

CAKEFORGED

"Wait... you're cake?"

"Yes, and there is a more than zero chance that you are too."

"I am not cake."

"Let us test your theory."

CRAFTED COMEDY

Cakeforged were originally created, as are many magical things, from a mixture of boredom and memetic humor. As bakers and cakers continued to increase their pastry prowess, their creations became more and more realistic. This trend of creating surprisingly lifelike representations of everyday objects entirely from cake had a natural, if somewhat strange conclusion, living cake. While this had been somewhat achieved before, with mimics becoming cake-like many, many times; true, autonomous life, had never been realized. With this goal in mind, arcane bakers and wizardly chefs got to work at creating the ultimate, living cake. They succeeded.



In a predictable turn of events, once cakeforged had been created, nobody knew what to do next. They were a new form of life that existed somewhat as a challenge but mostly as a joke. Most agreed they couldn't be sold or consumed and many found the display of them in eatery windows, as if they were a common cupcake, to be disrespectful. The cakeforged themselves, baked fresh into a universe they did not understand, had little concept of what their purpose was, or why they should continue to exist. But, as always, life found a way and the cakeforged slowly found a place in the world.

REBIRTH

Cakeforged, after being given the spark of life, eventually made their own meaning within the world. They became a regular sight in cities and towns but were less seen in remote areas due to the things required to maintain them. Unfortunately, their bodies decompose quite rapidly, having a shelf life of three to four years at most, and then only with proper preservatives. After this time, they have to craft a new body and transfer some of their original cake (typically a large chunk from their center mass) into the new batter. This batter is baked into a new form, using the same techniques that brought the original cakeforged to life. After being baked, iced, and marked with life-giving runes, the cakeforged is reborn. This process cannot be completed alone as the original cakeforged body dies around the time the oven is preheated. As no two cakes are truly alike, no two cakeforged are, even when being reborn. Though they will share many similarities, memories, and a personality, the reborn are always slightly different, in shape and mind, than their original. After many generations, a cakeforged may be unrecognizable when compared to their originals.

QUICK RECIPE

Because cakeforged are on such a limited timetable, they often live harried lives. They are rarely content to settle down and instead venture out to make the most of themselves. They tend to stick to populated areas and often become skilled bakers, adventurers, politicians, or even villains, cramming as much living as they can into their

rushed time. This makes each new cakeforged a surprise for the world, as who knows exactly what path they will take and how far they are willing to go to achieve their goals. In their minds, there is very little to lose, except for time. This aversion to risk aversion often results in reckless behavior that either ends very well, or very badly, with no middle ground.

OTHER SPECIES

Cakeforged were initially a novelty to the world, but that time has long since passed. They can be expected in most major cities and mix well into almost any society, with the exception of traditionalist elves. Old elven traditions can last for years, something the cakeforged literally cannot wait around for, choosing to either break the tradition or refuse it outright, with both options offending the ancient elves. There is also talk of another pastry-based species, the gingerbreadians, with whom the cakeforged have feuded with for eons but have never caught. Though, with the cakeforged only being a few centuries old, this must truly be a fairytale.

CAKEFORGED NAMES

The original cakeforged had words inscribed on them in icing. These messages were never meant for the cakeforged but they adapted them as their own. They typically have a first name that is derived from the world around them, a name common to the society they live in. Their last name is an idea, often based around the type of cake they were intended to be. This tradition has far outlived the original cakeforged.

Last Name: Happy Birthday, Get Well, Eat Pant, Farewell, Congratulations, Lordy Lordy, No, Surprise, Sorry, Will you go to Prom with Me, It's a Boy, Field Cannot Be Blank, I Want a Divorce, #1 Boss, Feliz Navidad, Happy Retirement, Class of '88, Look Behind You

CAKEFORGED TRAITS

Though all cakeforged are uniquely designed, many share some similar traits and abilities.

Ability Score Increase. You Charisma score increases by 2.

Age. Your body only last around 4 years at maximum. There is a rebirthing ritual that takes 24 hours and has an ingredient cost that is 100 times your current level in gp. Through this, you can potentially live forever but, in practice, most cakeforged live around 20 years total. You can be resurrected using this same process, but the ritual must be performed within 24 hours of your death. Though you can change your appearance each time you are resurrected, you cannot truly change the type of cakeborn you are and must decorate yourself in a similar theme to your original for the rebirthing process to work.

