

RUMBLE IN THE FOOD PYRAMID

Rumble in The Food Pyramid is a Fifth Edition adventure designed for four characters with an average party level (APL) of 4. The party must accompany an apprentice adventurer into a combat cookoff hosted by an eccentric mummy wizard. This adventure takes place a few hours away from the town of Woodpine but can easily be placed in any high magic setting.

BACKGROUND

After spending centuries honing his skills, an eccentric mummy wizard named Torwix has finally perfected all culinary art forms (according to himself anyway). The problem? No one cares. Most of his peers laugh at him as they snap their fingers to prepare a nine-course banquet.

Determined to show them how great he is, Torwix went to Scry Entertainment with a proposal. He will use his talents as a culinary wizard to host a show that's part dungeon crawl, part cookoff. He received approval to create a pilot episode. Torwix has now extended his challenge across the land and awaits those who will face it (in other words, he blew the budget constructing a dungeon based on the food pyramid and needs volunteers). Soon the competition will begin, and Torwix will determine who is fit to hold the title of Culinary Wizard!

ADVENTURE SUMMARY

The characters begin in Woodpine, where a former adventurer hires them to assist their apprentice in winning Torwix's competition. The competition consists of two phases. The contestants first delve into his "pantry" (a food-themed dungeon filled with creatures made from/guarding ingredients), where they can collect ingredients and receive points for navigating encounters. Upon returning, the contestants are given their "inspiration" for the dish (the host) and begin a skill challenge. Mid-challenge Torwix gets bored and decides to introduce a secret ingredient (FEAR) by unleashing a pack of velociraptors on each team. He then judges each dish, announces a winner, and offers the winners a TV deal.

ADVENTURE HOOK

The following plot hook provides a possible way for the characters to get involved in the adventure.

A retired adventurer named Ber (N male half-orc **veteran**) approaches the party and communicates the following:

- An eccentric mummy wizard named Torwix will be hosting a "combat cookoff" broadcast by Scry Entertainment tomorrow.
- Ber forcibly entered his apprentice Gaduk into the competition to give him some experience. However, Ber has had second thoughts and is worried about Gaduk's



safety and asks the characters to assist him.

- He is willing to pay the party 20 gp each upon safely returning to town with Gaduk.

If the characters accept, Ber gives them directions to The Food Pyramid and answers any questions as best he can.

If the characters refuse, Gaduk dies in the cookoff, and Ber continues seeking help for seven days before giving up.

THE FOOD PYRAMID

The characters travel one hour through foothills to reach the pyramid from Woodpine. It is 20 feet tall, and the sandstone sharply contrasts with the green grass hills. There is a sandstone door facing the road. Above it is a flickering purple neon sign that depicts a mummy wearing a suit and reads "Adventurers wanted." The inside is a square sandstone room with a magic circle and a rope hanging from the ceiling with a sign that says, "Pull for details."

If the characters pull the rope, Torwix (CN male mummy **mage**) immediately contacts them with an ability similar to the *sending* spell. He communicates the following:

- This is a combat cookoff.
- Contestants will fight their way through the gauntlet that is his Food Pyramid's "pantry," searching for ingredients. And receive points for every encounter they navigate.
- Contestants will return to the studio after three hours. Torwix will then provide a mandatory source of inspiration for the dishes.
- Competitors can win by being the last team standing or creating the best dish.
- The winner receives the *robe of the culinary wizard* (see Appendix) and 200 gp.

He then asks if the characters would like to join and answers any questions to the best of his ability. If the characters accept, he asks them to enter the magic circle and teleports them to area 1.

GENERAL FEATURES

Unless stated otherwise, locations within the pyramid have the following features.

Ceilings. The ceilings throughout the pyramid are 15 feet tall. They are carved from sandstone and supported by sandstone ribs.

Floors and Walls. The pyramid has tiled sandstone floors. Sandstone columns support sandstone walls decorated with murals of cooking.

