
Dragon Stew
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Credits

Writing, Game Design, and Main Illustrator:
Antonio Demico
Guest Artists:
April Prime, Becca Hallstedt, Lluís Abadías, Jessica Nguyen
Layout:
Jonathan Maugard
Editors:
Briar Banerji, Leon Barillaro, Justin M. Cole, Leon Tan
Proofreading:
The Editing Hall
Video Editor:
Nathan de Morel
Familiar Creator Backer:
George Gates, Patrick Cox, Robert Scripps IV
Judge Creator Backer:
Edzel Luico, Joshua White, Tony Austin
Producer Backer:
Patrick Cox

And the most heartfelt thank you to every single backer that believed in this book, it would not have happened without all of you!

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Visit the creator on twitter at @antodemico

Visit us at http://www.metalweave.games/

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Preface

Thanks to every single person that believed in me more than I did. This wouldn't have happened without your help.

Come and sit at the table!

The last rays of sunlight stream through the kitchen windows and fall on the cutting board as the rogue deftly dices the manticore steak. He wipes the sweat from his brow and takes a step away from the wizard's blazing oven. It always runs a bit too hot for his taste. As the wizard expertly controls the coals to bring the oven to the perfect temperature, the barbarian steps into the kitchen. He carries four stacks of plates, two on each of his enormous — yet somehow dainty — palms. In a flurry of cooking utensils, pots, pans, and plates, dinner is almost served. Almost. The bard approaches the counter and looks the plates over with a "tsk." It might just be dinner at home, but in the eyes of the bard, that's no excuse for the dish not to appear as fantastic as it tastes. Before long, the dish looks resplendent. With a mix of heavy sighs and laughs, they sit at the table. They are just a group of traveling adventurers, just four friends on the road, but tonight, like most nights, they dine like kings. They dine like family.

Thank you for buying the Dragon Stew Supplemental! In this book, you'll find everything you need to bring the magic of cooking into your game. The book is conveniently divided into two sections, one for Adventurers and one for Game Masters. In the Adventurer section, you'll find subclasses, cooking classes, backgrounds, familiars, and more. In the Game Master section, you'll find two cooking competition adventures, magical items to reward your players, detailed new monsters, alternative judges for the Cooking Trials, battle maps, and cooking rules to bring to any campaign. We recommend players don't peek into the Game Masters' section — you wouldn't want to ruin the surprise!

Dragon Stew was designed to foster teamwork and to bring the party together through cooking. The inherent magic hidden in something as mundane as cooking is easy to miss, but once you notice it and learn how to harness it, preparing a meal by the fire will be as exciting as fierce battles against horrible beasts.

Sharing a meal, like playing games, is about making memories around a table. More than anything, I hope this book helps you make more of those memories.

Happy Cooking!

Antonio Demico, writer and illustrator of Dragon Stew

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Part I:
For the Players



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Harvestborn

A Living Plant Race for Dragon Stew

"The young duke didn't know what he expected the three traveling merchants to look like before meeting them. He just knew he wasn't expecting what was standing in front of him. One stood over 7 feet tall. She had a wild mane of round green leaves growing from her forehead and ending at the back of her knees. Not an inch of anything a Human, Elf, or Dwarf would call skin. Dark, striped, coarse bark covered her entire body, like a gnarled tree trunk waiting for a sculptor to give it shape. The slender figure standing next to the tree-looking one was more human in appearance, although the duke could not tell where the vibrant green skin ended and where the wide, leaf-like dress began. From her face and head sprouted huge petals that formed a lush, pink rose on the crown of her head. The smallest one stood in front of the other two, smiling and confident. She could not have been taller than 4 feet, and that included the very top of the cabbage that was her head.

"So, you are..." stammered the duke, trying and failing to look unfazed by the three living plants that stood before him.

"Sisters," they said in unison."

Harvestborn don't have a strong connection to nature; they are nature. Their bodies, their souls, their very existence is tied to the soil they sprouted from. Harvestborn can be as small as halflings or as tall as orcs. Their skin can be as hard as armor or as supple as silk. Their faces can look nearly human or completely alien. One might think that the wild differences between Harvestborn would mean constant in-fighting and a lack of unity and companionship, but nothing could be further from the truth. The Harvestborn are family—a powerful, ancient, omnipresent family.

Birthed from Soil and Magic:

Harvestborn sprout from soil touched by magic. The most common reason for the appearance of Harvestborn are ley lines that are particularly close to the surface, which are where many Harvestborn communities settle. Ley lines are, however, not the only source of magic that may lead to the sprouting of Harvestborn. Harvestborn have been reported to sprout from soil where divine miracles have taken place, or where particularly powerful arcane spells have been prepared and cast. It is also said that the love between two Harvestborn is magical enough to produce a new seedling. The soil in which the Harvestborn sprouts dictates which of the three subraces of Harvestborn the seedling will be.

Harvestborn subraces look wildly different from each other, more so than other races. Veggielings stand small and, as their name implies, resemble vegetables such as onions, cabbages, carrots, and potatoes. Barklings are incredibly tall and never stop growing, much like the trees they take after. Flowerlings fall somewhat in the middle of the two extremes, and sprout colorful flowers and leaves from their bodies.

An Ancient Family:

Despite the variety of their appearances, Harvestborn see their entire race as an extended family. Two Harvestborn who have never met before will refer to each other as siblings and treat each other like Humans would treat a distant cousin. This does not mean Harvestborn are more lenient when it comes to criminals of their own race, though—quite the contrary. A Harvestborn that actively harms another is seen as a traitor to the family and shunned from Harvestborn communities at large.

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Harvestborn society raises seedlings communally, and there is no formal concept of parentage. They do not have physical sex characteristics or a concept of gender as other races like Humans, Elves, or Dwarves. Harvestborn who often mingle with, or live surrounded by, other races, might decide to align their presentation with a specific gender of the outside culture they inhabit, or identify as that specific gender.

Harvestborn Names:

Since Harvestborn can communicate with each other telepathically from birth, they choose their own names. As traditional Harvestborn society does not have a concept of gender, names from Harvestborn culture aren't gendered either. Many names of common plants were named after Harvestborn heroes of legend that looked similar to that plant.

Harvestborn names include: Carlone, Cornus, Azalion, Betule, Maclun, Asclepi, Barba, Rubuso, Veran, Jasmim, Acer, Moruse, Solal, Selis, Cardan, Roso, Cirso, and Viburne.

Harvestborn Traits:

Harvestborn may be incredibly diverse, but they all are birthed from the soil and all share certain characteristics intrinsic to their family. Traits like age, size, and speed are dependent on the subrace of the Harvestborn and will be detailed in the subrace section.

Ability Score Increase

Your Constitution score increases by 2.

