

CHAPTER 3: SUBCLASSES

By third level, every class offers a character-defining choice called a subclass, which unlocks a series of special features not available to the class as a whole. Subclasses change how the class plays and further differentiate each class into a spectrum of discrete archetypes. For example, all rogues are skillful and stealthy, but Thieves and Bubblegum Bandits embrace wildly different skills and lean into their own unique skill sets.

The Island of Yumm plays host to adventurers of every class and subclass (even those presented outside this book!), and even boasts a few unique subclasses empowered by the island's food-themed magic. Clerics in Yumm equally pledge themselves to the Life Domain and the Mushroom Domain.

This chapter offers twelve subclass options—one for each of the core classes in 5e—ranging from sinister Mold Magic sorcerers to musclebound Oath of Protein paladins. Many of these subclasses are suitable for other campaign settings; others may not. Your GM has the final word on whether a subclass is in your campaign.



Subclasses

Subclass	Level	Class	Description
Path of Spinach	3rd	Barbarian	Following the example of a strongman sailor, eats leafy greens for a source of might
Culinary College	3rd	Bard	Trained in international cuisine, entertains friends with inspiring snacks
Mushroom Domain	1st	Cleric	A divine defender of the Mushroom Forest that uses swordplay and spores
Circle of Harvest	2nd	Druid	Grows bushels of magical, restorative crops, such as <i>jelly beans</i> and <i>candy apples</i>
Foodfighter	3rd	Fighter	An improvised warrior that wields fistfulls of food to foil their foes
Way of the Garden	3rd	Monk	Focuses their ki through the meditative act of gardening, unlocking the power of druidic magic
Oath of Protein	3rd	Paladin	Swears an oath to the gym to get swole, no matter how much raw chicken they have to eat
Freeranger	3rd	Ranger	An expert Yumm Island hunter, exploits elemental weaknesses in every foe
Bubblegum Bandit	3rd	Rogue	Armed with a slingshot and gumball bullets, gums up enemies and makes the battlefield sticky
Mold Magic	1st	Sorcerer	Using the power of sinister black mold, animates unbread to do their bidding
The Flavor	1st	Warlock	Forges a pact with one of the four Demonesses of Flavor to gain a suite of flavormental powers
School of Gastronomy	2nd	Wizard	A master of food magic that conjures feasts with a flick of a wand

CLERIC

Mushroom Domain

Perhaps the most sacred tradition on Yumm Island is the protection of the Mushroom Forest. A portofello that grows old enough can root itself into the forest, growing larger and more treelike with passing decades. However, until the tree itself falls, the portofello lives on. In this way, the forest is a mausoleum and an honored ancestral home for the portofellos, a place of great spiritual significance.

Defenders of the forest become clerics of the Mushroom Domain. Using a lightning-quick style of swordplay derived from portofello tradition, these clerics form a wandering force that strikes down intruders to the forest and deters outsiders from entry. Mushroom clerics are feared combatants, bringing divine magic and deadly blades to bear against their foes.



Clerics on Yumm Island

The foodfolk of Yumm Island honor no pantheons and practice no evangelism, but clerics number among their people regardless. Some Yumm-native clerics have apprenticed under outsiders, and borrow the worship of far-off elven or human gods to fuel their divine magic, but many more eschew the need for a god entirely. As long as a cleric dedicates themselves to an ideal, such as Life (or indeed, Mushrooms), they can access divine magic and practice clerical work on the Island of Yumm.

Mushroom Domain Spells

Cleric Level	Spells
1st	<i>entangle, heroism</i>
3rd	<i>darkvision, warding bond</i>
5th	<i>speak with plants, spirit guardians</i>
7th	<i>banishment, hallucinatory terrain</i>
9th	<i>awaken, hallow</i>

Mushroom Sigils

Starting when you choose this domain at 1st level, the ancestor trees of the great Mushroom Forest ward you against harm. Your Armor Class equals 10 + your Dexterity modifier + your Wisdom modifier.

Bonus Proficiency

Also at 1st level, you learn the portofellos' traditional swordplay. You gain proficiency with martial weapons.

Channel Divinity: Spore Shroud

At 2nd level, you can use your Channel Divinity as an action to eject a 10-foot radius cloud of mushroom spores, poisoning and hobbling your foes. This cloud moves with you and lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. This area is lightly obscured. When you create this cloud, you can designate any number of creatures to be unaffected by it. When an affected creature enters the

cloud for the first time on its turn or begins its turn there, it must make a Constitution saving throw or be poisoned. While poisoned, a creature's movement speed is halved. A poisoned creature can repeat this saving throw at the end of each of its turn, ending the effect on itself on a success.