Doors. The pyramid has oak doors with iron hinges. Depictions of Torwix cooking with the ingredients found in the room behind decorate them. The doors have 15 AC, 20 hp, and immunity to poison and psychic damage. Otherwise, a character must succeed on a DC 20 Strength (Athletics) check to break the door down. Secret doors can be spotted with a successful DC 20 Wisdom (Perception) check. All the doors are unlocked unless stated otherwise.

Illumination. While in the pyramid, treat each area as having no light unless specified otherwise.

Watchful Host. While in area 5, Torwix can do the following:

- Hear and see any creatures within the pyramid through a surveillance system that utilizes the *scrying* spell.
- Choose to broadcast his voice to any number of rooms in the pyramid.
- Cast a *minor illusion* spell that affects any location in the pyramid.

He uses these features to commentate events, heckle

contestants, know when to activate traps, deliver over-dramatic commentary in a serious tone, play laugh tracks, and project visual effects.

Cameraman. Torwix ran out of automated cameras and has offered Gaduk a full-time position if he does well. Gaduk does not assist the characters and goads them into doing stupid things that make for good scryvision.

Kobold Chefs. The dragon in area 14 has an insatiable sweet tooth and has been sending her kobold servants to collect ingredients. However, they have had trouble navigating the pyramid safely, and several of their corpses litter the pyramid. Each corpse has a crudely scribbled grocery list written in shorthand.

The following locations are keyed to the maps of The Food Pyramid on pages 2, 3, 4 and 5.

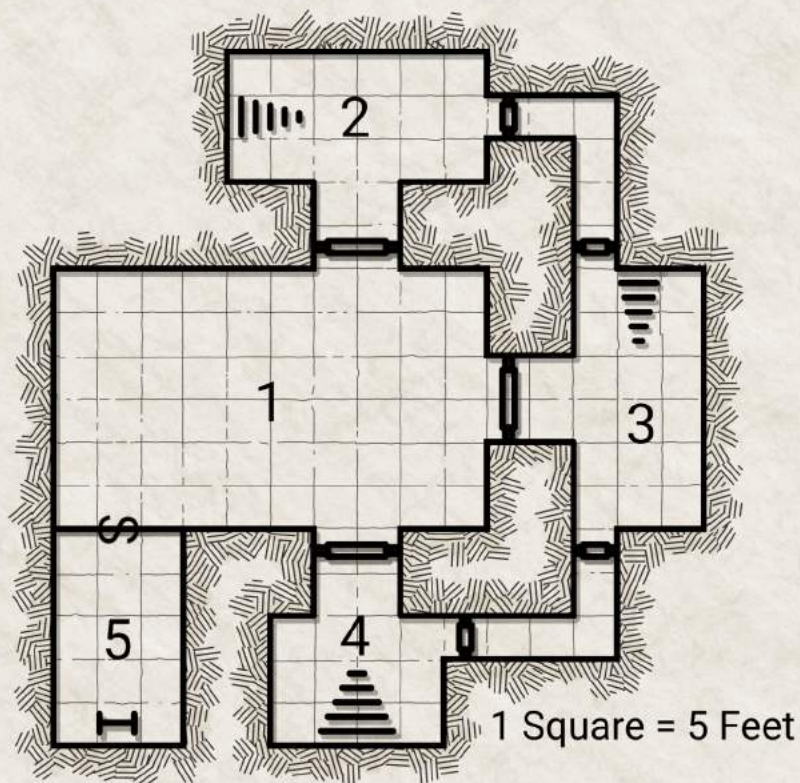
I - STUDIO

The characters find themselves in a dimly lit room, standing by the northernmost of three sandstone workstations that are arranged in a circular formation at the center of the room. Gaduk (LE male elf **commoner**) is with them. A **medusa** can be seen preparing the eastern workstation, and six **orcs** are waiting by the southern workstation while sharpening their weapons.

