component of her reproduction books. The door is locked because the machine is unsightly and hardly safe. However, a **DC 13 WISDOM (INSIGHT) CHECK** discerns that the question itself made her uneasy.

## CLASSIC LITERATURE

As the characters peruse Books, Rooks, and Nooks, they can stumble on any of the following classic works of literature.

### d20 Literature

- 1 The Crepes of Wrath
- 2 War and Peas
- 3 Don Chipotle
- 4 Animal Parm
- 5 Yeast of Eden
- 6 To Kale a Mockingbird
- 7 Lord of the Fries
- 8 Catcher and the Rye
- 9 Peter Panini
- 10 Of Spice and Men
- 11 The Lion, the Sandwich, and the Watermelon
- 12 A Tell Tale Tart
- 13 Grape Expectations
- 14 Waiting for Godough
- 15 Fried and Prejudice
- 16 The Count of Monte Crisco
- 17 The Great Gatsbean
- 18 Berry Potter and the Sorcerer's Scone
- 19 A Tale of Two Zitis
- 20 Ham Let

A **DC 15 DEXTERITY (THIEVES' TOOLS) CHECK** can pick the lock or a **DC 20 STRENGTH CHECK** can break down the door. On the other side, the characters indeed find an industrial size printing press, well-suited for books. However, boxes of its most recent publication are still stored nearby: pamphlets titled "A Path to Revolution," which espouses dethroning the monarchies of the Twin Kingdoms and instituting a Crumbunist government instead. If confronted with these pamphlets, Sherry doesn't deny her association with the Crumbunists: she has been secretly printing pamphlets for them for years to bolster the cause.

She can be persuaded to divulge information about the Crumbunists in a number of ways.

A **DC 13 CHARISMA (INTIMIDATION) CHECK** threatens to turn her into the Neapolitan Guard for conspiracy against the crown, whereas a **DC**

**15 CHARISMA (DECEPTION OR PERSUASION) CHECK** might convince her that the characters intend to join the crumbunists against the crown. In either case, Sherry reports that the secret password for the Crumbunist Headquarters under The Early Riser is "Breaden Circus" (pronounced "Bread 'N Circus"). If all else fails, a **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** searches Sherry's desk and finds this information on a handwritten note.

## THE EARLY RISER

As its name might imply, The Early Riser bakery has morning-only hours but supplements its income by becoming a pub in the evening. When the characters arrive here, read or paraphrase the following:

The aroma of freshly baked bread permeates the Early Riser, even in the evening when it begins serving ales to a host of regular patrons, mostly working-class crumbkin. Chatter quickly dies down and suspicious eyes track you from the moment you cross the threshold. A few eyes dart between you, the bartender, and a heavy metal door mounted near the far side of the bar. Nothing stops you from taking a seat at the bar or a table, but it seems unlikely you'll be served.

The bartender, **JOE WHEATMAN** (he/him), is a rough-and-tumble human bartender who goes out of his way to ignore the characters unless they specifically order food or drink from him. He will begrudgingly serve all manner of pastries baked this morning, as well as ale. No amount of subterfuge or flattery will convince Joe to give up the password to the cellar.

Similarly, the patrons do their best to avoid the characters and minimize their conversation while they're within earshot. None of them know the password to the cellar, but all are sympathizers to the Crumbunist cause.

The metal door at the rear of the room obviously leads down to the cellar, but it only opens from the other side. Knocking on it prompts a foodfolk to open a sentry slot (revealing just their eyes) and ask for a password. Any response other than the correct password is met with a rude slamming of the sentry slot. If the characters give three incorrect answers, Joe firmly asks them to vacate the premises, escorting them to the door if necessary.

Outside the Early Riser, a **DC 10 WISDOM (PERCEPTION) CHECK** notices a portly—practically round—individual in a trenchcoat failing to look inconspicuous as they lurk nearby. If the characters approach them, they find that it's actually **SIR LANCE SHALLOT**, the Onion Knight, wearing full plate armor under a flimsy disguise. The knight reports that he has been charged by Lord Phudge to investigate the Crumbunist conspiracy personally, and offers to assist the party in any way they can. In fact, he might know where to start: he's heard that Crumbunists have been sighted coming and going from the Books, Rooks, and Nooks bookshop. Sir Lance Shallot uses the statistics of a **FOODFOLK ADVENTURER**.

### ACCESSING THE CELLAR

Getting into the cellar is an open problem that the characters can tackle with a combination of subterfuge, exploration, magic, or force. Be open to innovative approaches to this problem and award Inspiration for particularly good ideas, even if they don't pan out.

If the characters choose to simply fight their way down, they're confronted by Joe and some of the regular crumbkin patrons of the pub (using the statistics of a **FOODFOLK ADVENTURER** and **4 FOODFOLK COMMONERS**, respectively). They attack the party nonlethally with bottles and chairs (dealing 1d4 bludgeoning damage on a hit) and let the characters escape if they make any attempt to flee. After the fight, the characters can uncover a stash of 120 gp and a crate of potions containing 2 *potions of healing*, 2 *potions of heroism*, a *potion of diminution*, and a *potion of hill giant strength*. This is a very tough encounter for 1st level characters, so it is best to emphasize the potential difficulty before rolling for initiative.

If the characters follow the onion knight's lead, they might learn the password from Sherry Gasparov at the Books, Rooks, and Nooks bookshop, which gives them easy access to the cellar.

Whatever method the characters choose to use, proceed to *Crumbunist Headquarters* when they descend into the cellar.

## CRUMBUNIST HEADQUARTERS

When the characters enter the cellar under The Early Riser, they find a nascent revolutionary headquarters. If Sir Lance Shallot is with the party, he waits in the pub upstairs as a lookout. Read or paraphrase the following:

Down the short flight of stairs, you find a dimly lit wine cellar. Racks of wine bottles and stacks of barrels form a makeshift wall, separating the cellar into two halves. On this side, four crumbkin sit around a table, stacked high with books and pamphlets and flanked by various supplies, including racks of weapons. The moment you appear on the stairs all four scramble to procure halberds and rush to meet you.

**ROLL INITIATIVE.** The 20-foot long, 15-foot wide basement contains **4 CRUMBUNIST REVOLUTIONARIES** who draw halberds (1d10 slashing damage on a hit) and attack the party. The office is dimly lit by a pair of lanterns and cramped. The rest of the basement (also 20-foot long by 15-foot wide) is hidden behind a heavy wall of supplies. When the revolutionaries are defeated, the characters can slip through the side of the wall to the office beyond.