Roots of the Ronin

Beginning at 6th level, you have learned the “rooted swordsman stance,” used by elite defenders of the Mushroom Forest. You can root your feet into the soil or unroot yourself as a bonus action. While rooted, you can't move, and can't be knocked prone or be moved against your will. Additionally, you can attack twice, instead of once, whenever you take the Attack action on your turn. Both attacks must use a finesse weapon.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with poisonous mushroom spores. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 poison damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Ancestor Tree

Beginning at 17th level, you can channel the wisdom and might of the great ancestor mushroom trees. When you root to the soil, you gain the following benefits:

- › Your size becomes Large, as per the Enlarge effect of the spell *enlarge/reduce*. This size change lasts until you are unrooted.
- › You gain 20 temporary hit points, which last until you are unrooted.
- › The reach of your melee weapon attacks increases by 5 feet.

Portofello Mushroom Clerics

While foodfolk and humanoids of any race can pledge to protect the great mushroom forests, portofellos make up the majority of the loose-knit mushroom clergy. These portofellos see protecting the mushroom forest as a mandate from their ancestors and as a way to safeguard their own futures as ancestor trees.

DRUID

Circle of Harvest

Druids of the Circle of Harvest don autumnal colors and draw their power from newly risen crops. On the Island of Yumm, the harvest season not only brings corn, rice, and pumpkins, but also magical crops like *candy apples* and *jelly beans* that druids can sprout at their fingertips. Such druids protect and vitalize farmland so that everyone on Yumm Island can be happy and free of hunger, in direct opposition to Mold Magic sorcerers and rampaging foodbeasts that could spoil the harvest.

Candy Crops

By 2nd level, you gain the power to sprout fully ripened candy crops in mere moments. You can use your action and expend a use of your Wild Shape feature to grow a number of consumable magic items, which sprout in your space. Pick 1 of the magic on the table below; the table shows how many of each item you produce when you use this feature. These magic items last until you finish a long rest.



You can pick one of these crops and eat it using the same action.

Once you use this feature, you can't use it again until you finish a long rest.

Magic Item	Number Produced
Candy Apple	1d4 + 1
Candy Corn on the Cob	2
Jelly Beans	1d12 + 3

Autumnal Fields

At 6th level, you learn the *plant growth* spell, which doesn't count against the number of spells you have prepared. When you cast *plant growth*, you can choose one of the following three benefits:

- › You can cast the spell using 1 action as if you had cast the spell over 8 hours.
- › You and creatures you choose can move through the overgrown plants without using extra movement.
- › You can cause explosive pumpkins to grow concealed within the overgrown plants. Pick a number of unoccupied spaces up to twice your proficiency bonus within the affected radius to contain a Small pumpkin. The pumpkins are well-hidden and require a successful Wisdom (Perception) check against your spell save DC to be found. Creatures you choose automatically succeed this check.

When a creature moves into a space occupied by a pumpkin, the pumpkin explodes. The creature must make a Dexterity saving throw against your druid spell save DC. On a failed save, the creature takes 1d6 fire damage per level of the spell slot expended to cast *plant growth*, or half as much damage on a successful save.

Bountiful Harvest

Beginning at 10th level, the hit points and temporary hit points that creatures regain from magic items you create using your Candy Crops feature are doubled.

Corn Maze of Nightmares

At 14th level, you can cast the spell *maze* once, without using a spell slot or material components, to banish a creature into an infinite corn maze. When you cast the spell in this way, the spell's duration is reduced to 1 minute. Once you use this feature to cast the spell without using a spell slot, you can't do so again until you finish a long rest.

Starting at 15th level, you learn the spell *maze* which counts as a druid spell for you and doesn't count against your number of spells prepared. When

you cast the spell using a spell slot, an invisible eldritch force stalks the corn maze, menacing whatever is trapped there. You can use an action to deal 4d6 psychic damage to a creature that has been trapped in the maze for 1 minute or less. If the creature drops to 0 hit points, the spell ends and the creature reappears in the space it left.

PALADIN

Oath of Protein

Paladins that swear an oath to creatine and daily workouts stand out in the crowd. In a word, they're built. Swole. Buff. Huge. Such physical fitness comes from years of dedication in the gym and a strict diet of protein shakes, chicken breasts, and eggs. By the time a muscle-bound fitness enthusiast is ready to show off their pectorals on the beach, they're a fully-inducted paladin to the Oath of Protein.