Torwix teleports to the center of the room one round after the characters arrive, and a spotlight shines on him. He wears a purple suit along with a top hat, and his bandages are vibrantly multi-colored. A winged crystal camera follows him. He casts *minor illusion* to have his name and the title of "Culinary Wizard" appear before him.

After exuberantly welcoming the viewers, Torwix then declares that it is time to meet the contestants. He and the camera move to each team in turn. Torwix casts *minor illusion* to display the speaker's name and where they're from in the bottom left corner of the camera's view. The two other teams communicate the following:

The Food Pyramid Layer 1



- Neiktosis (treat her as a LN **medusa** who can cure petrified creatures) states she is from the Shatterback Mountains and has taken up cooking because she lives alone.
- The six **orcs** are from the Blood Plains and do not seem interested in the cooking aspect of the competition. They issue several thinly veiled threats towards the other competitors.

Torwix then interviews the party and answers any questions they may have to the best of his ability. He also gives Gaduk the responsibility of team cameraman (see "General Features").

Once the interview ends, Torwix asks each team to go to their assigned door (The orcs go south, Neiktosis goes east, and the characters go north). Once everyone is in position, Torwix gives the signal to enter the pantry.

After three hours, the contestants are teleported to area 1 if they are not there already, and the cookoff begins. See the "Cookoff" section of this adventure for more details.

If the characters return to this room, it is empty until the cookoff begins.

Secret Door. There is a secret door (see "General Features") on the southern wall that leads to area 5.

2 - POWDERED GOODS

Powder cakes the entire room, and clouds of flour fill the air. Two feminine figures made of wind are tearing charred sacks open to ruin the products inside. The corpse of a kobold (see "General Features") wearing a chef hat lies on the stairs. It is holding an unlit torch and has severe burns.

The stairs lead to area 6.

Hazard: Spicy Storm. If someone brings fire into the room, the airborne flour explodes. Every creature in the room must make a DC 13 Dexterity saving throw, catching fire and taking 11 (2d10) fire damage on a failure, or not catching fire and taking half as much damage on a success. Burning creatures take 5 (1d10) fire damage at the start of each of their turns until someone takes an action to douse the fire.

When a creature ends their turn in the cloud, it must succeed on a DC 13 Constitution saving throw or be blinded as spices get into its eyes. At the end of each of its turns, the creature can make another Constitution saving throw. On a success, the effect ends on the creature.

Encounter: Food Vandals. The two **bilwis** (see Appendix) attack if the characters become hostile or attempt to gather the ingredients in this room.

3 - GRAINS

The room houses small gardens containing miniature rice patties, wheat fields, and other crops. Several sinister scarecrows lie on the ground, broken.

Characters with a passive Intelligence (Investigation) of 11 or higher determine that Neiktosis killed the scarecrows.

The stairs lead to area 7.

