

CHAPTER 1: RACES

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

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

Foodfolk

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

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

Humanoids

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



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

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

BERRIAN ☞

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

Feuding Clans

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

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

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

Wild Berries

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

Berrian Clan

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

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



Berrian Traits

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

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: Strength +2, Dexterity +1

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Aggressive Rush. When you roll initiative and are not surprised, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started.

Insult and Injury. You gain proficiency in the Intimidation skill. Additionally, you have advantage on Charisma (Intimidation) checks you make to provoke someone into attacking you.

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

Wild Berry Wrath. When you roll damage for a melee weapon attack, you can reroll the damage die and deal an extra 1d6 damage to the creature. You must use the new roll of the damage die, even if it is lower. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

CRUMBKIN

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

Down with the Pastryarchy!

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

At the heart of this schism are the Twin Kingdoms of Candia, a diarchy of pastryarch families that rules over dozens of loafer villages. The pastoral southern vegetable fields of Yumm Island fall almost entirely within the Twin Kingdoms’ borders, which means that the island’s vital supply of leafy green foods—the greens of production—are controlled by a small handful of pastryarchs. As a result, an ever-widening gulf separates the loafers and pastryarch nobility in the kingdom, which could boil over into revolution at any time.

Long Traditions

Rich and poor alike, crumbkin subscribe to a calendar of holidays and traditions that trace their roots back centuries. Obscure celebrations like Yeaster Sunday afford crumbkin time away from work to spend with their families, but few other foodfolk can even remember all of their holidays, much less keep track of the calendar. Therefore, loafers are known to spin a tale whenever they want to dodge an unpleasant obligation: unfortunately, it’s Crumbkin New Year, or Croissant Day, or even Crumblumbus Day, so they can’t possibly attend.



Loafer Traits

As a loafer crumbkin, you have the following racial traits:

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: +2 Strength, +1 Constitution

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Appetite. When you drink a potion or use a magic item that restores your hit points or grants you temporary hit points, you regain the maximum number of hit points or gain the maximum number of temporary hit points.

Brittle Crust. When you have all your hit points, you gain a +2 bonus to your Armor Class. Early to Rise. You can finish a long rest with four hours of sleep.

Hardworking. When you make an ability check using any skill in which you have proficiency, you can give yourself advantage on the check before rolling the d20. You can give yourself advantage in this way a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Pastryarch Traits

Sweet pastries from cookies to pies, pastryarchs occupy the upper crust of society.

As a pastryarch, you have the following racial traits:

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: +1 Dexterity, +2 Charisma

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium.

Appetite. When you drink a potion or use a magic item that restores your hit points or grants you temporary hit points, you regain the maximum number of hit points or gain the maximum number of temporary hit points.

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

Sickeningly Sweet. Once on each of your turns, when you deal damage to a creature with a spell and you have all of your hit points, you can deal extra poison damage to the creature equal to your proficiency bonus.

Candied Magic. You know the *candyblast* cantrip. Starting at 3rd level, you can cast the *butter fingers* spell with this trait, without requiring a material component. Starting at 5th level, you can cast the *sugarcoat* spell with this trait, without requiring a material component. Once you cast *butter fingers* or *sugarcoat* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose one when you select this race).

FROSTLING

The ice cream people known as frostlings inherited the chill of magic from the Demiplane of Ice Cream.

Elemental Emigrants

Unlike the other foodfolk, whose presence on Yumm Island dates back to before recorded history, frostlings have only called the island their home for around two hundred years. Before this time, they were the only foodfolk natives of a faraway plane of existence called the Demiplane of Ice Cream, a place of bitter cold and infinite lactose. Somehow, a great snowstorm that coated the slopes of the Bleu Ridge Mountains with Neapolitan ice cream magically transported a few hundred frostlings to Yumm, where they have been staple spellcasters ever since.

Frostlings were a natural fit to the culture of Yumm Island and quickly ingratiated themselves in every level of society. Today they can be found going on adventures, researching magic, and even protecting the Twin Kings of Candia. However, frostlings are sometimes considered aloof or forgetful by other foodfolk. Their magical gifts often set them apart from other foodfolk (except for pastryarchs) who must learn magic the old-fashioned way—through book-learning or eldritch pacts.

Assorted Flavors

Frostlings come in many different shapes and sizes, which are linked to their long familial lines. Some bear rigid waffle cones to protect them from harm, whereas others have two cookies on either side, or a dramatic whip of ice cream hair.

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



Frostling Flavor

When you make your frostling, pick one of the following flavors and its associated personality trait, or come up with one of your own.

d8	Flavor	Personality Trait
1	Vanilla	I find joy in the little things.
2	Chocolate	When I like something, I can obsess over it.
3	Strawberry	"Outgoing" is my word-of-the-day, every day.
4	Mint Chocolate	I'm the coolest person I know.
5	Cookie Dough	Sometimes I get into a little bit too much trouble.
6	Cookes and Cream	I compulsively quip and make puns.
7	Pistachio	I love figuring out the solutions to problems.
8	Neapolitan	Protecting others is more important than anything.