Tenets of Protein

Though paladins of Protein are unified by their strict regimen of workouts and diets, the specifics of these philosophies can differ wildly. Some paladins pledge to eat only plant-based protein, whereas others are less picky but make broad proclamations about which exercises are healthy and which are not. Generally, however, most who swear the Oath of Protein abide by the following principles:

Gradual and Progressive. Nothing lasting was accomplished overnight. Build up your workout incrementally each day until you reach your goals.

Rest and Recovery. No one is impervious to damage or immune to stress. You must recuperate to heal and consolidate your gains.

Use It or Lose It. Your talent and dedication don't entitle you to boundless strength and health. If you don't keep up your routine, these gifts will slip away.

Oath Spells

You gain oath spells at the paladin levels listed.

Oath of Protein Spells

Paladin Level	Spells
3rd	<i>heroism, jump</i>
5th	<i>enhance ability, lesser restoration</i>
9th	<i>haste, remove curse</i>
13th	<i>guardian of faith, stone skin</i>
17th	<i>greater restoration, hold monster</i>

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Get Huge. As a bonus action using your Channel Divinity, your muscles bulge and veins pop out of your forehead. You gain the effect of the “Enlarge” option of the *enlarge/reduce* spell for 1 minute.

Protein Shake. You can use your action using your Channel Divinity to conjure and consume a pre-workout concoction. For the next 10 minutes, your Strength score increases by 2, and your maximum for this score increases to 22. Additionally, when you make a Strength (Athletics) check, you can treat the result as a 10, or your paladin level plus your Charisma modifier, whichever is higher.

Halfling Hurler

Starting at 7th level, when a creature comes within 10 feet of you, you can use your reaction to immediately move up to half your speed without provoking opportunity attacks and attempt to grapple that creature.

Additionally, you can use your action to outright lift and throw a creature that is one or more sizes smaller than you. You must be grappling a hostile creature to throw it, and a willing creature must be within 5 feet of you. If the creature is one size smaller than you, you can throw it up to 30 feet. If it is two or more size categories smaller than you, you can throw it up to 60 feet. Upon landing, the creature takes 1d6 bludgeoning damage for every 10 feet it is thrown.

Unpinnable Wrestler

Beginning at 15th level, you are always under the effects of the *freedom of movement* spell. Additionally, grappling a creature doesn't reduce your movement speed.



Peak Performance

At 20th level, you have achieved the pinnacle of your physical fitness, becoming akin to a demigod of whey protein and granting you the following benefits:

- › Creatures you are grappling have disadvantage on attacks against you, and you have advantage on saving throws against effects caused by creatures you are grappling.
- › You can use your Get Huge and Protein Shake Channel Divinity options using one action and a single use of your Channel Divinity.
- › Your Get Huge Channel Divinity feature improves. You grow two sizes, instead of one, and your enlarged weapons deal an extra 2d4 damage, instead of 1d4.
- › Your Protein Shake Channel Divinity improves. Your Strength increases by 4, and your maximum for this score increases to 24.



ROGUE

Bubblegum Bandit

Well-practiced with a slingshot and sticky gumball bullets, the archetypal bubblegum bandit is a thief, a ner-do-well, and a brigand, but need not be. While many bubblegum bandits fall in line with gangs of gumslingers (especially under the notorious bandit leader, Bazooka Joe), just as many have reformed their ways and found work as adventurers. Marksmen and scouts are always welcome on adventuring expeditions, even if the scout in question has a history of kleptomania.

Bonus Proficiencies

Starting when you choose this archetype at 3rd level, you gain proficiency with heavy slingshots.

Sticky Business

At 3rd level, when you hit a creature with a ranged weapon attack using a slingshot or heavy slingshot, you cover it in gum, reducing its movement speed by 15 feet. This speed reduction is cumulative. If you reduce a flying creature's speed to 0 feet, it falls prone.

A creature covered in gum can use its action to make a Strength (Athletics) check to break free of it, restoring its movement speed on a success. The save DC equals 8 + your proficiency bonus + your Dexterity modifier.

You can use your Sneak Attack against any creature that has a reduced movement speed, even if you don't have advantage on the attack roll, but not if you have disadvantage on it.

Bubblegum Bomber

Beginning at 9th level, you can craft a *bubblegum bomb* whenever you finish a short or long rest. The bomb lasts until you use this feature again. You can throw this bomb as a bonus action, instead of an action. Additionally, when you throw it, its save DC equals 8 + your proficiency bonus + your Dexterity modifier.

Gumshoe

At 13th level, you can use globs of bubblegum to stick things together. As a bonus action, you can adhere an object to a surface you choose. A creature can use its action to make a DC 20 Strength (Athletics) check to unstick the object.

Additionally, you can use your bonus action to stick wads of bubblegum on your feet. Until you remove this gum on your turn (no action required), you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed.