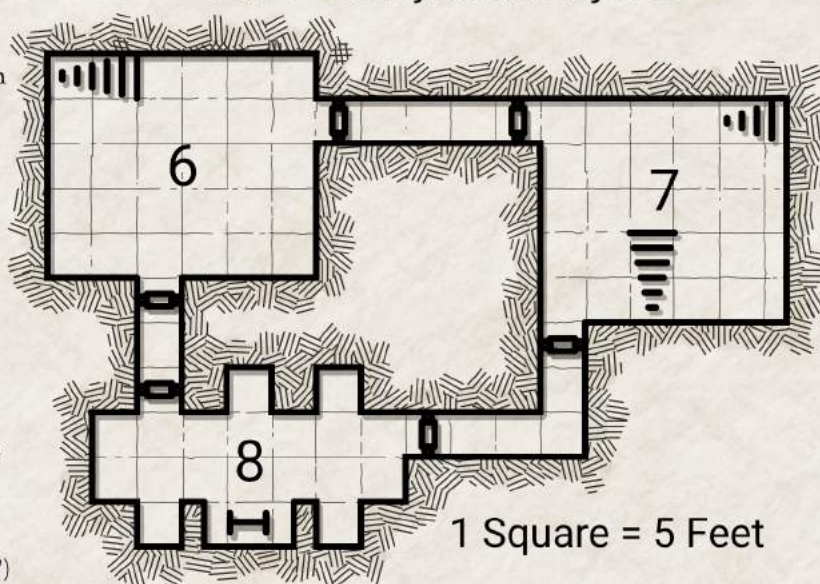
4 - PASTA

Birch racks with multi-colored glass jars containing every variety of pasta cover the walls. A massive, blood-covered lasagna noodle lies broken on the floor, wrapped around an orc.

Characters with a passive Intelligence (Investigation) of 11 or higher determine that the lasagna acted as a **rug of smothering** and was killed by the orcs.

The stairs lead to area 12.

The Food Pyramid Layer 2



5 - CONTROL ROOM

Torwix sits in an oversized luxury chair while working a control panel, dimly lit by the light of fourteen crystal balls that each depict a different room in the pyramid. If the characters find this room, Torwix ushers the characters in and gives a behind-the-scenes tour, demonstrating the room's features (see "General Features"). The characters get to watch him spring the trap in area 10 on the orcs.

The host then offers to teleport the characters to an area of their choosing. If they take more than a minute, he gets impatient and sends them to area 10.

The ladder in this room goes to a hatch leading to area 8.

6 - VEGETABLES AND NUTS

Vegetable gardens cover the floor, and five trees with bark that looks like peanuts appear to be growing a vast array of nuts. The room is filled with over a hundred thick, taut tripwires stretched across the room in random directions. Several incessantly clicking crossbows can be seen sticking out of secret compartments. The corpse of a kobold wearing a chef hat lies on the floor (see "General Features"). Hundreds of arrows riddle its body.

Characters with a passive Intelligence (Investigation) of 11 or higher determine that the kobold triggered the trap, and the crossbows kept firing until they ran out of arrows.

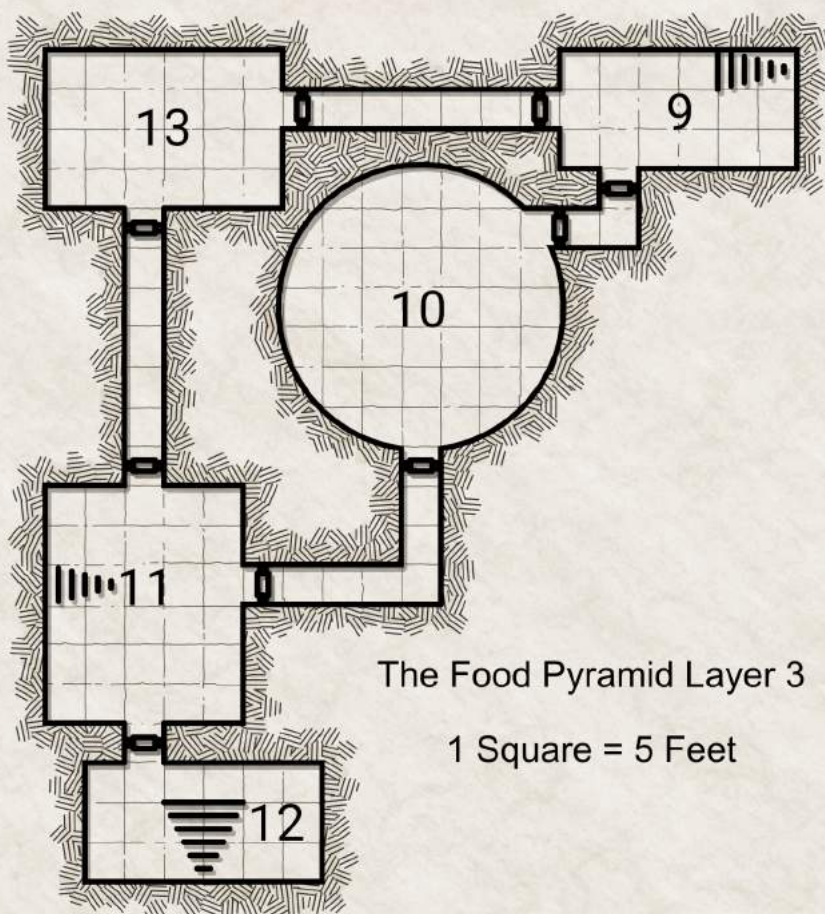
The stairs in this room lead to area 2.