### UNDERGROUND OFFICE

When the characters enter the far side of the basement, read or paraphrase the following:

A tight hallway leads you to the far side of the basement, which, to your surprise, is neatly decorated as an office and lit by several candles. Behind the desk, dressed in a suit and smoking a pipe, the crumbkin Carla Sarks bids you to sit down.

**CARLA SARKS**, the scone loafer who the characters should have met at the wedding, is actually the leader of the Crumbunist movement in Ryeton.

This section can proceed in several ways, depending on the party's approach. Carla will attempt to draw the characters into debate in order to give the other Crumbunists time to escape, but the characters may be swayed by her reasoning or simply attack outright. Additionally, the characters might discover the secret tunnel behind Carla's desk, through which a number of revolutionaries are quietly escaping.

**DEBATES ON CRUMBUNISM.** Though she knows she is to be arrested (or worse), Carla calmly asks why the characters have invaded her office and denies any wrongdoing at the wedding. She then attempts to draw the characters into debate with the following points:

- The Crumbunists are being framed.
- Her movement is manifestly peaceful.
- They believe the pastryarchy is a patently unfair system that disenfranchises hardworking loafers. Crumbunism advocates that the loafers and pastryarchs form a more equal society without monarchies.
- The characters are working for the pastryarchy by raiding private businesses in the interests of a wealthy few.
- The monarchies have been abducting citizens without trial. No fair system of governance would allow that.

If any of the characters are swayed by Carla's line of reasoning, she offers her prized personal weapon, a *coolmint slice*, to convince them to join in the cause. Proceed to *The Arrest* when this conversation reaches a conclusion or begins to circle back on itself.

**BATTLE.** If attacked, Carla (using the statistics of a **FOODFOLK COMMONER**) doesn't put up a fight. Swiftly after Carla is defeated or captured, proceed to *The Arrest*.

**SECRET TUNNEL.** A **DC 15 WISDOM (PERCEPTION) CHECK** can detect unusual scurrying noises from a bookshelf behind Carla's desk. Wise players might suspect a secret passage behind the bookshelf, and a **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** confirms this by pulling an out-of-place book. Alternatively, a **DC 18 STRENGTH (ATHLETICS) CHECK** simply forces the bookshelf aside. Beyond, a dozen unarmed crumbunist revolutionaries scurry down a secret tunnel, attempting to escape. Much to their dismay, the escaping revolutionaries can't simply take a ladder to the surface, due to a growing force of the Neapolitan Guard on the street level. Proceed to *The Arrest*.

## THE ARREST

Before the characters can conclude their business in the crumbunist headquarters, they are interrupted by a loudspeaker:

Suddenly, a commanding voice echoes in a loudspeaker from street-level, demanding, "Throw down your arms and surrender, Crumbunist assassins! We order you to surrender, by the authority of Princess Wanilla and the Neapolitan Guard! Heavy footfalls sound on the wooden floor above.

A detachment of the Neapolitan Guard, elite frostling troops which serve the two royal families, have tailed the characters to the crumbunist headquarters and are prepared to arrest everyone inside—including the characters. They are commanded by **SISTER BELLE**, a bell pepper veggie in service of Princess Wanilla.

Likely, the players will assume that the Guard is friendly (since they are after the same goal) and that an altercation with them is surmountable (since game encounters are usually fairly balanced). Neither is true in this case. The Neapolitan Guard has strict orders from Sister Belle to arrest the characters, in addition to any crumbunists found on the premises. Furthermore, they are elite soldiers that are much stronger than the party at this level.

If the players suspect that a battle is about to happen, **ROLL INITIATIVE** and give them one round to prepare before **6 NEAPOLITAN GUARDS** surge down into the basement. Otherwise, **ROLL INITIATIVE** only when the characters are met by hostile guards who attempt to tackle and restrain them with manacles.

This combat is unwinnable by design, so the primary objective is to escape. If the characters discovered the secret tunnel, a character can use the Hide action and succeed on a **DC 15 DEXTERITY (STEALTH) CHECK** to slip into the tunnel undetected. Characters can also attempt to rush past the guards and escape up the stairs, which is similarly challenging, as 6 more guards wait on the ground floor. Two successful **DC 16 DEXTERITY (ACROBATICS) CHECKS** on subsequent turns are necessary to weave behind the bar and dash to a window. The players can come up with other means of escape, but only one character can escape using each method. Characters reduced to 0 hit points are nonlethally knocked out and those who surrender are arrested.

If desired, you can skip the bulk of this combat and instead read or paraphrase the following:

A wall of Neapolitan Guards, clad in thick waffle cone armor and brandishing popsicle spears closes in on all sides. Before you have time to react, someone cracks you in the forehead with the haft of a popsicle spear and a half dozen guards dive in to restrain you with tight manacles. Before a bag is thrust over your head, you overhear Sister Belle say, "To the dungeon with the lot of them." After that, you are muscled around in pitch blackness for what feels like hours.

Ensure that at least one character is captured by the Neapolitan Guard and proceed to *The White Castle*.

## AVOIDING CAPTURE

Roleplaying games are about player freedom at their core, so predetermined setpieces like this one—in which the party can't avoid capture and begin the next section breaking out of a dungeon—sometimes rub players the wrong way. If you wish to leave the outcome more open, you can instead confront the party with **2 NEAPOLITAN GUARDS** in the basement, and then allow them to escape with the crumbunists down the network of secret tunnels. In this scenario, the drawbridge to the castle is still raised, and the only way in is a tunnel that leads into the dungeon.

# THE WHITE CASTLE

*Advance all characters to 2nd level and take a long rest.*

This section begins with the characters imprisoned in the dungeon of Castle Wanilla with a dozen crumbunist revolutionaries, who they helped to capture. To unravel the truth of their betrayal, the characters must escape their chains, explore Castle Wanilla, and confront the evil Doctor Bakenstein and Sister Belle.

## WANILLA DUNGEON

Characters that evaded capture in the crumbunist headquarters will be introduced later in this section. Characters that were captured, meanwhile, have been stripped of their equipment and chained to a dank dungeon wall.