Top Gum

Beginning at 17th level, you have advantage on attack rolls you make against any creature that hasn't moved on its previous turn. Your Sneak Attack damage against such a creature increases by 3d6.

SORCERER

Mold Magic

The most insidious magic given life by the Island of Yumm is Mold Magic, a creeping necromancy that infects foodfolk and reanimates them as unbreed. Once the spores of necromantic black mold have taken hold, it is impossible to be rid of them. Many fall prey to an all-consuming cough as the mold spreads, but a rare few manage to embrace the mold and find a spark of sorcery within.

Animate Bread

On the Island of Yumm, necromantic magic holds special sway over legions of the walking bread. Whenever you cast the spell *animate dead*, you can choose to animate 2 unbread instead of animating a skeleton or zombie. Similarly, you can reassert control over twice the number of unbread as other undead creatures.

In combat, the unbread's turn comes immediately after yours. It obeys your mental commands, and the only action it can take is the Attack action, making one melee attack. Unbread animated this way use your spell attack bonus to make their attack rolls.

You can command a total number of unbread equal to your proficiency bonus using this feature. Starting at 6th level, whenever you deal poison or necrotic damage with a sorcerer class feature and reduce a hostile foodfolk to 0 hit points, you can animate it as an unbread.

Mold Spells

You learn additional spells when you reach certain levels in this class, as shown on the Mold Spells table. Each spell counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know. These spells can't be replaced when you gain a level in this class.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be a necromancy or a transmutation spell from the sorcerer, warlock, or wizard spell list.

Creeping Rot

By 6th level, you can use your action to cover an area in black mold infused with necromantic energy. Expend a number of sorcery points up to your proficiency bonus. The effect's area consists of one 10-foot cube for each sorcery point expended, arranged as you wish within 120 feet of you. Each cube must have at least one face adjacent to the face of another cube. The area is difficult terrain for creatures other than you and unbread you control. Nonmagical vegetation in that area withers and objects within the area that aren't being worn or carried are covered in black mold.

Mold Spells

Sorcerer Level	Spells
1st	<i>bane</i> , <i>inflict wounds</i>
3rd	<i>protection from poison</i> , <i>ray of enfeeblement</i>
5th	<i>animate dead</i> , <i>stinking cloud</i>
7th	<i>blight</i> , <i>death ward</i>
9th	<i>antilife shell</i> , <i>contagion</i>

The Bread Rise

At 1st level, your magic carries sinister black spores. Whenever you cast a spell of 1st level or higher that deals necrotic or poison damage and you reduce a hostile foodfolk to 0 hit points, you can instantly reanimate it. The foodfolk rises as an unbread under your control, causing it to stand up immediately with 1 hit point. The creature uses the unbread stat block found in the Monsters chapter. It remains animated for 1 hour, after which time it collapses and dies.





Any creature other than you and unbread you control that enters the area for the first time on a turn, starts its turn in the area, or touches an object covered in black mold must make a Constitution saving throw or take 1d6 necrotic damage for each point of your proficiency bonus.

At the start of each of your turns, you can choose for the black mold to spread. Add another 10-foot cube with at least one face adjacent to another cube to the effect's area. The mold immediately covers surfaces and objects that aren't being worn or carried in that area.

After 1 minute, the mold withers and vanishes. Any 10-foot cube of mold exposed to fire burns away in 1 round.

Spore Carriers

Beginning at 14th level, when an unbread under your control drops to 0 hit points, you can choose for it to ignore its Relentless trait and cause it to explode with mold. Additionally, you can expend up to 6 sorcery points to increase the force of the explosion. Each creature within 5 feet of the thrall, other than yourself and other undead creatures under your control, must make a Dexterity saving throw against your spell save DC. On a failed save, a creature takes 4d6 poison

damage, plus 1d6 poison damage for each sorcery point expended, and is poisoned until the start of your next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

Fungal Regeneration

By 18th level, your black mold nourishes and heals your body. As a reaction, when an unbread under your control dies within 10 feet of you, you can absorb its spores to rejuvenate yourself. You can spend and roll one or more of your unspent Hit Dice and regain a number of hit points as if you had just finished a short rest. When you use this ability, you can spend a number of Hit Dice up to your proficiency bonus. Additionally, you can use an action and spend 3 sorcery points to restore a severed body member (finger, leg, tail, and so on) of a creature you touch. The stump is covered in a mat of black mold for 24 hours, after which the body member is restored.