7 - FRUITS

This room contains several trees with pitch-black bark and pink leaves. A vast assortment of fruits hangs from each branch. A few stone trees with branches covered in blood can be seen in the center of the room. The corpse of a kobold wearing a chef hat (see "General Features") lies on the floor. Large gashes cover its body.

Characters with a passive Intelligence (Investigation) of 11 or higher determine that **awakened trees** attacked Neiktosis, and she petrified them.

The southern stairs lead to area 3. The northern stairs lead to area 9.



The Food Pyramid Layer 3

1 Square = 5 Feet

8 - MUSH-ROOM

The walls and ceilings have large ruffles filled with various mushrooms, including several porous purple fungi the size of a person. A kobold corpse (see "General Features") that has rotted to the point where its bones are visible lies on the floor buried in spores. A bag of ripe apples lies next to it.

Characters with a passive Wisdom (Nature) of 16 or better understand that the large mushrooms are violet fungi that recently killed the kobold and ignored the apples.

The ladder leads to area 14.

Encounter: Fungal Fury. When a creature walks more than 10 feet into the room, four **violet fungi** attack.

Secret Door. There is a secret trap door (see "General Features") beneath the ladder. Opening it reveals that the ladder continues down to area 5.

9 - PRIME CUTS

This room contains a host of perfectly carved stone animals marked with chalk lines. Each statue has an expression ranging from panic to terror. Neiktosis stands by the north wall and appears to be consulting a list.

Characters with a passive Intelligence (investigation) of 11 or better understand that Neiktosis petrified the animals in this room.

The stairs in this room lead down to area 7 and up to area 14.

Encounter: Lonely Cook. Neiktosis (see area 1) has finished her preparations for the cookoff and is double checking she has everything while waiting for the other contestants to show up. She turned the cuts of meat to stone to give the contestants an incentive not to attack her.

When the characters make themselves known, Neiktosis states that she will revitalize the meat if the characters prove

that they have the culinary knowledge not to waste it, but this is not her actual motivation. She is just incredibly lonely from having no one to talk to for the last couple hundred years. However, she is cold towards the party since adventurers tend to break into her house to kill her. The "test" is a way to talk about her hobby, and she has no intention of helping the characters. Characters with a passive Wisdom (Insight) of 14 or better understand this. The characters can change her disposition by being friendly with a successful DC 11 Charisma (Persuasion) group check.

If they succeed, she revitalizes the meat and invites them to her lair for tea. See the Aftermath section of this adventure for more information.

If they fail, her attitude does not change as she assumes they are polite because she has something they want and does nothing to help them.

If the characters attack, Neiktosis becomes hostile. When reduced to half of her hit points, she offers to revitalize the cuts if they stop attacking her and flees if they refuse.

10 - SEAFOOD

When the characters open a door that leads into this area, read or paraphrase the following.

This room is a massive fishbowl with reefs covering its walls, and all manner of aquatic life can be seen inside. A 5-foot thick glass tube creates a dry path between the southern, and eastern door.

A dragon-head-shaped mahogany chest with pearl eyes sits on a reef at the fishbowl's base.

Torwix audibly chuckles.

Trap: Shark Bowl. Once two characters walk into the tubes, Torwix activates the runes. The doors shut, the glass tubing shatters, and water pressure seals the doors (see "General Features"). Each character inside the room must succeed on a DC 12 Dexterity saving throw or take 11 (2d10) slashing damage or half as much damage on a success as glass rains down on them. The characters then begin to suffocate. Be sure to review the rules for suffocating and underwater combat before running this trap.