Frostling Traits

Sweet but cold, you have the following racial traits:

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: Strength +2, Intelligence +1

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cold Resistance. You have resistance to cold damage.

Cold Shoulder. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Frostling Magic. You know the *ray of frost* cantrip. Starting at 3rd level, you can cast the *popsicle spear* spell with this trait, without requiring a material component. Starting at 5th level, you can cast the *brain freeze* spell with this trait, without requiring a material component. Once you cast *popsicle spear* or *brain freeze* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose one when you select this race).

Frostling Family. Frostlings from different families manifest their cold magic in different ways, and often bear obvious physical traits. Choose one of the following family options for your frostling:

Gelato's Knack. You have proficiency in one skill and one tool of your choice.

Natural Armor. You have a waffle cone that acts as natural armor. When you aren't wearing armor, your base AC is 13 + your Dexterity modifier. You can use your waffle cone armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your waffle cone armor.

Sandwich's Charm. Whenever an ally you can see within 30 feet fails a saving throw against a spell, you can use your reaction to roll a d4 and add it to the roll, potentially changing the outcome.



GUMMY

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

Squishy Bears

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

Overcompensating

Their short stature and rubbery bodies are deeply ingrained in the gummy psyche, leading to the sort of brash, loud overcompensation which is signature among gummy knights. In an effort to impress, an armored gummy will charge into battle, face down dragons, or arm wrestle a foodbeast, especially if doing so humiliates someone taller than themselves. Such gummies also make for inspiring leaders, delivering overwrought speeches and leading their allies on the frontlines.

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



Gummy Traits

Squishy and brave, you have the following racial traits:

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: Strength +2, Charisma +1

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium or Small. You can use your action to puff yourself up to Medium size or deflate back down to Small size.

Speed. Your walking speed is 30 feet.

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Bravado. While you have an ally within 10 feet of you, you have advantage on saving throws to avoid or end the charmed or frightened condition on yourself.

Catchphrase. As a bonus action, you shout your signature catchphrase. You and each friendly creature within 10 feet of you gain temporary hit points equal to your proficiency bonus. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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



KOKONAUT

The island of Yumm is surrounded by dozens of smaller, uncharted islands inhabited by the diminutive kokonauts. Identifiable by their hard shells with three characteristic holes, these foodfolk make for fearsome warriors and captivating bards.

Natural Islanders

Kokonauts owe their intrepid migration to islands across the ocean to a single solitary fact: unlike other foodfolk, kokonauts generally float. In fact, a well-fed and hydrated kokonaut can bob on the waves for weeks on end, eventually washing up on never-before-seen shores. More than one kokonaut has (intentionally or not) washed out to sea, only to return years later with fanciful stories of far-flung lands.

Generally, kokonauts on different islands are completely disconnected from one another, and practice different traditions and shell-songs. Those who live on the beaches of Yumm are familiar with a few nearby islands, but know nothing of the ocean-wide scope of their kokonaut kin.

Speechless and Performative

Due to their round, inflexible shells, kokonauts lack the ability to speak, but still have language of a sort. Kokonauts communicate with a musical rhythm of drumming on their shells and performing charades. Especially for kokonauts living on the same island, communication in this way is efficient and expressive, with conversations sounding more like drum concerts than speech.

However, kokonauts must take more time to communicate their ideas to those who haven't learned their rhythmic syntax. A few minutes of elaborate gestures can fill in the gaps, even for the densest listener. Most residents of Yumm understand kokonauts fluently, and some can even impersonate their rhythms with a bongo or similar props.

Kokonaut Traits

Your armored shell and performative communication grant you a variety of traits.

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: Charisma +2, Constitution +1

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Natural Armor. Your shell provides you a base AC of 17 (your Dexterity modifier doesn't affect this number). You can't wear light, medium, or heavy armor, but if you are using a shield, you can apply the shield's bonus as normal.

Natural Performer. You have proficiency in the Performance skill. Additionally, you can use a Charisma (Performance) check in place of any Charisma (Persuasion) check.

Nonverbal. As a kokonaut, you can't speak, but you can communicate ideas by drumming on your shell and performing elaborate gestures. This allows you to perform the verbal components of spells normally. Additionally, you can use your shell as a musical instrument with which you are proficient.

Rollback. When you take damage from a melee weapon attack, you can use your reaction to move 5 feet away from the attacker without provoking opportunity attacks.

Slam. By drawing your limbs into your shell and leaping at a foe, you can use your shell to make unarmed strikes. When you hit with it, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.