Tremorsense

Your connection with the soil allows you to instinctually sense the source of the most minute vibrations within 20 feet. You can automatically pinpoint the location of anything moving or otherwise emitting vibrations that is in contact with the ground and within range, even in complete darkness. The source of the vibrations must itself be in contact with the same ground as you, and it must be moving or otherwise emitting vibrations. As long as a creature is taking physical actions, including casting spells with somatic components, they are considered moving; they don't have to move from place to place for you to detect them.

Familial Telepathy

You can communicate telepathically with any Harvestborn within 30 feet of you, so long as both of you are in contact with the ground. You do not need to see the Harvestborn you wish to address to speak with them telepathically. You can only speak telepathically to one Harvestborn at a time.

Refreshing Repose

You can choose to sustain yourself not by eating, but by spending your long rest in contact with soil. When you do so, small, thin roots grow from your body and burrow into the ground. These roots shrivel once the long rest is over. In order for you to obtain sustenance from the ground, it needs to be soft soil in which your roots can burrow for your long rest. Stone, wood, or any other surface where a plant would not be able to grow can't give you enough nutrients to use this trait. You are unable to digest animal products but can sustain yourself with a plant-based diet if the correct soil is unavailable to you.

Tool Proficiency

You gain proficiency with the herbalism kit.

Instinctive Herbalist

Whenever you make an Intelligence (Nature) check related to the nature and uses of any plants, you are considered proficient in the Nature skill and double your proficiency bonus to the check, instead of your normal proficiency bonus.

Languages

You can speak, read, and write Common and communicate telepathically with any Harvestborn. The telepathic communication of the Harvestborn is less of a language and more of a direct line of instinctual communication, and therefore cannot be written.

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Harvestborn Subraces

Even within a subrace, appearances vary wildly, but all members of one subrace share specific traits that mark them as one of the three types of Harvestborn.

Veggieling

Sprouted from the rich, fertile soil of a plain or a tilled field, you are a veggieling. As a veggieling, you are part of the most populous of the Harvestborn subraces. Most veggielings resemble vegetables like onions, carrots, cabbages, or lettuces. They are incredibly talented diggers, living in large communal structures under grassy plains. Their underground cities sometimes rival those of Dwarves in size and intricacy.

They are the farmers of the Harvestborn race, gifted in the art of growing crops. The agricultural and social nature of their communities, as well as their large numbers compared to other Harvestborn, means they are the most likely to live among other races.

A city with a high veggieling population very quickly becomes accustomed to the bountiful harvests that they bring with them, making the veggielings an essential part of the city's economy. It's not uncommon in these places to see veggielings in positions of leadership in guilds and as powerful merchants.



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Veggieling Traits:

Ability Score Increase

Your Wisdom score increases by 1.

Age

Veggielings have the shortest lifespan out of all the Harvestborn, maturing in their early teens and living on average 70 years.

Size

Veggielings stand between 3 and 4 feet tall and average about 60 pounds. Your size is Small.

Speed

Your base walking speed is 25 feet.

Burrower

Your instinctual mastery of agriculture makes you particularly good at digging. You have a burrow speed of 15 feet. You can only burrow in soft soil.

Darkvision

Accustomed to life deep within the soil that both birthed you and nourishes you, 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.

Veggieling Variant: Mushroom

You sprouted from the humid soil of a cave, hundreds of feet away from sunlight. Your head is crowned by a wide cap that shields you from the sun. Mushroomlings are veggielings who live far below the surface. Unlike other surface-underground relations, surface veggielings and mushroomlings tend to get along fairly well and often trade goods only found in their respective biomes. Mushroomlings are less entrepreneurial than surface veggielings. Most mushroomling colonies are busy fighting unending wars with other living-mushroom races that also dwell deep within the earth, but they have the same communal disposition and general cheery attitude as their cousins from above.



Barkling

Sprouted from the ancient, wild soil of a forest or a jungle, you are a barkling. As a barkling, you tower over the other Harvestborn and most other races and live indefinitely, becoming a first-hand witness of what most learn through ancient tomes in dusty libraries. Barklings do not die, but their later stages of life look very different from those of other long-lived races. As centuries wash over a barkling, their limbs keep growing and their speech and movements keep slowing down until one day they stop moving entirely. Their bodies go through an incredibly slow transformation, at the end of which they lose their humanoid characteristics, becoming indistinguishable from normal trees. In barkling tradition, this transformation represents attaining enlightenment.

These trees are living libraries in barkling communities, storing the history of the world within their branches and roots, and teaching it to younger barklings through the natural telepathic communication all Harvestborn possess. Barklings are protective of the forest, as many nature-inclined races are, but they do not do so out of a vague moral sense about "the importance of nature." When barklings protect the forest, they protect their people and, more importantly, their history.

Some barklings believe that the more a barkling experiences in their life, the faster the transformation comes to them. Many leave the forest and embark on adventure-filled journeys, making memories to pass to those back home who still dwell among the trees. Other barklings see the transformation as a cruel curse and believe that this change is triggered by staying for years in a forest surrounded by the corpses of their family. They too leave the forest but in hopes of escaping their eventual fate.



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Barkling Traits:



Ability Score Increase

Your Strength score increases by 1.

Age

Barklings have the longest lifespan out of all the Harvestborn, maturing at around 20 and living indefinitely, slowly turning into normal trees.

Size

Barklings stand between 6 and 8 feet tall and average about 260 pounds. Your size is Medium.

Speed

Your body is built for strength and longevity, not for nimbleness. Your base walking speed is 25 feet.

Steadfast Guardian

Attacks and spells that push you or knock you prone have no effect on you. An attack or spell that, for instance, deals damage and knocks you prone or pushes you back a number of feet will only deal damage to you. You can still be forced to move or lie down if under a charm.

Natural Armor

Your tough, bark-like skin adds a layer of protection from upcoming blows. You gain a +1 bonus to Armor Class. If you are wearing heavy armor, this bonus is negated.

Barkling Variant: Cactus



You sprouted from the soil of a vibrant oasis. Your skin is as hard as bark but smoother, greener, and covered in needle-like spikes. Cactus barklings come from desert climates and are generally smaller and more slender than their tree-like cousins. Cactus barklings tend to live a less communal lifestyle than other barklings, many of them becoming adventurers and wanderers. Their transformation is said to come quicker too, which coupled with their wandering nature, means that it's not unheard of for cactus barklings to transform somewhere they didn't plan to transform. A lonely cactus standing completely alone in desolate deserts, miles away from any other signs of life, could be a cactusling who was caught by their change by surprise.