If a door breaks or opens, each creature in the room or the affected hallway must succeed on a DC 15 Strength saving throw or be pulled 30 feet in the direction that the water is flowing and be knocked prone. If this would cause the creature to hit a wall, they take 11 (2d10) bludgeoning damage.

Any character proficient in the Arcana skill with a passive Intelligence (Investigation) of 14 or higher notices tiny runes that line each tunnel. These can be disabled with a successful *dispel magic* spell cast upon any of the runes.

Encounter: Shark Attack. Three **reef sharks** attack once the glass breaks.

If the characters teleported here from area 5, two **orcs** are also in the water, and two more are breaking down the southern door from outside.

Treasure: Sea's Heart. The chest contains a *pearl of power* carved to resemble a dragon curled into a sphere.

11 - EGGS

A variety of dispensers with egg-shaped holes of various sizes line the walls. A trail of blood from area 12 leads to a dead minotaur, and cockatrice corpses litter the floor. One of the orcs has hollowed out the minotaur from area 12's skull and is wearing it as a hat, despite the blood and gore seeping from it.

If the characters already fought the orcs in area 10, there's no one in this room.

Several orcs, including one made from stone, are in the room. The orcs are starting to think they will have to cook, as they have not found any of the contestants yet and are debating whether minotaur or cockatrice tastes better.

The stairs lead to area 14.

Encounter: Winning is Winning. The four **orcs** attack the characters on sight and fight to the death.

12 - MILK PRODUCTS

Dispensers filled with a variety of milk products line the walls. A minotaur corpse missing its head from the jaw up lies on the floor, and a large trail of blood leads to area 11. The remains of a kobold wearing a chef hat can be seen (see "General Features"). It has a massive hoof mark pressed into it.

13 - GROUND MEAT

The walls and ceiling in this room are stacks of fused animal corpses with faces twisted in agony. A large metal contraption covered in viscera can be seen moving a nozzle between corpses. It drills into the wall, collecting blood and flesh to produce ground meat and sausages. Creatures who enter this room feel something watching them.

Encounter: Lunch Special. When all of the characters enter the room, two **flesh cloaks** (treat them as **darkmantles**) form from animal faces and skin, while a pile of ground meat takes the form of a **gibbering moulder**. The creatures attack immediately.

14 - SWEETS

Several kobolds in chef's hats can be seen running around preparing food, fumbling through drawers, and reading a large book. A green dragon wyrmling sits atop a massive pile of sugar in the center of the room. It wags its tail excitedly.

The ladder descends to area 8, the northern stairs lead to area 9, and the southern stairs lead to area 11.

Encounter: Hungry Dragon. Gylin (LE female **green dragon wyrmling**) turns its attention to the party and orders them to assist the six **kobolds** in preparing cinnamon rolls as a form of tribute. If they agree, their new boss, Ker (female kobold), tells them that the kobolds have had trouble safely gathering ingredients from the dungeon. Ker requests that the characters fetch flour, eggs, milk, and cinnamon from the rest of the pyramid.

If the characters refuse, the dragon and kobolds attack.

Treasure: Complete Cookbook. The book provides anyone attuned to it proficiency in chef's tools and +1 on any cook's utensils check.

COOKOFF

Torwix greets the survivors over the intercom and congratulates them on surviving. He then announces that the inspiration for their dish will be coming down the conveyor belt on the west side of the room. Torwix comes rolling out while striking an alluring pose, proclaims that he is their inspiration and that they may start cooking.

Encounter: The Secret Ingredient. The characters can create a winning dish in a variety of ways.

Seven successes of any combination of the below checks are required to create a winning dish. If the party fails five checks before winning, they lose. No character may make the same check twice. Subtract 1 from each check's DC for every combat or social encounter the characters successfully navigated.