### CRUMBUNIST CELL

Read or paraphrase the following:

You wake to a familiar stench of damp and filth: that of Castle Wanilla's dungeon, which you visited for the first time only a day ago. This time, however, you are chained to its stone wall with a dozen crumbunist revolutionaries, staring down its impressive collection of torture implements from the receiving end. The minutes slip by and turn into hours, with only the interruption of occasional whimpering from one particular crumbkin in your company.

One Neapolitan Guard (a chocolate waffle cone named **GISELDA**) stands watch over the prisoners, preventing escape.

With little else to occupy their time, the captured characters can speak with the other crumbunists in the dungeon. Only the three nearest to the party seem interested in talking, however. They include Carla Sarks, the crumbunist leader; Poppy, the previously interrogated loafer; and Chee Bata, the fierce warrior crumbkin.

A **CHARISMA (PERSUASION) CHECK** reveals the following:

**DC 9:** People—mostly loafers—have been vanishing from Ryeton for months now. Some of those taken have been Crumbunists, but many more haven't been. Chee Bata thinks that the kidnappings

have been to keep the loafers soft and unable to rise up. However, Carla Sarks reckons that there is something more sinister at work than politics.

**DC 11:** The assassination at the Red Velvet Wedding was only the most recent in political upheavings. Lord Oleg Wanilla, King of Castle Wanilla, has been missing for weeks and Princess Sonia Wanilla has taken over in a soft coup.

**DC 11:** Carla and the others believe that the assassination was a power grab, plain and simple. All that stands between Princess Wanilla and control over the Twin Kingdoms is the life of Lord Edgar Phudge, the elderly king of Phudge Castle.

**DC 13:** The network of crumbunist tunnels reach far and wide. One runs under the castle but doesn't quite reach the dungeon.

**DC 15:** One of the crumbunists saw where everyone's equipment is being held. It's on the far side of this floor, in a guard's station next to the staircase.

**DC 15:** Rumors about this dungeon often mention a "Toasting Room" in which prisoners are burnt into giving up information.

As the characters are trapped in the dungeon, interrupt their conversations with the crumbunists with the following interjections:

Two guards march into the room and seize the loafer Poppy. As they drag her out of the room, one of them quips, "The good doctor would like to see you in person, girl!"

Two more guards march into the room and peer over the lineup of chained crumbunists. They bicker amongst themselves as if picking out food from a market. They conclude that Chee Bata has got "good structure" and that the "doctor ought to be happy" before dragging her away.

Your nostrils are assaulted by a foul, burning odor, emanating from the stairwell down which Chee Bata has been taken.

When the players have exhausted their conversation options and both Poppy and Chee Bata have been dragged away, proceed to *Jail Break!*

### JAIL BREAK!

The characters that evaded capture, the Onion Knight, and a few daring crumbunists have joined forces to break the characters out of the dungeon. Read or paraphrase the following:

Your ears perk up at a muffled voice echoing through the stonework "Ah, yes, that's the ticket. I reckon if we just—" several bricks come crashing down from a nearby wall, revealing the round face of Sir Lance Shallot, the Onion Knight, who finishes, "—do that. Well, hello there chaps!"

One by one, the Onion Knight, the characters that avoided capture, and four crumbunist revolutionaries emerge from the tunnel. With a wink toward the intruders, the Neapolitan Guard standing watch turns her back while everyone is uncuffed. The revolutionaries brought a mace and dagger for each character, as well as a component pouch or holy symbol for each spellcaster.

The Onion Knight and crumbunists intend to escape through the tunnels and regroup in Ryeton. Meanwhile, the party is free to explore the castle and rescue the remaining captured crumbkin. If the players decide against exploring the castle right away, they can escape via the tunnels and return the following night.

If the characters speak to Giselda, the guard tasked with preventing their escape, she informs the party that, following the massive change in leadership, she and several other guards have decided to lay down their arms. Usually, the Neapolitan Guard is a neutral entity dedicated equally to both Candy Kingdoms, but the scheming around Wanilla Castle and the arrest of the party has thrown that neutrality into question for some guards.

There are two ways out of the crumbunist cell: through a heavy wooden door toward a guard station or down a staircase to the lower dungeon.

### GUARD STATION

A heavy wooden door leads down a short corridor to another wooden door, on the other side of which is a small guard's checkpoint. A **NEAPOLITAN GUARD** sits lazily in a stool with their back to the

door, facing outward into the 15-foot-square room. Inside, several chests, buckets, and barrels line one wall, containing some food staples, spare castle guard uniforms, and all confiscated equipment (including that of the party).

If the characters act quickly, they can catch the guard by surprise. The guard is carrying **5 GP** and keys to the manacles and cells in the dungeon and lower dungeon.

On the far side of the room is a staircase leading up toward the *Castle Grounds* and the *Courtyard*.

### LOWER DUNGEON

A spiral staircase and the stench of burning bread lead the party from their cell to an even deeper dungeon beneath the castle. The staircase leads to the corner of an L-shaped hallway. Down the left fork, a 20-foot-long corridor leads to the *Toasting Room*, while a 40-foot-long hallway to the right is lined with jail cells.

### TOASTING ROOM

The infamous Toasting Room sits behind an iron hatch that opens only when a **DC 12 STRENGTH CHECK** rotates its wheel. Once the door is open, read or paraphrase the following:

A horrendous stench like burned bread and meat strikes you in a wave as you enter a jailcell-turned-furnace. Soot has blackened the iron walls, and clumps of char and ash lay in great piles around the room.

The 25-foot square room is difficult terrain, as the ground is piled with char and ash. The room is warm, but not hot enough to be used recently. A **WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** examines the larger clumps of char, some of which appear to be sitting on metal benches. A **DC 13** discovers that much of it is grilled meat from animals. Characters with a **PASSIVE PERCEPTION SCORE OF 15 OR HIGHER** or which succeeded the check with a **DC 15** notice that one clump of char has more definition than the others—perhaps limbs and wings. A moment later, the charred body lurches and strikes!

**ROLL INITIATIVE.** Characters who did not recognize the **CHARGOYLE** among the refuse in the toasting room are surprised. The party can attempt to flee the room and lock the chargoyale inside, but doing so requires an action and another successful **DC 12 STRENGTH CHECK** to rotate the wheel.