WARLOCK

The Flavor

The Four Flavors—Mint, Sour, Spice, and Sweet—are akin to elements on Yumm Island. Each empowers its own type of magic and each derives its existence from a plane inhabited by foodlike elementals. However, each is also embodied in a Demoness, a type of meddlesome demigod that takes pleasure in meddling in the affairs of mortals.

Your patron is one such demoness, one of the four sisters—Kaienn, Mentha, Sakkaride, or Zsest—who struck a pact with you. In exchange for your mortal service and your soul being bound to their flavormental plane for eternity, you have harnessed incredible magic powers.

When you choose this subclass, you make a pact with one of the four Demonesses of Flavor. Choose one of the four Flavors and the corresponding demoness for your patron. Your choice is associated with a damage type, a favored weapon, and a spell list that are used by features you gain later.

Flavor

Flavor	Demoness	Damage Type	Favored Weapon
Mint	Mentha	Cold	Spear
Sour	Zsest	Acid	Scimitar
Spice	Kaienn	Fire	Mace
Sweet	Sakkaride	Poison	Quarterstaff

Spell Level	Flavor Spells	Mint Spells	Sour Spells	Spice Spells	Sweet Spells
1st	<i>nauseating smite</i>	<i>popsicle spear</i>	<i>citrus blast</i>	<i>cinnamon swirl</i>	<i>charm person</i>
2nd	<i>blur</i>	<i>brain freeze</i>	<i>sour patch</i>	<i>scorching ray</i>	<i>sugarcoat</i>
3rd	<i>haste</i>	<i>sleet storm</i>	<i>heroic antics</i>	<i>hot potato</i>	<i>hypnotic pattern</i>
4th	<i>death ward</i>	<i>ice cream catapult</i>	<i>freedom of movement</i>	<i>pepper spray</i>	<i>compulsion</i>
5th	<i>rotting curse</i>	<i>cone of cold</i>	<i>passwall</i>	<i>flame strike</i>	<i>dominate person</i>

Expanded Spell List

At 1st level, the Flavor lets you choose from an expanded list of spells when you learn a warlock spell. The Flavor Expanded Spells table shows the flavor spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's flavor.

Flavormental Infusion

Beginning at 1st level, you can use a bonus action to imbue your patron's favored weapon with demonic powers while you are holding it. When you attack with that weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls. Additionally, you can choose for the weapon to deal the damage type associated with your patron, instead of its normal damage type. This benefit lasts until the weapon leaves your hand.

Secret Spice

At 1st level, you can use your action to discreetly impart your patron's flavor onto any food you can see within 5 feet of you.

When you do so, you can also choose to overseason the food. Any creature that eats the overseasoned food other than you must make a Constitution saving throw against your warlock spell save DC. On a failed save, the creature is poisoned for one hour. While poisoned, the creature is afflicted with a malady according to your patron's flavor. Mint imparts an unrelenting brain freeze, Sour causes acid reflux, Spice creates intense heartburn, and Sweet causes nausea. A poisoned creature can spend its action retching to repeat the saving throw, ending the effect on itself on a success.

Flavored Weapon

Beginning at 6th level, your patron bestows you with a gift: a magic weapon. *Mentha* grants you a *spearmint*, *Zsest* grants a *scimitar*, *Kaienn* grants you a *mace of Kaienn*, and *Sakkaride* grants you a *sugar cane*. You can summon the weapon to your empty hand whenever you would draw a weapon.

Additionally, when a creature you can see within 5 feet of you makes a melee weapon attack against you while you are holding your patron's magic weapon, you can use your reaction to deflect the attack. Make an attack roll with your patron's magic weapon. If the result of your roll is greater than the result of the attacker, the attack misses. Once you use this ability, you can't use it again until you finish a short or long rest.

Taste Tolerance

At 10th level, you gain resistance to the damage type associated with your patron. Additionally, immediately after you take damage of that type from a hostile creature, you gain temporary hit points equal to the damage taken, which last until the end of your next turn.

Storm of Flavor

Beginning at 14th level, you can summon a vortex of elemental energy around you as a bonus action. When you use this feature, you can designate any number of creatures you can see to be unaffected by it. For the next minute, affected creatures within 15 feet of you are subjected to the following effects:

- ▶ When an affected creature enters the area for the first time on a turn or starts its turn there, it must make a Dexterity saving throw against your warlock spell save DC. On a failed save, it takes 4d6 damage of the damage type associated with your patron, or half as much damage on a successful save.
- ▶ You have advantage on attacks against an affected creature in the area.
- ▶ An affected creature's speed is halved in the area. Additionally, it provokes opportunity attacks from you even if it takes the Disengage action before leaving your reach.

You can end this effect on your turn (no action required). Once you use this feature, you can't use it again until you finish a short or long rest.