- A DC 17 Intelligence check with cook's utensils to remember a recipe.
- A DC 17 Charisma check with cook's utensils to coordinate the party's efforts.
- A DC 17 Dexterity or Strength check with cook's utensils to prepare ingredients, depending on what the character is doing.
- A DC 17 Wisdom (Insight) check to guess what the host likes.
- If a character proposes another idea, allow them to make the appropriate DC 17 check, but give them disadvantage if it's particularly outlandish.
- If the characters devise a particularly creative way of incorporating the inspiration, award them a success.

As the characters complete their third check, the host thinks things are going too well. He announces a new secret ingredient (FEAR) and unleashes fourteen **velociraptors** (treat them as **compsognathus**, see Appendix) on the characters and more still on the other contestants.

The skill challenge continues during the encounter. For every round that no one tends to the dish, the DC for each subsequent check increases by 1 as it burns.

Once the challenge is complete, the host declares that time is up and calls the contestants to the center of the room. He reviews the dishes starting with the orcs and ending with the characters.

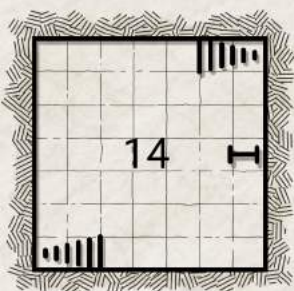
The other contestants created the following dishes:

- If the orcs survived, they present the host with an amalgamation of ingredients that vaguely resembles food with a smiley face carved into the side. They lose.
- Neiktosis created a setup for assembling al pastor tacos and has carved the trompo in Torwix's likeness. Torwix is impressed but laments that preparing the dish will involve destroying his face.

If the characters succeed, the host starts his review with sharp criticism, but the facade quickly falls away as he starts gushing about the dish. He then grants them the title of Culinary Wizards. If they failed, the host does the opposite and pronounces Neiktosis the winner.

Treasure: Prizes. The winner receives 200 gp and a *robe of the culinary wizard* (see Appendix).

Torwix then wraps up the show, sends the contestants home, and hires Gaduk.



The Food Pyramid Layer 4

1 Square = 5 Feet

AFTERMATH

The following are a few possible consequences of the character's actions:

- If the characters return to Ber and explain what happened to Gaduk, he is upset that his apprentice has abandoned him but pays the characters 20 gp each as agreed.
- If the characters won the competition, the host contacts them via the *dream* spell two days later. He reveals that the cook-off was a pilot for a grander series and states that he would love to have them back on the show. He also communicates that the higher-ups at Scry Entertainment have given him substantial funding, so the scope of future events will be grander. If the characters accept, they are contacted again in a month with more details. If the characters refuse, see the below bullet point.
- If the characters lost, he extends the offer to Neiktosis instead. If the characters visit a city, they may see promotional posters or merchandise featuring her.

The characters have a month to enter the competition of their own accord before the first season starts. A Scry Entertainment representative is present at any mages' guild and can accept the party's application in person, via letter, or magical means like the *sending* spell.

- If Neiktosis invited the characters to her lair, she can be found two days up the same mountain pass the characters used to reach the cave. Consider having the visit be interrupted by adventurers, having Neiktosis ask the party to locate a *hat of disguise* so she can get out more, or have a representative of Scry Entertainment be there to rope the characters into some other enterprise.
- Ω

APPENDIX

BILWIS

Medium elemental, chaotic evil

Armor Class 13

Hit Points 49 (11d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	10 (+0)	13 (+1)	16 (+3)

Damage Resistances lightning, thunder

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 11

Languages Auran

Challenge 1 (200 XP)

Airform. The bilwis can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slam. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Whirlwind (Recharge 5-6). Each creature in the bilwis' space and within 5 feet of it must make a DC 12 Strength saving throw. On a failure, a target takes 14 (4d6) bludgeoning damage and is knocked prone. On a success, a target takes half the bludgeoning damage and isn't knocked prone.