PORTOFELLOS

Reclusive and wise protectors of the Fungal Forest, portofellos are a rarity on the island of Yumm. Other foodfolk travel the island freely, settling in cities and villages from the coast to the mountains, but portofellos rarely stray from their fungal groves, and most return there when they choose to settle down. As such, many foodfolk eye the wide-hatted portofellos with curiosity, if not outright suspicion.

Sacred Fungal Groves

From their ancient traditions to their stoic demeanor, portofellos must be understood in context to their unique life cycle. When a portofello grows old enough, they can choose to take root in a mushroom forest instead of dying normally. This choice extends their life by several decades, but sees them growing larger and less responsive until they become yet another of the forest's colossal and age-old mushroom trees.

These trees are sacred to portofellos, as they are literally their ancestors. As a result, most portofellos live according to a strict code of honor and etiquette while within the forest, lest they offend a watching relative. By extension, roads can't be built through the mushroom forests, nor can any building that harms the great mushroom trees be constructed within the forests. Portofellos live in concert with their environment according to their traditions and fight relentlessly to protect their lands from outside interference.



Work in progress

Mushwyrms Riders

Portofellos aren't the only denizens of the fungal forests. For centuries, portofellos have tamed beasts known as mushwyrms—horse-sized mushroom creatures similar in shape to enormous salamanders—which they use to cross their forests swiftly and climb into the uppermost caps of the canopy. Taming and naming their first mushwyrms is a rite of adulthood among portofellos, and many portofellos form lifelong bonds with their mushwyrms mounts.

However, portofellos who leave the fungal forests must leave their mushwyrms behind. Mushwyrms which leave the ever-shaded canopy of the mushroom forests for more than a few weeks become quite ill, so wandering portofellos almost exclusively walk across the island, no matter how impractical the journey.

Variant: Quick Backgrounds

Your character's past before they became an adventurer is one of the three critical decisions you make when designing your character (and the other two are selecting your race and class). However, backgrounds are more malleable than other character decisions and can be developed in retrospect throughout the course of play. If you want a quick baseline background on which to build your next character without a lot of baggage, pick one of the following quick backgrounds and gain the associated proficiencies:

Apple Corps Soldier. Athletics, Perception one type of gaming set

Artist. Insight, Performance, painter's supplies

Bandit. Intimidation, Stealth, one type of gaming set

Candia Guard. Athletics, Investigation, one type of gaming set

Chef. Medicine, Persuasion, cook's utensils

Detective. Insight, Investigation, one type of gaming set

Entertainer. Acrobatics, Performance, one type of musical instrument

Explorer. History, Survival, cartographer's tools

Farmer. Insight, Nature, one set of artisan's tools

Mage's Apprentice. Arcana, History, alchemist's supplies

Merchant. Investigation, Persuasion, one type of gaming set

Miner. Athletics, History, mason's tools

Rancher. Animal Handling, Insight, leatherworker's tools

Sailor. Athletics, Perception, navigator's tools

Scholar. History, Persuasion, alchemist's supplies

Thief. Deception, Stealth, thieves' tools

Tinker. Investigation, Sleight of Hand, tinker's tools

Portofello Traits

Your fungal heritage and upbringing manifest in a variety of traits.

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: +2 Wisdom, +1 Dexterity

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. Accustomed to the gloomy shade of the mushroom forests, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Fungal Resilience. You have advantage on saving throws you make to avoid or end the poisoned condition on yourself.

Natural Empathy. You gain proficiency in one of the following skills of your choice: Animal Handling, Medicine, Nature, or Survival.

Quick-Draw Technique. Portofellos are feared for their lightning-quick swordplay. When a hostile creature moves within 5 feet of you and you are holding nothing in your hands, you can use your reaction to draw a melee weapon and make a melee weapon attack against the creature. You can't use this trait if you are surprised or the attack would have disadvantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Rooted. 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 moved against your will. Additionally, you can absorb water and nutrients from the soil, absorbing enough food and water for one day after being rooted for an hour, or after being rooted for 10 minutes if you root yourself into an environment especially hospitable to fungi, such as the trunk of a fallen tree.

PUFT

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

Muscles of Fluff

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

Passive and Tolerant

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

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

Puft Traits

Hardy yet serene, you have the following racial traits.

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: +2 Constitution, +1 Wisdom

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Body Slam. If you move at least 10 feet straight toward a Large or smaller target and then hit it with a melee weapon attack on the same turn, you can use a bonus action to push the target 5 feet away from you immediately after the attack.



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

Placid. You have advantage on saving throws you make to avoid or end the frightened condition on yourself.

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

PUMPKID ☺

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

Tricks! Treats!

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

Too Cool for Skool

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



Pumpkid Traits

Impish and irksome, you have the following racial traits.