If the party defeats the chargoyle, a **DC 16 INTELLIGENCE (INVESTIGATION) CHECK** of the room discovers the edges of a secret door under the soot. It has no handle, but appears to have a hole in the center. To open it, the characters must remove the wheel from the entry hatch and attach it to the secret door. This door leads to a vertical shaft with a ladder (sometimes evidently used as a smokestack) that opens out to one of the gate towers on the *Castle Grounds*. Introduce the characters to the *Courtyard*, even though their location allows them to proceed directly to the *Ramparts*.

### FORSAKEN CELLS

Rows of cramped cells line this hallway, where prisoners were apparently locked away and forgotten. The first 25-feet of the corridor contains nothing but squalid, empty cells. The last 15 feet of the corridor (two final three cells on either side) are fastened with long chains and appear to contain malnourished crumbkin. One of the nearer cells contains **CHEE BATA**, the crumbunist revolutionary, but she is gagged and chained to the wall.

As the characters approach, the other crumbkin in the cells rise and approach the bars. They utter no words, but a few groan pathetically. A **DC 15 WISDOM (INSIGHT) CHECK** or a **DC 12 INTELLIGENCE (INVESTIGATION) CHECK** by a character with darkvision or a source of light notices that the other crumbkin here are either monstrous or deeply sick. A few have chunks bitten from their arms and most have patches of mold on their bodies. A **DC 13 INTELLIGENCE (ARCANA) CHECK** discerns these for what they are: the **UNBREAD**, necromantically animated crumbkin.

Unfortunately, the locks on each door have been broken and a single padlock and a long chain secure each set of three cells. Breaking the padlock (19 AC, 5 hit points) or unlocking it with a key from the guard's station releases all three cells at once. A character with ranged magic or weapon attacks can dispatch the unbread before opening the cells. Doing so using thrusts from a sword or similar melee strikes is more challenging and will occasionally allow one of the unbread to attack in retaliation.

Once rescued, the bruised and battered Chee Bata escapes through the tunnels back to Ryeton. A **DC 15 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** in the cells finds several

small valuables, including earrings, cufflinks, and coin purses, totaling **20 GP** in value.

## CASTLE GROUNDS

The characters access the courtyard from the dungeon, which is the only way in and out of Castle Wanilla, as the drawbridge is raised. Many of the Neapolitan Guard have abandoned their duties in protest and left the castle, while those who remain stand watch on the ramparts and guard entry to the throne room.

The castle grounds contain the stables, a chapel, a tower to the ramparts, an inner gate leading to the castle itself, and a courtyard connecting it all.

### COURTYARD

An enormous golem of starch and carbs patrols the grounds: the **BREADNOUGHT**. To introduce this monster, read or paraphrase the following:

As you reach the cool night air of the castle grounds, you feel a dull thud vibrate the ground. Then another. Then another. Then, a crash of creaking wood. Peering around a stone archway, you spy a colossal figure of breadstuff and malice, casually crushing a wagon underfoot. The soulless eyes of the breadnought scan the dark courtyard, seeking foes to pummel into paste.

By the sound of its footfalls alone, the characters should understand that the breadnought is insurmountable—it should be avoided, snuck past, or fled from. Feel free to explain this directly to the players or emphasize it through a short battle (in which nonmagical weapons simply bounce off the breadnought's hardened crust exterior), followed by a panicked chase to the safety of another part of the courtyard.

A **DC 13 GROUP DEXTERITY (STEALTH) CHECK** is needed to cross the courtyard from one area to another without arousing the breadnought's attention. Clever use of distractions grants the party advantage on this check. On a failure, the breadnought notices the party and the two characters with the lowest personal results must make a **DC 13 DEXTERITY SAVING THROW**, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

While traversing the castle grounds, characters with a **PASSIVE PERCEPTION SCORE OF 13 OR HIGHER** will notice something shiny and golden glint in the

## PESTERING THE BREADNOUGHT

If the party attempts to engage the mighty breadnought from a safe location, such as from the top of the castle wall or within the archway to the dungeon, with long range cantrip or other tactics that could eventually chip away at the monster's health, the breadnought won't remain idle. It can throw chunks of masonry, crumble stone structures, and leap much higher than expected. The breadnought is intended to show up in later adventures, so if it is substantially weakened, it will flee—leaping over the closed drawbridge—rather than be destroyed.

center of an open part of the courtyard. Sneaking over to investigate requires a **DC 16 DEXTERITY (STEALTH) CHECK**. On a failure, the character is spotted by the breadnought and must make a Dexterity saving throw or take bludgeoning damage. The glint's origin is a gold and rock candy insignia for the Neapolitan Guard worth **120 GP** that was stomped into the mud.

### STABLES

The nearest structure to the dungeon entryway is a wooden stables containing **SIX NONHOSTILE HORSERADISHES**. If the party alerts the breadnought on their way to the stables, the breadnought crushes the structure in its chase. In this scenario, read or paraphrase the following:

A hideous roar erupts from the prowling breadnought, which stampedes after you in a frenzy. You dive headfirst into the relative safety of the stables, but as the golem slams into the side, you see timbers splinter and the structure give way. The horseradishes inside suddenly spook and scatter for their lives. You can only continue running for the far side, emerging into the courtyard just before the stables collapse entirely. After a few more panicked seconds of flight, you find the relative safety of a stone archway.

However, if the party makes it to the stables without alerting the breadnought, they can explore this location. Read or paraphrase the following:

Despite the colossal footfalls, six horseradishes sleep soundly in spacious stalls. Besides the occasional perturbed whinnie, the stables are perfectly peaceful.

The stables are emptier than one might expect as if a recent exodus took most of the livestock out of the castle. Its most interesting element is a carriage painted white, black, and crimson for the wedding, evidently so the prince and princess could travel in style to their honeymoon. A **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** finds a **25 GP** inside.

### CHAPEL

A gothic chapel fitted with flying buttresses, peaked spires, and ornate stained-glass windows adorns the castle grounds. While crossing the courtyard, a **DC 14 WISDOM (PERCEPTION) CHECK** notices no fewer than six gargoyles mounted on the castle's roof. When the characters reach the chapel, read or paraphrase the following:

Rows of uncomfortable wooden pews fill the stonework chapel, flanked on all sides by pillars and tapestries. An immaculate stained glass window depicting Kaienn, demones of spice, presides above the pulpit and altar, bathing the cool hues of night with beams of red and orange.

A heavy wooden door and door bar secures the chapel from the breadnought.