Flowerling

Sprouted from soil filled to the brim with magic—more magic than most other Harvestborn need to sprout—you are a flowerling. As a flowerling, you are the most charming and beautiful of the Harvestborn, and you are well aware of this fact. Since flowerlings can sprout wherever powerful magic is cast, they often find themselves without a Harvestborn community to take care of them. Not having a community of their race to fall back on does not mean they are not social, though. Quite the contrary, flowerlings thrive in contact with other people. The fact that they are the most humanoid looking out of all the Harvestborn subraces makes them particularly suited to integrate into the communities of other races. Their social graces and striking natural beauty make them perfect for life in the upper echelons of these communities, so it's not uncommon to find flowerling courtiers in Human or Elven high society.

To maintain their humanoid appearance and ethereal looks, many flowerlings take extremely good care of their leafy skin, trimming the excess that could distort their humanoid form. They force their leaves and petals to grow in the shape of elaborate garments, shaping their natural growths into gorgeous gowns, jackets, shirts, and all sorts of intricate clothing. Flowerlings understand that people both fear and are enthralled by difference, and they straddle the line between the comforting humanoid shape and the alien nature of their plant-like biology. They become virtuosos of beauty and use their sharp minds and magical talents to carve out a place of their own in societies that are not built with them in mind. It's not uncommon to find flowerlings living as influential socialites, as confidants and advisors to the nobility, or as leaders of their own communities.



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Flowerling Traits:

Ability Score Increase

Your Charisma score increases by 1.

Age

The inherent magic that flows through their veins gives flowerlings long lifespans, maturing very quickly in their early teens and living 200 years on average.

Size

Flowerlings stand between 5 and 6 feet tall and average from 110 to 180 pounds. Your size is Medium.

Speed

Your base walking speed is 30 feet.

Intrinsically Magic

The magic imbued in the soil that birthed you has seeped into your being. You know one cantrip from the bard spell list.

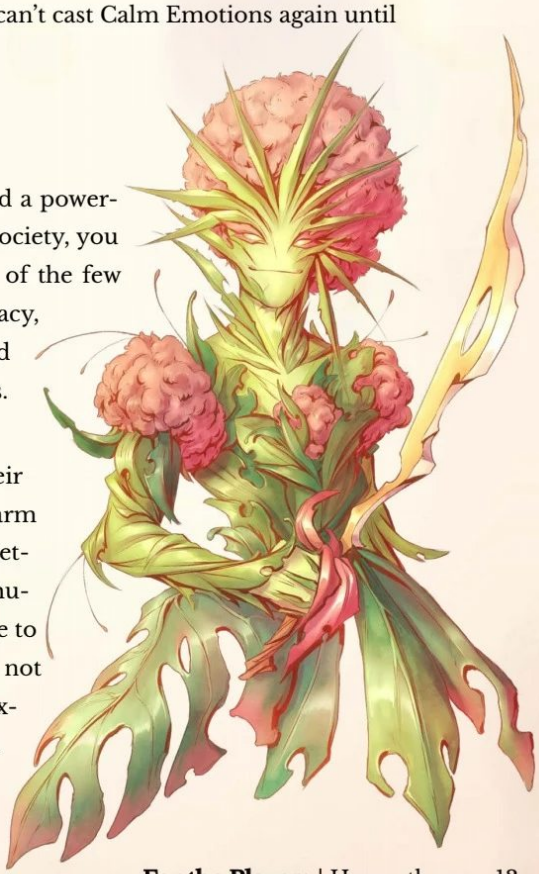
Magic Aromatherapy

The magically infused scent of your flowers calms the emotions of those around you. You can cast the spell Calm Emotions without using verbal or somatic components, only leaving the scent of your flowers as a trace of your magic. Charisma is your spellcasting ability for this spell. Once you use this trait, you can't cast Calm Emotions again until you finish a long rest.

Flowerling Variant: Wildflower

Like any other flowerling, you sprouted from soil that witnessed a powerful source of magic. But instead of integrating into another race's society, you made your own. Maybe you were lucky enough to sprout in one of the few existing flowerling communities; maybe political intrigue, diplomacy, and subterfuge were not for you; or maybe you refused to trim and contort your leaves and petals into dresses to fit in with other races. You are a wildflower flowerling.

Wildflower flowerlings let their leaves and petals grow from their bodies naturally. They are often asymmetrical—for instance, one arm covered in greenery and the other almost bare, or their leaves and petals sprout freely from their faces and their bodies, obscuring their humanoid shape. Some form communities of their own, giving a place to those flowerlings that can't or don't want to fit in societies that were not theirs. Others prefer the life of an adventurer, full of danger and excitement. They are rebellious, either by nature or by circumstance, and take pride in the inherently wild nature of their bodies.



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Harvestborn Feats

The Harvestborn are already a very diverse race, with each subrace bringing additional layers of customization to the character creation process. These feats were conceived with the purpose of further emphasizing a Harvestborn's particular biology when playing one. Some of these racial feats have stipulations regarding exactly what kind of Harvestborn can take them, and are the perfect opportunity to flesh out a Harvestborn variant, such as a mushroomling, a cactusling, or a wildflower.

Veggiemancer

Prerequisite: Veggieling

You are one of the mages of a bustling veggieling community, well-versed in the agricultural side of magic and all its secrets. Increase your Wisdom score by 1, up to a maximum of 20. You learn the Druidcraft cantrip, and can cast it at will. You also learn to cast the spell Plant Growth, which you can cast once without expending a spell slot. If you choose to use the long-term effects of this spell, instead of casting it using 1 action, your cast time is 6 hours instead of 8. Land enriched by this spell will only yield the vegetable you resemble. Once you cast this spell using this ability, you can't cast it again until you finish a long rest. Wisdom is your spellcasting ability for these spells.

Arboreal Sage

Prerequisite: Barkling

The forest is your ancestral home, and it holds no secrets for you. Whenever in a forest or jungle, you double your proficiency bonus to any Perception or Survival check and are unable to lose your way while in it. You can also spend 10 minutes reaching out telepathically to the surrounding trees. At your GM's discretion, you can learn from them if someone you are looking for passed through this forest in the last 24 hours, if they have witnessed a terrible or joyous event in the last 24 hours, or if someone has done harm to the forest in the last 24 hours.

Natural Beauty

Prerequisite: Flowerling

Your ethereally beautiful appearance makes enemies hesitant to harm you. If you are within 5 feet of a friendly creature and a hostile creature attacks you, make a Charisma (Performance) check contested by the target's Wisdom (Insight) check. If your check succeeds, the creature will decide to attack the friendly creature 5 feet from you, instead of attacking you, so long as they are able to do so. If they aren't, for instance if the friendly creature is out of their reach, they'll still decide to attack you. This effect lasts until the start of your next turn. A hostile creature that has succeeded in their Insight check can't be affected by your beautiful appearance again for 1 hour. A creature with an Intelligence score lower than 6 is immune to this ability.