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: +2 Dexterity, +1 Charisma

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

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

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

Taunt. You can use your bonus action to mock a creature within 15 feet of you. If the target can hear you (though it need not understand you), it has disadvantage on the next attack roll it makes against a creature other than you before the end of its next turn. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

VEGGIES

As their name suggests, veggies resemble everything from carrots to kale. They are an endlessly colorful group of foodfolk with wildly different aptitudes and outlooks.

Diverse Dabblers

All foodfolk know at least one stereotype about veggies: tomatoes are brusque, carrots are bookish, and beets are vulgar. Some of these are partly true—tomatoes are indeed tactless critics—but many more are founded in half-truths or misunderstandings. More so than any other type of foodfolk, veggies are gifted with a broad range of talents to match their diversity in colors and shapes. Many veggies refuse to specialize, even within their chosen profession, and dabble endlessly with various hobbies.

Heroic Legends

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

Veggie Traits

Vibrant and diverse, you have the following traits:

Ability Score Increase. Increase one ability score of your choice by 2 and increase a different score by 1, or increase three different scores by 1.

Recommended: Dexterity +1, Constitution +1, Wisdom +1

Creature Type. You are a Humanoid. You are also considered foodfolk for any prerequisite or effect that requires you to be foodfolk.

Size. You are Medium.

Speed. Your walking speed is 30 feet.



Dabbler. Whenever you finish a long rest, you gain one of the following: proficiency in one skill of your choice, proficiency with thieves' tools, one cantrip of your choice from the wizard spell list, or proficiency with one weapon of your choice. If you choose a cantrip, Intelligence, Wisdom, or Charisma is your spellcasting ability for it. This proficiency or cantrip lasts until the end of your next long rest.

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

Veggie Valor. When you make an attack roll, ability check, or saving throw, you can roll 1d4 and add it to the roll. You can choose to use this trait after you roll the d20, but before the GM says whether the roll succeeds or fails. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

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

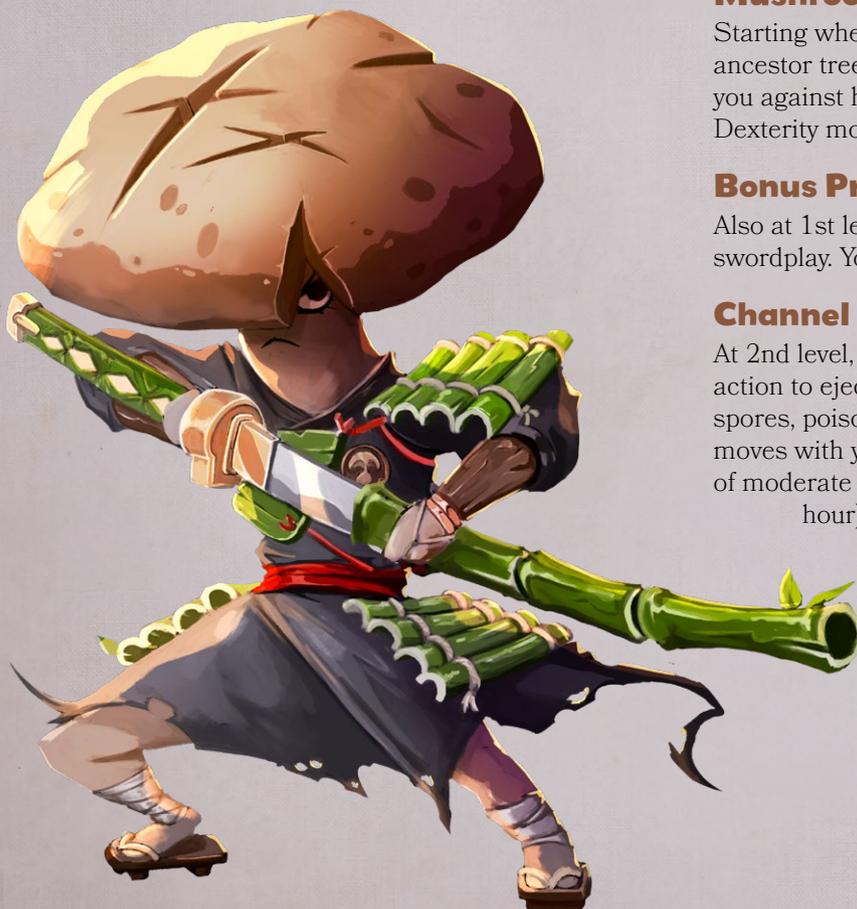
Subclass	Level	Class	Description
Path of Spinach	3rd	Barbarian	Following the example of a strongman sailor, eats leafy greens for a source of might
Culinary College	3rd	Bard	Trained in international cuisine, entertains friends with inspiring snacks
Mushroom Domain	1st	Cleric	A divine defender of the 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.