The chapel contains a dozen wooden pews, a marble altar, and a large lectern. Each wooden pew contains a hollow space in the backrest with a slot to accept coins from supplicants. A lock concealed on the underside prevents theft. Characters can open a pew's lock with a **DC 15 DEXTERITY (THEIVES' TOOLS) CHECK** or simply break one open with a **DC 15 STRENGTH CHECK**. The noise of the latter alerts the gargoyles perched on the chapel's roof. Each pew contains **4D10 SP**.

On the pulpit at the front of the church, the characters can find a holy symbol worth 5 gp on the altar as well as a vial of spicy holy water. The lectern is locked similarly to the pews and can be picked with a **DC 15 DEXTERITY (THEIVES' TOOLS) CHECK** or broken open with a **DC 15 STRENGTH CHECK**. Attempting to break the lock open alerts the gargoyles. Inside the lectern is a *wand of cinnamon*.

Finally, a **DC 13 INTELLIGENCE (INVESTIGATION) CHECK** finds a large chest hidden behind one of the tapestries. A **DC 15 DEXTERITY (THEIVES' TOOLS) CHECK** finds that the chest contains a set of fine priest's vestments, another holy symbol, and a block of incense worth **20 GP** in total.

**ALERTING THE CHARGOYLES.** If the characters make an undue amount of noise or attempt to break one of the locks in the church, **2 CHARGOYLES** break the stained glass window and swoop down from above. Read or paraphrase the following:

A sudden crash sounds in the chapel as a blackened beast with wings and claws flies through the stained glass window, bringing with it a shower of broken glass. A second one follows its flight and both land with a crunch on the pulpit. The odor of charcoal suffuses the air as the beasts crawl toward you.

**ROLL INITIATIVE.** Upon the chargoyle's entrance, broken glass on the pulpit makes it difficult terrain. If the characters flee the chapel, the chargoyle resumes their perch on the roof.

### RAMPARTS

From the courtyard, two gate towers lead up to the ramparts atop the outer castle walls. When the characters arrive at the top of the stairs, read or paraphrase the following:

From the vantage of the castle walls, two magnificent vistas greet you: to one side, the towers and white chocolate walls of Castle Wanilla; to the other, the sleepy town of Ryeton, and the opposing dark chocolate walls of Castle Phudge shillhouted against the moon. The wallwalk eventually leads to the castle itself, but two sentries stand watch at the parapet.

An archway at the foot of the gate towers shelters the party from the breadnought.

A narrow 5-foot wide walkway runs over the castle wall, eventually intersecting with the castle's northern tower. **TWO NEAPOLITAN GUARDS** have been stationed 100 feet from each other on the wall. Because the guards have been ordered to watch for crumbunists scaling the wall, they are unlikely to be ready for the party's approach from atop the wall.

A **DC 14 GROUP DEXTERITY (STEALTH) CHECK** sneaks up on one of the guards and knocks them off the wall. However, doing so alerts the other guard.

The wall itself is 35 feet tall. Falling from one side lands in the courtyard, where the breadnought will surely hear the impact; falling from the other side will splash into the moat, where a hidden monster in the water waits to drag unwary swimmers into the depths. Either fate is likely to be fatal.

Once the guards are defeated, a **DC 14 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** discovers a stash of 2d6 *jelly beans* in one of the arrow slits.

Following the wall leads the characters into *Castle Wanilla* at the *Northern Tower*.

### INNER GATE

If the characters approach the inner gate to the castle, they find that it is secured by a heavy iron portcullis. Read or paraphrase the following:

A staggeringly heavy 10-foot wide portcullis blocks direct entry to the castle. Beyond, you can see into the banquet hall, which still bears the decorations of the ill-fated red velvet wedding. In the flickering torchlight, however, you notice rust red on the portcullis joints. Perhaps it is not as impregnable as it seems.

Any attempt by the characters to break down the portcullis is futile. Perhaps with a team of crowbar-wielding workers, they could pry loose the rivets, but they stand no chance without assistance. Thankfully, a clever character might reason that the rampaging breadnought could lend its strength to the problem. Otherwise, the party can traverse the wall to bypass the inner gate entirely.

Attracting the breadnought is a simple task: a character just makes enough noise and the breadnought comes charging toward them. If a creature is used as bait, it must make a **DC 13 DEXTERITY SAVING THROW**, taking 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one. Clever use of illusions or noise-making distractions (louder than a tossed stone or an arrow clinking against the portcullis) can also attract the breadnought without risk to a character. If the characters successfully attract the breadnought to the portcullis, it comes crashing down. Please read or paraphrase the following:

The hulking golem lowers its head and charges bodily after the distraction, letting forth a bestial roar. Upon impact, the earth shakes. The golem rises, no worse for wear, but the portcullis that dared to stand in its way has caved in completely.

There are several gaps in the damaged iron portcullis through which the characters can enter *Castle Wanilla* at the *Banquet Hall*.

## CASTLE WANILLA

The party can enter *Castle Wanilla* via the *Banquet Hall* or the *Northern Tower*, and both areas eventually lead them toward the throne room.

### BANQUET HALL

A spacious parlor leads directly into the castle's banquet hall, which has scarcely changed since the reception's abrupt end. Read or paraphrase the following:

At your return to the grand banquet hall, food still litters plates, the great hollow cake still remains broken open, and blood still stains the marble floor. The familiar figure of Sister Belle, the Spice warlock, graces the far end of the room.

"I thought I ordered the castle closed," she announces. "How did you miscreants get in?"

The Spice warlock, **Sister Belle**, seems unsurprised that the party has infiltrated the castle. In fact, she has anticipated it and laid a trap: when she gives the signal, **4 bedeviled eggs** emerge from under banquet tables and attack.

To lure the characters into the center of the banquet hall, where they will be surrounded by the bedeviled eggs, Sister Belle gives a speech insisting the following points:

- The party has already lost. By morning, everyone in the Candy Kingdoms will believe that the characters were behind the assassination of Prince Phudge.
- By marriage, Princess Wanilla is the rightful ruler of the Twin Candy Kingdoms. She will rule with an iron fist.
- If the Neapolitan Guard won't back the new regime, the "good doctor's" bread monsters will protect the castle.

Sister Belle gives the signal for the bedeviled eggs to attack the moment she is attacked or the characters approach her.

When the characters defeat Sister Belle, a **DC 13 WISDOM (PERCEPTION) CHECK** finds a *peppermint slice* and a key to the northern tower on her person.