Noxious Spore

Prerequisite: Mushroomling Variant

Whenever you suffer bludgeoning damage, you can use your reaction to liberate a puff of harmful spores around you. Any creature within 5 feet of you must make a Constitution saving throw. Constitution is your spellcasting ability for this effect. On a failure, the creature takes poison damage equal to 1d6 + your Constitution modifier and is poisoned. A creature takes half as much damage on a successful saving throw and is not poisoned. A creature poisoned by this ability gets to make a Constitution saving throw at the end of each of their turns to overcome the poison. You can use this ability a number of times equal to your Con-

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stitution modifier. You regain all expended uses of this ability when you finish a long rest.

Needle Armor

Prerequisite: Cactusling Variant

Your skin is covered in thin needle-like spines that you can raise or lower at will. Anyone that dares to touch you is covered in them. Whenever a creature grapples you or makes an attack with their exposed skin such as an unarmed strike, you can use your reaction to raise your needles, inflicting 1d6 piercing damage on the creature. The needles are part of you and detach easily, sticking to the creature that attacked you. You can sense the vague direction of where your needles are for 10 minutes after they have detached, so long as they are in the same plane of existence as you. You can also pluck a needle yourself and stick them in another object that could feasibly be pierced by a needle for the purposes of tracking it, in which case it counts as a use of this ability. You can use this ability a number of times equal to your Constitution modifier. You regain all expended uses of this ability when you finish a long rest.

Wild Body

Prerequisite: Wildflower Variant

The natural growth of leaves and petals on your body make you incredibly hard to spot in nature. Whenever you make a stealth check to attempt to blend in with natural surroundings, such as foliage, brush, or bushes, you double your proficiency bonus to the check, even if you're not normally proficient.

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Backgrounds

Here you'll find brand new backgrounds to give depth to the person you'll be designing during character creation. These backgrounds focus on trades and in jobs that provide services and comfort.

Baker

You are a baker, either working in your own bakery or in someone else's. You wake up every morning before the sun does, and provide your little corner of the world with goods that go from the most basic of breads to the little confections that brighten up anyone's day. You learned your trade, and gained some impressive muscles, by working tirelessly under the watchful eye of your master. Now you know everything they taught you—plus some of your own tricks you learned through hard work and dedication. You are one of the most important pillars of your community. A mainstay of any neighborhood, town, or city, beloved by every client, and possibly envied by that other baker down the street, who can't get their profiteroles quite as soft and sweet as yours.

Skill Proficiencies:

Persuasion, Athletics

Tool Proficiencies:

Cook's Utensils

Equipment:

A set of Cook's Utensils, a white apron emblazoned with the logo of your bakery, an official certification as a baker signed by the master you trained under, 2 days' rations, and a belt pouch containing 15 gp.

Feature: Baking Specialty

As a baker, you can bake pretty much any baked good, but you have a knack for a specific confection that always, always turns out just right in your hands. You prepare this pastry with such flavor, texture, and love that it's leagues above the standard.

Choose your specialty or roll on the table below:

d8	Specialty
1	Breads
2	Cookies
3	Muffins
4	Doughnuts
5	Cakes
6	Croissants
7	Bagels
8	Pies

Feature: Baker's Touch

Your fellow bakers are more likely to help you and your friends out in a tough spot if you lend your services to them for a while. Three hours of working at a bakery in any town, every morning will win you basic lodging and food.

Bakers, being one of the most important pillars of their community, know a lot of the inner workings of the town or district they operate in. Getting information from a fellow baker will be much easier for you than for any normal client who just comes through the door.

Suggested Characteristics:

Bakers are highly skilled artisans defined by their love of their work and their sense of community. All bakers generally fulfill the same role in a community, but they go about it in many different ways. You can use the different tables below to get a feel for what your baker is like, or use it as a jumping-off point to start building your character.

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d6	Personality Trait
1	I never made much money at my bakery, so I love to haggle and see what I can get away with.
2	Seeing people go hungry breaks my heart; I will always share my food with anyone who asks.
3	I am a total gossip, and I love to learn about who's doing what with whom in any community I visit.
4	I have an enterprising soul and will always look for a way to network with people in my field.
5	I bake for the artistry inherent in the process. Feeding people is not my priority.
6	Decorating is my favorite part of the process, and that extends to pretty much everything I do in my life. I'll always take an opportunity to make something prettier.

d6	Bond
1	The master I trained under is the most important person in my life. I'd do anything to win their approval.
2	The bakery I trained in is the most important place in the world to me. I'll defend it and ensure its success, no matter the cost.
3	Baking runs in the family. I want my parents to be proud of me and the baker I've become.
4	I trained alongside another apprentice. They are my rock and the most important person in my life. I just want to see them succeed and achieve their dreams.
5	I trained alongside another apprentice. Our rivalry is legendary. I want to be a better baker than they are.
6	My community is constantly ravaged by famine. I won't stop until nobody has to go to sleep with an empty stomach.

d6	Ideal
1	Charity. Helping those in need is my first priority.
2	Community. It's the job of any merchant to provide a service and strengthen the bonds of the community they trade in.
3	Aspiration. I want to become the best baker I can be.
4	Artistry. Baking is my art. As long as I'm growing as an artist, I'm happy.
5	Wealth. The bottom line is how much money I make and how much more I could be making.
6	Experimentation. I want to taste and try to bake all the baked goods I come across, no matter how weird or foreign to me they are.

d6	Flaw
1	I can't see past the bottom line. Money is the most important part of the job, and I don't see a reason to help out someone in need who can't pay for my services.
2	My work is so important to me that I neglect my relationships with others.
3	If I can't be amazing at what I do from the start, then I just won't try at all.
4	If something I do isn't absolutely perfect, then I'm not happy with it, which means I'm never quite happy with anything I do.
5	My sense of exploration leads me to try to eat less than savory things to see if they would make a nice baked good, no matter how dangerous or potentially poisonous they are.
6	My sense of duty to my community keeps me from taking care of my own needs.

Waiter

You are a waiter, either working in your own tavern or in someone else's. You are the face of the business and a friend to pretty much everyone in the community you live in, even if they might not be friends to you. Through years of work, you've learned to put on a show of cordiality and friendliness with customers to ensure the largest tips possible come your way, and you take pride in the quality of your service. You feel at home dealing with the worst possible clientele, and you can distinguish at a glance a good tipper from a demanding patron, who still believes one copper is a good enough tip for a three-course meal. When you became an adventurer, you did not quite realize how many skills from years working as a waiter would come in handy when dungeoneering and traveling the world, but you've found that you can always rely on your resilience, resourcefulness, and social skills to carry you through the harshest times.

Skill Proficiencies:

Acrobatics, Deception

Tool Proficiencies:

None

Language Proficiencies:

One language of your choice that is commonly spoken in the town where your tavern is located, or is commonly spoken by tourists and travelers that pass through your town.