COMPSOGNATHUS

Tiny beast, unaligned

Armor Class 12

Hit Points 10 (3d4 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	4 (-3)	10 (+0)	5 (-3)

Skills Perception +2, Stealth +6

Senses passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Grasslands Camouflage. The compsognathus has advantage on Dexterity (Stealth) checks made to hide in tall grass.

Pack Tactics. The compsognathus has advantage on attack rolls against a creature if at least one of the compsognathus' allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.



ROBE OF THE CULINARY WIZARD

Wondrous Item, uncommon

This robe looks similar to a chef coat that continues down to the floor. It has a single pocket containing a number of handkerchiefs of different shapes and colors. While wearing the robe, you can use an action to detach one of the handkerchief, causing it to become the object or creature it represents. Once the last handkerchief is removed, the robe becomes an ordinary garment.

The robe has two of each of the following handkerchiefs:

- A chef's knife (treat it as a dagger)
- Bullseye lantern (filled and lit) that expands to be a portable oven as an action.
- A small cutting board that can be made reflective as an action (treat it as a steel mirror).
- Wooden spoon that can extend to be a 10-foot pole
- Butcher's cord (50 feet, coiled) treat it as (hempen rope)
- Sack

In addition, the robe has 4d4 other patches. The DM chooses the patches or determines them randomly.

d100 Handkerchiefs

01-08	A set of high quality cook's utensils worth 100 gp.
09-15	An engraved stainless steel pot that allows you to chill, warm, or flavor up to 1 cubic foot of nonliving material for 1 hour. It is worth 500 gp.
16-22	Steel countertop that doubles as an iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and/or hinging itself.
23-30	A spice rack worth 100 gp.
31-44	A sack of 30 angry chickens (treat them as ravens without the mimicry feature).
45-51	A knife sharpener that gives a bladed weapon the benefits of the <i>magic weapon</i> spell. If used, the sharpener becomes inert.
52-59	A chef's hat that allows you to prepare a magical meal for three creatures. These creatures gain the benefits of the <i>aid</i> spell. If used, the hat becomes inert.
60-68	4 <i>gourmet sandwiches</i> (treat them as <i>potions of healing</i>).
69-75	Rowboat (12 feet long) that comes with fishing tackle.
76-83	<i>Spell scroll</i> containing one spell of 1st to 3rd level.
84-90	2 mastiffs that are disheartened if they were not summoned to hunt and beg for table scraps when food is nearby
91-96	A chef's knife that can be used to cut a hole (2 feet by 4 feet, up to 2 feet deep) through any non magical material you can reach. If used, the knife becomes inert.
97-00	1 Premium giant goat



CREDITS

Adventure Design by John Kelly
Art by Dean Spencer, Matias Lazaro, and
Shutterstock
Monster Design by Kobold Press
Template by Nathanaël Roux - [https://
www.barkalotdesigns.com](https://www.barkalotdesigns.com)

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content: All Trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes the item description for robe of the culinary wizard. No other portion of this work may be reproduced in any form without permissions.

Open Gaming License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, nonexclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Creature Codex. © 2018 Open Design LLC; Authors Wolfgang Baur, Dan Dillon, Richard Green, James Haeck, Chris Harris, Jeremy Hochhalter, James Introcasso, Chris Lockey, Shawn Merwin, and Jon Sawatsky.

Tome of Beasts 2. © 2020, Open Design LLC. Authors: Wolfgang Baur, Celesetese Conowitch, Darrin Drader, James Introcasso, Philip Larwood, Jeff Lee, Kelly Pawlik, Brian Suskind, Mike Welham.

Some artwork © 2015 Dean Spencer, used with permission. All rights reserved.

Some art is copyright Hamrick Brands LLC, used with permission.

Some images used under license from Shutterstock.com.

"Rumble in The Food Pyramid." © 2021 John Kelly.

END OF LICENSE