The banquet hall connects to the *Inner Gate* and the castle courtyard, the *Northern Tower*, and the *Corridors*.

### NORTHERN TOWER

The archway leading to the northern tower stairs is set behind a heavy metal door. A **DC 18 DEXTERITY (THEIVES' TOOLS) CHECK** or a key taken from Sister Belle unlocks the door. At the top of the spiral staircase, read or paraphrase the following:

A great circular room furnished as a noble's bed chamber fills the top floor of the tower. As you reach the top step, an elderly cake pastryarch leaps out of bed in surprise and brandishes a cane!

The old man is certainly confused and assumes the party to be assassins. He is harmless (a **FOODFOLK COMMONER** who wields a cane that deals 1 bludgeoning damage on a hit) but can be pacified with a **DC 13 CHARISMA (INTIMIDATION OR PERSUASION) CHECK**.

Once pacified, the old man introduces himself as **LORD OLEG WANILLA**, the rightful king of Wanilla castle. His daughter, Princess Wanilla, interred him in the southern tower in a soft coup following the wedding announcement two weeks ago. Now that he is freed, Lord Oleg requests that the party dethrone his daughter and promises a hefty reward for the deed.

### CORRIDORS

The interior of the castle consists of a series of corridors connecting dozens of rooms. The party can wander the corridors by rolling randomly on the d20 table below, or proceed to the *Banquet Hall*, *Northern Tower*, *Southern Tower*, or *Throne Room*.

d20	Room
1–4	Lavatory
5–8	Sitting Room
9–12	Servant's Quarters
13–16	Pastryarch Bed Chambers
17–20	Kitchen and Pantry

**LAVATORY.** There's nothing of value to be found in the lavatory.

**SITTING ROOM.** A fireplace adorns this comfortable sitting room. Though little of the room's contents are both valuable and movable, a **DC 14 WISDOM (PERCEPTION) CHECK** discovers that the two gilded dueling shortswords hanging over the fireplace are functional and quite sharp. Each rapier can be sold for **50 GP**.

**SERVANT'S QUARTERS.** A few loafer servants still remain in their rooms. They were commanded to remain in their quarters until told otherwise, but many fled when the strange doctor released his enormous breadnought from the southern tower. These servants have nothing of value in their rooms, but are happy to gossip at length about what they've seen in the castle over the past few months. Each successful **DC 13 CHARISMA (PERSUASION) CHECK** reveals one of the following facts:

- Lord Oleg Wanilla has been imprisoned in the northern tower.
- Princess Wanilla has invited a mad crumbkin scientist to occupy the southern tower and churn out “monsters” to defend the castle.
- The doctor has made several chargoyle and two enormous beasts: one in the courtyard and one in the moat.
- The princess's governess, a Spice warlock, has been put in charge of the Neapolitan Guard and given license to practice her evil, spicy magic.
- There's a schism in the Neapolitan Guard. Most who defend the Wanilla crown have laid down their arms.

By contrast, a failure reveals one of the following unimportant pieces of information:

- The princess has promised improved health insurance to the staff.
- Apparently, the prince's assassins were defeated by a party of adventurers. No, they were all heroic and devilishly handsome—you couldn't possibly be them.
- Some Crumbunists are held in the dungeon. They should rot down there, the lot of them.

The parade with the royal bride and groom has been canceled. What will they do with their gaudy carriage?

**PASTRYARCH BED CHAMBERS.** These private bedrooms are decorated with drapes and luxurious furniture. They have been readied for guests for the royal wedding, but as everyone was expelled from the castle, they are now vacant. The party can comfortably take a **SHORT REST** in these rooms. A **DC 14 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** discovers that the paintings in the rooms are a series by the famous pastryarch painter, Pablo Pie-casso. Sold as a set, they are worth **100 GP**.

**KITCHEN AND PANTRY.** The kitchen is still in complete disarray following the wedding feast. A **DC 16 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** finds 1d4 *candy apples*.

## SOUTHERN TOWER

The whole of the southern tower has been converted into a mad scientist's workshop. Read or paraphrase the following:

Beyond the doorway to the tower are sparking electrodes, bubbling alchemist's supplies, and contraptions of elaborate design that wind up into the tower's upper levels. This scientific workshop reeks of burnt bread and yeast—tell-tale signs that illicit breadborne experiments were conducted recently.

Cluttered scientific equipment litters the lower levels of the tower. Though there are jars of unguents and bodily fluids, nothing holds apparent value outside of a purely medical context.

Halfway up the tower, the characters find a room with filled with large, humanoid-sized cages. Three contain unconscious crumbkin prisoners (one of which is **POPPY**, the crumbunist revolutionary), and one contains the conscious and panicked **FONN DENT**. Keys hang on a nail nearby. Fonn speaks at a barely coherent rapid pace, but mentions that they “were next” and “nobody knew what the doctor was doing.” On this floor, the characters also find a chalkboard covered with dense calculations and anatomical drawings. A **DC 13 INTELLIGENCE CHECK** deciphers that these writings pertain to the unbread and the breadnought—both of which are converted from ordinary crumbkin.

At the top of the tower, the characters come across a barred door labeled “Experiments—Do NOT Open” in chalk. If the characters proceed, read or paraphrase the following:

An immense tank of murky brown, water dominates the center of the room. Around the perimeter of the room, a dozen iron cages are erected over gas flames and kept red hot. The chargoyle within the cages snarl and thrash at your entrance.

The **TWELVE CHARGOYLES** can't escape their searing hot iron cages and seem unbothered by the heat, but still pose a hazard. If a character comes within 5 feet of a cage, the chargoyle within will reach a claw through and swipe at them. The chargoyle makes a

melee attack roll with a +4 bonus, dealing 1d6 + 2 slashing damage + 1d6 fire damage on a hit.

A **DC 14 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** notices something moving in the murky waters of the tank. If a character comes within 5 feet of the tank, **ROLL INITIATIVE** as a soggy bread tendril—a **GRAHAM KRAKEN TENTACLE** with 40 hit points—slithers out of the water and attacks.

If the characters break the thick glass walls of the tank (AC 13, 27 hit points, and immunity to psychic and poison damage), a flood of water spills forth. After a few moments of helplessly flopping out of the water, the tentacle dies. This water also douses and kills the chargoyles, short-circuits all the equipment in the tower, wipes clean all chalk boards, and destroys the mad doctor's work.