Equipment:

A set of comfortable clothing emblazoned with the logo of the tavern you work at, an inappropriate gift from an admirer, received while you were working (a lock of hair, directions to their house, a name drunkenly scribbled on a piece of paper), 1 day's rations from the kitchens, and a belt pouch containing 20 sp in tips.

Feature: Waiter Expertise

There's always one part of the job that you are particularly good at, and it takes you substantially less time or less effort than it takes the other waiters to perform. Choose your expertise or roll on the table below:

d8	Expertise
1	Cheerful attitude
2	Delivering dishes on time
3	Catching yourself from tripping
4	Cleaning
5	Dealing with drunkards
6	Simple arithmetic
7	Making people think you like them
8	Remembering names

Feature: Capable Catering

You know where to look for work and how to make sure you're hired as a waiter. You can find a job for yourself and your adventuring friends as waiters at any party, no matter how high society the party in question is. You can also find a job assisting as a waiter in a tavern in exchange for lodging or food.

Suggested Characteristics:

Waiters are defined by their resourcefulness and grit in the face of work that is often unrewarding. You can use the different tables below to get a feel for what your waiter is like, or use it as a jumping-off point to start building your character.

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d6	Personality Trait
1	I am genuinely interested in people's life stories and will gladly listen to them if given the chance.
2	I love people-watching, and I like to guess the reason why a patron has come into a tavern. I like to believe I'm usually right.
3	I always try to de-escalate conflict when it arises.
4	I constantly clean up after myself to make sure other people's jobs are easier.
5	I tip heavily for any service.
6	I can always put on a cheery attitude, no matter how I'm feeling.

d6	Ideal
1	Charity. I will always listen and try to help the common person.
2	Community. My tavern is a pillar of my community, and my job is to make sure that people can come and decompress after their jobs.
3	Aspiration. I want to own my own tavern or completely change my line of work.
4	People. I'm fascinated by people, their lives, and their struggles. I'll take any opportunity to meet different folks.
5	Wealth. The bottom line is the most important part of any job. Money comes first.
6	Experimentation. I became a waiter just to try out exotic food and drinks from lands far away.

d6	Bond
1	My family has owned my tavern for generations. I want to become as good at running it as my parents are, and make it thrive in our community.
2	My family has owned my tavern for generations. I have no interest in keeping the family business and resent my parents for making me wait tables for years.
3	I met the love of my life while waiting tables. I would do anything for them.
4	A mysterious figure came into my tavern at closing. They were heavily wounded and seemed to be in a hurry. Before dying in my arms, they handed me a strange object. I have no idea what it is, where it came from, or what to do with it.
5	A group of adventurers decided to start a fight at my tavern. They were too busy "saving the world" to notice they had destroyed my life's work. I became an adventurer to make them pay.
6	A rivalry with the tavern across the street has been going on for generations. I want to finally end it and prove that our establishment is the best in town.

d6	Flaw
1	I have put on a cheery attitude when I wasn't feeling happy so many times that now I'm not sure when I'm putting on an act and when I'm truly happy.
2	Years of being underpaid have made me callous to the plights of other people. If someone asks for my help but can't pay for my services, I see no reason to help them.
3	I have a disproportionate reaction to someone making life for people in the service industry difficult... namely, murder.
4	If something I do isn't absolutely perfect, then I'm not happy with it, which means I'm never quite happy with anything I do.

5	My moral compass is solely based around how people treat other service industry workers. If they are nice to them, they are good, and if they aren't, they are evil. It takes a lot to convince me otherwise.
6	I judge and dislike any person that is intoxicated in my presence, no matter how drunk they are or why they are drinking.







DEMO VERSION

DEMO VERSION

Butler

You are a butler, a servant classically trained in all the ways to serve the members of a noble family. Maybe your parents were butlers, and their parents before them, or maybe you came into this life by chance. What matters is that you've completed the exhaustive training required to hold your current position, and you are proud of the vast number of skills you have developed. You are well aware that the house you serve relies solely on you to function properly, and you take pride in how well you do your work. Above all, you are loyal to the household that you serve, and take care of the servants under you with a peerless sense of responsibility and attention to detail.

Skill Proficiencies:

Perception, History

Tool Proficiencies:

None

Language Proficiencies:

One language of your choice.

Equipment:

A set of fine clothes, a smoking pipe, a sewing kit to mend tears in clothing, a pocket watch, and a pouch containing 15 gp safely secured under your clothing.

Feature: A Lid for Every Pot

Your years of training allow you to often find a contact within the servants of any noble household you come across. The contact could be a fellow butler you trained with, or a maid you employed in the past before she left for greener pastures. Servants see and hear a lot of what goes on inside the estate in which they serve.

Suggested Characteristics:

Butlers are highly skilled servants defined by their loyalty to the house that they serve. You can use the different tables below to get a feel for what your butler is like or use it as a jumping-off point to start building your character.

d6	Personality Trait
1	I'm not a fan of frivolity. I like to keep things professional and in order.
2	I can't keep a secret. As soon as I learn an interesting piece of information, I'll find the nearest person to gossip with.
3	Years of serving nobles have left me embittered to the wealthy and powerful. I have a hard time empathizing with any of their problems.
4	I have been loyal to my household for all my life and will continue to be loyal to them until the day I die.
5	I am a born leader, and always know how to make a group of people work together for the same goal.
6	I am a fantastic second-in-command and will always strive to perfectly follow the directions of my superiors.

d6	Ideal
1	Honor. I'll strive to uphold the honorable name of my family and of this noble profession.
2	Tradition. My family has served the same noble household for generations, and I wish to follow in their footsteps.
3	Family. The noble family I serve is as much of a family to me as my biological family. I love them and will protect them with my life.

4	Redemption. The head of the household I serve took pity on me in my darkest times. I'll serve them with my life to right the wrongs of my past.
5	Charity. I've seen the way nobles can mistreat their servants. I will not let that happen to a person in my care.
6	Power. My position as a butler is a stepping-stone to holding more social or political power.

d6 Bond

1	I was a criminal before the leader of the household I served saved me and trained me as their butler. I owe them my life.
2	My family decided I would become a butler before I was even born. I resent their decision and wish to take back control of my own life.
3	The head of the household I serve died at the hands of criminals, entrusting me with the care of their sole heir. I love her as if she were my own daughter and will defend her with my life.
4	I've infiltrated this household and served them for years with the sole purpose of finding the treasure hidden within their walls.
5	I fell in love with one of the members of the family I serve, but my duties forbid me from ever acting on my feelings.
6	All the members of the household I serve were mysteriously murdered. I will continue to serve them despite their deaths by bringing their killers to justice.

d6 Flaw

1	Years of training have made me extremely stoic. I have a hard time expressing my feelings.
2	Outward displays of emotions upset me, and I don't know how to react to them.
3	Years of spending time with the most powerful and affluent families make it hard to empathize and relate to the problems of the common person.
4	My training makes me overly accommodating. I automatically help people with daily tasks like dressing themselves or eating, even if they haven't asked for my help.
5	My rigorous training makes me give off an unintended air of superiority that can be quite off-putting.
6	As the head of the servants at my household, I'm quite used to giving orders to people and assigning them tasks, which not everyone appreciates.