Alignment. Cakeforged tend toward chaos, as they rarely have time to deal with harsh rules and regulations. They fall all over the good to evil spectrum and are only interested in whatever side brings them the most excitement.

Size. You can be either Small or Medium sized.

Speed. Small cakeforged have a base walking speed of 25 feet while Medium have a speed of 30 feet.

Reiced. You do not need to sleep or eat but must spend at least 4 hours daily rebuilding parts of yourself that have been damaged. You can do so with normal rations during a long rest. If this process is interrupted, you must start it again from the beginning. Failure to rebuild yourself once daily will result in a level of exhaustion.

Cooking Prowess. You are naturally skilled in the art of preparing food. You have proficiency in Survival and can double your proficiency when using the ability to make food.

Languages. You can speak, read, and write Common and another language of your choice.

Subspecies. Many iterations of cakeforged exists but the most common types take after the most common types of cakes: birthday, wedding, and funeral. You can choose one of these subspecies or work with your GM to determine the abilities of a more unique type of cake.

BIRTHDAY

Far and away the most abundant type of cakeforged. They are colorful in nature and sometimes are adorned with sprinkles and small toys, often resembling a clown. Birthday cakeforged are also adorned with special small candles that glow with the power of their own life

force, burning for weeks at a time before needing to be replaced. They tend to be jovial and excitable, emotions they love spreading to others. A few birthday cakeforged can be quite morose though, a sight that is both depressing and terrifying.

Ability Score Increase. Your Dexterity score increases by 1.

Surprise. You have proficiency in the Stealth skill. While snaking, your candles naturally dim and no longer produce enough light to see by.

Candles. Whenever you hit a single target with an attack, effect, or spell that deals fire damage, you can burn one of your candles down to nothing in order to increase the damage of the fire. Roll one of your hit dice and add that to the total damage of the attack. This ability can only be used once per turn.

In addition, you cast bright light in a 15-foot radius and dim light for an additional 15 feet from your candles. If you have no remaining hit dice, your candles have been used up and you no longer produce light. The candles are resupplied whenever you recover hit dice during a long rest, as part of your Reiced ability.

WEDDING

You were made as a celebration of a loving union. With your softer colors and the distinct tiers of your body, you stand out as a unique cakeforged. Though created in celebration, you can sometimes become an object of hate if your life outlasts that of the union you were created for. Regardless of how the world may treat you, the core of your creation is love, an ideal you hold onto firmly.

Ability Score Increase. Your Wisdom score increases by 1.

Tiered Icing. After finishing a long rest, you gain +1 to your AC. This bonus lasts until you take damage from any source. This bonus increases to +2 at 9th level and +3 at 18th level. At higher levels, your AC bonus is only reduced by 1 each time you take damage.

Stacked High. You can use a bonus action to increase one ability score of your choice by 1 until the end of your next turn. You can use this ability again on the following turn to stack the ability score bonus, if used on the same ability. No stat can be increased above 20 by using this feature.

You can use this ability a number of times equal to your proficiency bonus before finishing a long rest. This ability ends if you take a damage total equal to half your maximum hit points during a single round.

FUNERAL

Death is part of your life. You could have been made as condolences, you could have been made as a celebration, but one thing is for certain, most wish you hadn't been made at all. Funeral cakeforged have dark and muted colors and are almost universally hated for the reminder of the viewer's own mortality. You are often scorned like a zombie or moving skeleton, despite your personality or actions. It is an unfair and cruel existence you have been brought into.

Ability Score Increase. Your Constitution score increases by 1.

Aged Energy. Your strange connection to death allows you to twist a creature's age and life force strength against them. Whenever you use an attack, effect, or spell, that deals necrotic damage, you can deal additional necrotic damage equal to the creature's CR or level. This ability is limited by your own life force and the extra necrotic damage cannot be more than 2 times your level, per affected creature, even if their level or CR is far beyond that. If there are multiple creatures affected by the spell, each creature takes the extra necrotic damage, relative to their individual CR or level. Creatures with a CR less than 1 are considered to have a CR of 1 for this effect. You can use this feature a number of times equal to your Wisdom modifier (minimum of once) before finishing a long rest. Creatures who are ageless, constructs, and undead cannot be affected by this ability.

Outside Life. Your unique connection with death makes you resistant to some of its power. Whenever you are required to make a saving throw from a spell or effect originating from an undead creature, you can use your reaction to steel yourself against the death energy, gaining advantage on the saving throw. You can use this feature once before finishing a short or long rest.

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