If the characters defeat the tentacle without smashing the glass, they find a chalk board on the top floor detailing the anatomy of the tentacle. A **DC 14 INTELLIGENCE (ALCHEMIST'S SUPPLIES) CHECK** also recognizes one of the equations on the board and understands its significance: any strong acid can melt through the tentacle's starchy flesh. A further **DC 14 WISDOM (PERCEPTION) OR INTELLIGENCE (INVESTIGATION) CHECK** uncovers four vials of acid stashed nearby. The flood of water would have destroyed these vials of acid.

After clearing the top floor of the tower, the characters can choose to take a **SHORT REST**.

## THRONE ROOM

The castle corridors lead to a magnificent throne room. Read or paraphrase the following:

The vaulted ceilings and tall windows of this grand throne room rival the opulence of the dining hall. Marble pillars on either side of the room form an isle to a gleaming white chocolate throne, on which a pompous, familiar princess sits. Alongside her, a deranged-looking doctor dums his fingers on the throne and smirks.

"Begone with you!" she demands. "Or my good friend, Doctor Bakenstein, will have your heads!"

The throne room is 30-feet wide and 90-feet long, terminating in the white chocolate throne, **DOCTOR BAKENSTEIN**, and **PRINCESS WANILLA**. At the center of the room is a line of four Neapolitan Guards. A **DC 14 WISDOM (PERCEPTION) CHECK** notices the guards' odd color and poor posture—they have been converted into **4 UNBREAD**.

**ROLL INITIATIVE.** The princess and doctor watch passively until endangered. When the characters reach the center of the room or damage Doctor Bakenstein or Princess Wanilla, read or paraphrase the following:

The princess shouts, "Doctor, it is time! Release the graham kraken!"

At this imperious command, the castle walls behind them explode outward and thick, terrible, yeasty tentacles slither forth, seizing the princess and the doctor and pulling them from the building. The doctor laughs a mad cackle as they vanish into the night.

**THREE GRAHAM KRAKEN TENTACLES** reach into the throne room from the moat below. Two of them move Princess Wanilla and Doctor Bakenstein to safety. The rest of the graham kraken is hidden in the moat. Because the doctor didn't have time to complete his creation, the kraken's yeast has yet to fully rise, and it can be slain by destroying its tentacles.

The tentacles can't tell if the unbread guards are friend or foe, and will attack them indiscriminately.

When the characters have defeated the graham kraken and the unbread guards, they are free to explore the castle further. Proceed to *Conclusion* when they are done.

## A FRIEND IN NEED

If the party has three or fewer characters or it has been too weakened by other encounters before the final battle with the graham kraken, you can ease the difficulty of this battle in one of two ways. Firstly, you can reduce the number of graham kraken tentacles from three to two. Secondly, you can reintroduce the Onion Knight, who bravely charges into battle alongside the party when the characters roll initiative.

## CONCLUSION

By the following morning, the drawbridge is lowered and Neapolitan Guards retake the castle in the name of Lord Oleg Wanilla. The party can take a well-deserved **LONG REST**.

The characters are the first audience granted by the king. Read or paraphrase the following:

The light of a new day shines on Wanilla Castle. Even as workers clear the throne room of debris, Lord Oleg Wanilla is hard at work holding audiences and making decrees—many of which to improve the lives of Ryeton’s crumbkin. When you arrive, the king recites a long list of your deeds and declares you Heroes of Candia.

Lord Oleg Wanilla awards the characters **750 GP** each for their heroism. Unfortunately, his daughter raided the crown jewels to pay for Doctor Bakenstein’s creations, leaving very little spare for the party’s promised reward. However, Lord Oleg offers one item from the crown jewels: a *bag of farming*, a powerful magic item that can produce wondrous and magical food in mere days.

Princess Wanilla and the evil Doctor Bakenstein escaped the castle with the monstrous breadnought, but for now, all is right in the Kingdoms of Candia.

### THE ONION RINGS

Before the characters leave, Lord Wanilla asks them to perform one more service—not on behalf of the Twin Kingdoms, but for the whole of Yumm Island. His daughter stole a powerful artifact before fleeing: a *ring of the onion king*. Though individual rings of this ancient set are powerless, they are immensely powerful when joined together. With a completed set, Princess Wanilla could destroy all of Yumm and remake it as she sees fit. Lord Wanilla shudders to think of what might happen if Doctor Bakenstein were to gain that kind of power.

Lord Oleg asks the party to find the remaining rings. One was buried in the Mojito Desert by a legendary bandit, another was entombed in the Lost City of El Dorito, and a third was supposedly sold at auction in the Big Apple.

If the characters accept, read or paraphrase the following to conclude the adventure:

As the characters kneel and accept their task, cogs turn all across Yumm Island. In a not-too-distant-castle, a brave Onion Knight kneels before the Chocolate King Phudge and pledges “I shall retrieve these rings, your majesty.” In a faraway manor, the mad Doctor Bakenstein presses electrodes to the temples of a crumbkin and cackles wildly. And in the depths of a mountain, a slumbering titan of cheese and malice—the fondoom—awakens from its slumber.

Between this adventure and the next, the characters are given a set of horseradishes and saddles from the royal stables to embark on a journey to Aygo in the Mojito Desert.

### BAG OF FARMING

The rules for the *bag of farming* will be released with our new farming and cooking systems in the full book!

# MONSTERS AND NPCs

This chapter includes the statistics and descriptions for monsters and nonplayer characters (NPCs) featured in this adventure.

## NPCs

The following statistics can be used to represent any humanoid or foodfolk NPC the characters encounter which does not have a bespoke stat block.

### CRUMBUNIST REVOLUTIONARY

Though the doctrine of Crumbinism has many sympathizers, only diehard believers become revolutionaries that will do anything to advance the cause. Crumbunist revolutionaries are organized into cells that independently spread the message of Crumbunism to loafers. Some focus on pamphlets and lectures, others focus on protests and staging worker's revolts, while others still seek to destabilize the ruling Pastryarchy by any means necessary. Revolutionaries are not trained warriors with decades of combat experience; they simply believe enough in equality to die for it.