DEMO VERSION

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Store Owner

You own your own store. Your store might have been a quaint general goods store in the busy commercial district of a city, a potion brewery tucked away in the damp corner of a scary swamp, or a backpack you carry with you everywhere you go. For one reason or another, you and your store are now on a cart carried by an overburdened donkey. You are still a store owner because you sell goods, no matter what goods and how they are sold. Years upon years of dealing with all types of people have made you an expert in the art of sales, and you pride yourself in how fast you can clear your stock. Your store is your pride and joy. Where customers might just see an establishment, and they visit for a few minutes to get what they need, you see the labor and the pride of a lifetime.

Skill Proficiencies:

Persuasion, Insight

Tool Proficiencies:

Land Vehicle Proficiency

Equipment:

A set of comfortable common clothing emblazoned with the logo of your store, a cart, a donkey, 20 items of your stock worth 10 gp in total (see Feature: Store Stock), and a belt pouch containing 5 gp.

Feature: Store Stock

No store sells everything, not even general stores. Your particular store is known for a specific good you take great pride in selling. Choose your type of stock or roll on the table below:

d8	Expertise	Price per Unit
1	Candles	2 sp
2	Journals, quills, and stationary	4 sp
3	Toys and dolls	5 sp
4	Rations	5 sp
5	Tonics, shampoos, and soaps	8 sp
6	Plants and flowers	2 sp
7	Musical instruments	3 gp
8	Quilts, carpets, and fabrics	1 gp

Feature: Discerning Eye

Years of buying and selling goods have made you an expert at discerning when someone is cheating you. You have advantage on Insight Checks when trying to ascertain if the quality of the goods being sold is suitable. You are also aware of the common price of basic wares and are usually able to find where, if anywhere, the goods of your Store Stock feature are sold in any city, town, or settlement.

Suggested Characteristics:

Store owners are hardworking people, defined by their powerful enterprising spirit. You can use the different tables below to get a feel for what your store owner is like or use it as a jumping-off point to start building your character.

d6	Personality Trait
1	I crave the open road and love to travel.
2	Finances and business get my blood pumping like nothing else.
3	A professional demeanor attracts customers; I take very good care of how I present myself to the world.
4	Networking and making professional connections are my favorite parts of the job.
5	I love connecting with people on a personal level. I'm always down for a chat.
6	I can always match a customer with the right item.

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d6	Ideal
1	Ambition. I want my shop to grow in influence and power.
2	Community. My shop serves the people of a community. That's the reason I do what I do.
3	Passion. I'm absolutely fascinated by the type of goods I sell. I want to dedicate my life to that specific passion.
4	People. I'm fascinated by people, their lives, and their struggles. I'll take any opportunity to meet different folks.
5	Wealth. The bottom line is the most important part of any job. Money comes first.
6	Travel. I want to see the world. Selling goods is just my way to pay for that.

d6	Bond
1	My family has kept my store going for generations. I want them to be proud of my accomplishments as the newest keeper.
2	My family believes my business is a fool's errand. I want to prove them wrong.
3	The goods I sell got me through a very hard time in my life. I want to bring those goods that saved me to other people who might need them.
4	One night, a hooded figure came to the store, wanting to trade some of my stock for a mysterious object. It looked valuable, so I accepted the trade. When I returned from the back of the store with the stock they wanted, they were gone, but they left the mysterious item behind. I kept the object, and I hope one day I'll meet someone that will be able to tell me what makes the thing they left so special.
5	I sold my soul when I was a child. I'm now saving every copper I make from my store in the hopes of buying it back.
6	My family put every copper they had to their name together to buy my cart and my donkey, in the hopes that I could find fortune and save them from poverty.

d6	Flaw
1	I'm horrible at haggling and will often agree to a worse deal than the one the haggler offered.
2	If a job can make me a lot of money, I won't consider the risks that come with it.
3	I believe no goods can possibly compare to the ones I offer and will often look down on other merchants in my same line of work.
4	I have a hard time saying no to people in need and will often sell my wares for significantly less than what they are worth, even if that will make my life substantially harder, keep me from sleeping in a dry place, or make me go hungry.
5	I love a get-rich-quick scheme and will always try to get away with one if given the chance, no matter how stupid.
6	I don't know how to turn off my merchant habit and will often try to sell goods to my adventuring friends.

Variant Store Owner: Black Market Merchant

Maybe it's the thrill of getting away with criminal behaviour right under the nose of authority, or maybe there's just more money in dealing goods that are outside of the law. Whatever your reason is, you are a Black Market Merchant. From the outside, you seem to be just like any common merchant, selling rice, wheat, or something equally

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banal and benign, but to the discerning eye of the black-market customer, your store is completely different from the rest... and exactly what they've been looking for.

If you decide that the black market is your market of choice:

Swap Deception for Persuasion in your skill proficiencies.

Choose a set of goods to use as a front for your store from the Store Stock table above worth 2 gp in total. Your cart has a false bottom where you keep your black-market goods, worth 8 gp in total. You can choose your actual goods or roll on the table below. You also have a concealed pouch containing 5 gp.

Choose the Black Market Regular feature below instead of the Discerning Eye feature.

d6	Expertise	Price per Unit
1	False documentation	6 gp
2	Banned books	3 gp
3	Banned liquors	2 gp
4	Banned cosmetics	3 gp
5	Stolen art pieces	8 gp
6	Non-native plants and flowers	2 gp

Variant Feature: Black Market Regular

You can always find the hub where the black market of a city operates, whether it's an unassuming tavern, the docks on a specific night of the week, or the sewers. You have a wide net of contacts that can procure your stock of choice for a price. People involved in the dealings of the black market are more willing to trade information with you.



DEMO VERSION

Hotelier

You are a hotelier. Perhaps you own a little bed and breakfast in a small crossroads town, an exclusive club in the middle of a bustling financial district, a steaming onsen on the side of a snowy mountain road, or a relaxing spa in a tropical coastal city. What matters is that your establishment always offers a place to sleep in a warm, soft bed. Travelers from all around the world relish the thought of seeing your store sign swaying gently in the wind. They know it means repose from the harsh life on the road, however momentary that repose might be. It never gets old to see those tired, thankful smiles on the faces of visiting adventurers as they come through your door. You don't deal in simple goods; you offer hospitality, relaxation, and a piece of home to everyone that comes through your door. Nothing brings you more pride and joy than seeing someone come in exhausted and bruised only to leave a couple of days later with high spirits and a twinkle in their eye. For one reason or another, you find yourself about to embark on your own adventure, but after years of seeing other adventurers come and go, you know the importance of rest and comfort and are determined to bring with you a piece of that on the road. No matter how dark, cold, and scary the path might be, you and your friends will always have a warm bed to sleep in.

Skill Proficiencies:

Perception, Persuasion

Language Proficiencies:

One language of your choice that is commonly spoken in the town where your business is located, or one that is commonly spoken by tourists and travelers that visit your business.

Equipment:

One set of comfortable common clothing and one set of fine clothing emblazoned with the logo of your business, bedding and pillows, a master key that opens every door in your business, a book containing the names of everyone that stayed a night in your establishment during the last year, 5 rations, and a belt pouch containing 15 gp.

Feature: Service Offered

All hoteliers follow the rules of hospitality and offer a warm bed to weary travelers, but each specific business specializes in a type of service. Choose your type of service or roll on the table below:

d6	Expertise
1	Spa
2	Onsen
3	Tea house
4	Bed and Breakfast
5	Retirement home
6	Cafe

Feature: Hotelier Hospitality

Hoteliers respect hoteliers. No matter where you find yourself, other hoteliers will make sure your stay is as comfortable as possible for you and your group. The services delivered by any establishment where you rent a room for the night will be considered one Lifestyle level higher, but will cost the same price. For instance, an establishment that is considered Modest will deliver services considered Comfortable for the price of a Modest service.

Suggested Characteristics:

Hoteliers are defined by the importance they place on hospitality and the care they put into making their business a home away from home for all their clients. You can use the different tables below to get a feel for what your hotelier is like, or use it as a jumping-off point to start building your character.

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d6	Personality Trait
1	Comfort is very important for me. I always make sure that I and all my friends want for nothing.
2	I love imagining the lives of the people I see and will make wild guesses to entertain myself and my friends.
3	I'm nosey and always want to know what everyone is up to.
4	I rarely left my hotel, so tales of adventure fascinate me; I never say no to hearing a good story.
5	I'm obsessively clean and I will not have myself, the place I sleep in, or any of my friends looking dirty or otherwise unpresentable.
6	I appreciate luxury when I see it and love to indulge in an expensive pleasure from time to time.

d6	Ideal
1	Beauty. I want my hotel to be an oasis of beauty, calm, and luxury in the uncomfortable and unforgiving desert that is the outside world.
2	Charity. Giving a place to sleep to people who have nowhere to go is my calling in life. My home is everyone's home.
3	Hospitality. I love the idea of my business being a home away from home for strangers, and I strive to bring comfort where there is none.
4	People. A hotel is the perfect way to meet all kinds of colorful characters, learn about other cultures, and stay in the loop of the goings-on all around the world.
5	Wealth. The bottom line is the most important part of any job. Money comes first.
6	Tradition. My hotel has been passed down through generations of my family.

d6	Bond
1	My hotel is the work of not only my life, but also the lives of countless other generations that came before me. I will protect it with my life.
2	A tyrannical lord wishes to take the land my hotel currently stands on for himself. I need to stop him no matter what it takes.
3	One dark and stormy night, a horrible killer murdered every one of my guests in the middle of the night. Their ghosts now haunt my hotel and clients are too scared to stay the night. I need to find the perpetrator of the guests' murder and bring them to justice so they can finally rest... and I can finally make some money again.
4	I fell in love with an adventurer who left years ago and promised to come back. I started my hotel so they would have a soft bed to come back to after their travels, but after years of waiting, I have finally decided to go look for them myself.
5	My hotel is just a front—I steal from the most defenseless of my guests and blame it on the local goblin population. Everything was going fantastically until I stole from the wrong group of adventurers, who swore to bring me to justice. Now I'm on the run.
6	Once I was a powerful and immensely rich noble, but my fortune kept dwindling until I was forced to turn my family's estate into a hotel. After seeing how much gold there is in adventuring, I left one of my servants to manage the hotel and decided to try the adventurer's life for myself. My only wish is to restore my family's status.

d6	Flaw
1	Even if I insist that I manage a hotel, it sometimes feels more like a shelter. I can't refuse to welcome someone in need under my roof, regardless of whether they can pay for it or not, even if that means making my life and managing my hotel harder.
2	Being comfortable for me isn't a preference, it's a need. I will complain and drag my feet if I'm in a situation I don't find sufficiently comfortable.
3	I'm accustomed to a calm, sheltered life and have a hard time with tense, action-filled situations.
4	I'm a gossip to a fault, and will always stick my nose where it doesn't belong. Especially when it comes to my party members' business.
5	I believe my hotel is the best there could ever be. I will be needlessly critical of any other hotel I visit, even directly to the staff of the establishment.
6	I love sleeping and will take any opportunity to do so. If I ever sleep less than what I would like to, my anger and crankiness know no bounds.

Variant Hotelier: Luxury Hotelier

Your hotel is no simple inn on the side of the road—you manage a luxury establishment known among the most select circles as the place to stay at. You cater only to the most discerning, the most wealthy clientele, and you do everything in your power to shower them in the best comforts this world has to offer. Your establishment is a staple of your town or city, and people from all over save every penny their whole lives just to spend a night in one of your rooms. You care about quality, not affordability, and will cut no expenses to offer your guests the best possible service. With a price to match, of course.

If you decide that the luxurious hotel is the hotel for you, choose the Select Club feature below instead of the Hotelier Hospitality feature.

Variant Feature: Select Club

Quality recognizes quality. Your establishment's reputation precedes you and gives you access to other establishments that are more selective about who gets to be their patron. If a restaurant, tavern, inn, hotel, or another business only welcomes individuals of a certain stature or wealth, you are always considered worthy and are given permission to enter.

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DEMO VERSION

Farmer

You are a farmer. You work from dawn 'til dusk lovingly taking care of the animals in your care. The work is hard and might not be the most glamorous, but it's honest work. You're well aware of what an integral part you play in your community, and you take pride in that. You might have been born to a family of farmers and are now following in the footsteps of your parents, taking care of the family ranch. Maybe you were once an infamous pirate who decided to leave the high seas behind for solid ground, stability, and tranquility. You don't have time to think about all that though—the cows are not gonna feed themselves, the chickens have found a way through the fence and are warring with the geese once again, and there are crops to water. If all that wasn't enough, somehow you've found your way into the adventuring business. Some people might think that a farmer such as yourself is not suited for a life of adventuring, but you know the skills that life has taught you are invaluable, and your work ethic will bring success in any job you take. It'll just take some resolve, dedication, and a lot of elbow grease.