#### CRUMBUNIST REVOLUTIONARY

Medium humanoid (crumbkin), any chaotic alignment

**ARMOR CLASS** 11  
**HIT POINTS** 9 (2d8)  
**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)	14 (+2)

**SKILLS** Perception +3, Persuasion +4  
**SENSES** passive Perception 13  
**LANGUAGES** any one language (usually Common)

**CHALLENGE** 1/8 (25 XP)

**BRAVE.** The revolutionary has advantage on saving throws against being frightened.

#### ACTIONS

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

### FOODFOLK ADVENTURER

For a region of its size, Yumm Island plays host to a staggering number of quests, adventures, and perilous dungeon dives. The wide array of dangerous food monsters might have something to do with it. As such, the island supports a bustling economy of adventuring companies who take on jobs ranging from monster-fighting to world-ending-disaster-stoppers. Any foodfolk or humanoid in Yumm can become a self-branded adventurer if they're willing to risk life and limb. Use foodfolk adventurer statistics whenever the story calls for a background character with some combat training.

#### FOODFOLK ADVENTURER

Medium humanoid (any foodfolk race), any alignment

**ARMOR CLASS** 14 (studded leather armor)  
**HIT POINTS** 26 (4d8 + 8)  
**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)	14 (+2)

**SENSES** passive Perception 12  
**LANGUAGES** any one language (usually Common)

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

#### ACTIONS

**MULTIATTACK.** The adventurer makes two attacks.

**JAWBREAKER MORNINGSTAR.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

**HEAVY SLINGSHOT.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

## FOODFOLK COMMONER

Yumm Island is home to a preposterous variety of foodfolk, from the hale and hearty veggies to the adventurous frostlings. However, most foodfolk are too preoccupied with the goings-on of day-to-day life to go on perilous, breathtaking adventures. Use foodfolk commoners whenever the story calls for the statistics for a background character without adventuring experience.

## NEAPOLITAN GUARD

The Twin Kingdoms of Candia maintain a fragile stability through the tireless service of the Neapolitan Guard, a regiment of elite frostling knights pledged equally to houses Wanilla and Phudge. An ancient peace treaty between the two monarchies established the Guard as a bulwark against instability, for if both kings are defended by the same warriors, there can be no imbalance of power.

Waffle cone frostlings, equipped with magically-frozen popsicle spears, form the backbone of the Neapolitan Guard. It is a prodigious position awarded only to warriors that possess might and canny in equal proportion.

## 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.

## FOODFOLK COMMONER

Medium humanoid (any foodfolk race), any alignment

**ARMOR CLASS** 10  
**HIT POINTS** 4 (1d8)  
**SPEED** 30 ft.

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

**SENSES** passive Perception 10  
**LANGUAGES** any one language (usually Common)

**CHALLENGE** 1/8 (25 XP)

### ACTIONS

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

**SLINGSHOT.** *Ranged Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

## NEAPOLITAN GUARD

Medium humanoid (frostling), any lawful alignment

**ARMOR CLASS** 16 (breastplate, shield)  
**HIT POINTS** 22 (6d8 + 6)  
**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-0)	13 (+1)	14 (+2)	12 (+1)	10 (+0)

**SKILLS** Perception +3  
**SENSES** passive Perception 13  
**LANGUAGES** any one language (usually Common)

**CHALLENGE** 1 (200 XP)

### ACTIONS

**MULTIATTACK.** The guard makes two attacks.

**POPSICLE SPEAR.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) cold damage or 6 (1d8 + 2) cold damage if used with two hands to make a melee attack.

## 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.

## SISTER BELLE

Svelte and well-studied, the Spice warlock Sister Belle climbed up the ranks of the pastryarch elite and embedded herself with the Wanilla family. She served as governess for Princess Wanilla for many years, supplementing lessons of reading, writing, and arithmetic, with the ways of Spice magic. Though the princess was a poor pupil, she took quickly to the decisive and power-hungry teachings of Kaienn.

As her name implies, Sister Belle holds a position of religious authority in the cult of Kaienn, the Demoness of Spice. Warlocks acting as clerics are unusual, but not unprecedented. Yumm Island has few actual gods, but plenty of meddlesome demons ready to play the part of one for loyal warlocks.

## SISTER BELLE

Medium humanoid (veggie), lawful evil

**ARMOR CLASS** 12

**HIT POINTS** 60 (11d8 + 11)

**SPEED** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	15 (+2)	10 (+0)	16 (+3)

**SKILLS** Deception +5, Religion +2

**DAMAGE RESISTANCE** fire

**SENSES** passive Perception 10

**LANGUAGES** Common, Infernal

### CHALLENGE 1/2 (100 XP)

**DARK DEVOTION.** Sister Belle has advantage on saving throws against being charmed or frightened.

**SPELLCASTING.** Sister Belle is a 4th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). She regains its expended spell slots when she finishes a short or long rest. She knows the following warlock spells:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*  
1st-2nd level (2 2nd-level slots): *charm person*, *comprehend languages*, *hold person*, *misty step*, *spider climb*

### ACTIONS

**PEPPER BALL.** *Ranged Spell Attack:* +4 to hit, reach 60 ft., one target. *Hit:* 7 (2d4) fire damage and the target must make a DC 12 Constitution saving throw or be blinded. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

# MONSTERS

The following monsters feature prominently in this adventure.

## 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** 13

**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

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.

## 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 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.

## 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 slurried 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.

## GRAHAM KRAKEN TENTACLE

Medium undead, unaligned

**ARMOR CLASS** 14 (natural armor)  
**HIT POINTS** 37 (5d10 + 10)  
**SPEED** 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	7 (-2)	13 (+1)	10 (+0)

**DAMAGE VULNERABILITIES** acid  
**DAMAGE IMMUNITIES** poison  
**CONDITION IMMUNITIES** exhaustion, poisoned, prone  
**SENSES** darkvision 60 ft., passive Perception 11  
**LANGUAGES** —

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

### ACTIONS

**CONstrict.** *Melee Weapon Attack:* +4 to hit, reach 30 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the tentacle can't constrict another target.

## 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 (+3)	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.

## GRAHAM KRAKEN TENTACLE

The graham kraken is a soggy, starchy terror of the seas. However, when the monstrosity besieges ships on the high seas, sailors rarely see the graham kraken's cephalopod body. The body of the beast remains concealed in the murky depths while its tentacles slither up the hull to snap masts and drag sailors below. Though the tentacles can be independently defeated, doing so might further arouse the monster's ire.

## 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, and 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-nom-icon* 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.

# MAGIC ITEMS

The following magic items feature prominently in this adventure.

## 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.

## 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.

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