Skill Proficiencies:

Athletics, Animal Handling

Tool Proficiencies:

Land Vehicle Proficiency

Equipment:

A set of common clothes; your choice of mount between a donkey, a mule, or a pony; your choice of pet between a hen, a goat, a goose, or a mastiff; a small leather pouch tied with a string around your neck filled with some dirt taken from your farm; and a pouch containing 5 gp.

Feature: Animal Whisperer

Your years of taking care of the animals on your farm have given you an extraordinary ability to understand the subtle intricacies of the complex body language of chickens, cows, and other farm animals. You can always tell what a farm animal's emotional state is, and you have advantage on any medicine checks used on farm animals.

Suggested Characteristics:

Farmers are extremely hardworking people defined by their work ethic, tenacity, and love of the land. You can use the different tables below to get a feel for what your farmer is like, or use it as a jumping-off point to start building your character.

d6	Personality Trait
1	I'm a nature lover. I feel more comfortable sleeping under the stars than boxed in some room of an inn, no matter how fancy.
2	I get anxious and gloomy when staying in big cities for too long; not seeing the horizon extend forever makes me feel claustrophobic.
3	I get nervous and jumpy if my animals are not close to me.
4	I find the company of animals or plants more enjoyable than that of people.
5	I have tons of siblings and always seem to have a story about a sibling that relates to any possible situation me or my adventuring party find ourselves in.
6	I get really competitive around other farmers and feel the need to prove that my products and methods are better than theirs.

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d6	Ideal
1	Tradition. My farm is the work of generations of family members, and now it has been passed down to me. I wish to see it thrive and grow under my care.
2	Community. My work as a farmer is integral for a community to function. I'm aware of this responsibility and honor it.
3	Family. I wish to instill in my children the importance of hard work, dedication, and love of the land that my parents taught me.
4	Redemption. I was once a despicable criminal. I've decided to live an honest life as a farmer, serving my community to atone for my sins.
5	Aspirational. I left my farm behind because I think I have a brighter future ahead of me. I'm more than just a farmer, and I'll prove it to the world.
6	Secret. Years ago, I committed a horrible act and fled the city to avoid getting caught. I've been pretending I'm just a simple farmer in hopes of avoiding the law.

d6	Bond
1	My farm and my animals are my life's work and what I care the most about. I will protect them with my life.
2	One night my pet goat came to me in a dream and spoke of a terrible curse that would destroy the world, including my farm! It hasn't spoken to me since, but I decided to trust it. Now I'm on a quest to stop this horrible prophecy from coming true.
3	My parents, siblings, and animals were suddenly overcome by a horrible illness. I took my life's savings and set out to find a way to cure them.
4	My mother used to read me stories of a chicken that laid golden eggs worth hundreds of platinum. I'm convinced that the stories are true, and now, I'm on a quest to find that chicken and stop it from falling into the wrong hands.
5	An evil witch turned the love of my life into the animal that I now pretend is my pet. I'll find a way to turn them back to their original self and bring that witch to justice.
6	My family has developed amazing farming techniques over the years that could feed the hungry and make the work of farmers around the world easier, but they are illiterate and can't share their knowledge. My only wish is to teach other farmers the ways of my family.

d6	Flaw
1	Years of solitude in my farm with only the company of animals make it hard for me to form connections with people.
2	I see any work that is not physical in nature as a waste of time and of no real worth to society at large.
3	I spoil my animals and will buy them the best possible feed and even possibly rooms in inns, no matter if that will make my life substantially harder, keep me from sleeping in a dry place, or make me go hungry.
4	My family never saw it necessary to teach me how to read or write.
5	I wasn't the one tasked with actually selling the goods produced at my farm. I'm horrible with money and very easy to take advantage of financially.
6	I don't know how to take a break and will overwork myself to exhaustion. I see people that do know when to rest as lazy.

Subclasses

Here are five different subclasses you can use in any adventure, cooking-themed or not. Some are centered around supporting you and your friends through battle, some specialize in weakening your foes, and some are all about bringing them down. These subclasses follow the same rules as any other subclass and are completely independent from the new Cooking Classes you'll find in this book.

War Cook

A Fighter Martial Archetype

Sometimes, finding the best ingredients requires going out into the world to hunt incredibly powerful beasts; sometimes, someone needs to cook for troops of soldiers in the heat of the battlefield. Sometimes, it's just about cooking outdoors. Whatever the reason may be, some cooks need to be able to fight, and these know how to do it.

A War Cook is a fighter who knows how to take their extensive knowledge of the art of cooking and apply it to the art of fighting. Using the same tools that they would use to cook a wonderful meal, they bring the most wicked creatures to their knees—and if those creatures look appetizing, they might even consider serving them with baked potatoes on the side.

War Cooks excel at doing damage while weakening their foes and controlling the flow of battle, and their culinary expertise makes them incredibly useful out of combat.

The War Cook Martial archetype is based on other fighter archetypes that use magical options for the fighter's blows, but with a much bigger emphasis on melee fighting and on the different effects produced by their Arcane Utensils.

They come with their own unique weapon proficiency: Cooking Weapons. Cooking Weapons can only be used by War Cooks, and are intrinsically tied to their Arcane Utensil feature.

To build a War Cook, prioritize Strength/Dexterity, Constitution, and Charisma, in that order. Take a good look at the Cooking rules included in this manual, since you will be able to cook outdoors thanks to your Ever-Ready Kitchenette.

Ever-Ready Kitchenette:

At 3rd level, you acquire an Ever-Ready Kitchenette, a small, magical kitchen that weighs 9 pounds and can cook one dish a day. The kitchenette needs 10 minutes to set up and warm up.

You have proficiency with Cooking Weapons (see "Cooking Weapons" below) and can switch from one cooking weapon to another in battle as a free action.

Arcane Utensil:

At 3rd level, you learn to infuse your cooking utensils with Arcane energy. When you gain this feature, you learn two Arcane Utensil options of your choice (see "Arcane Utensil Options" below).

Once per turn, when you use a cooking weapon as part of the Attack action, you can apply one of your Arcane Utensil options to that attack. You decide whether to use the option when an attack hits,

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unless the option doesn't involve an attack roll. You have two uses of this ability, and you regain all expended uses of it when you finish a short or long rest.

At the beginning of each round of combat, you can choose to switch the arcane utensil you are holding as a free action.

You gain an additional Arcane Utensil option of your choice when you reach certain levels in this class: 7th, 10th, and 15th level. Each option also improves when you become an 18th-level fighter.

Additionally, you have grown accustomed to carrying an entire arsenal of cooking weapons on your person. The weight of cooking weapons is negligible to you for the purposes of carrying them. This bonus to your carrying capacity only comes in to effect when carrying arcane utensils with you.

Magic of Cooking:

At 7th level, you gain the ability to infuse your utensils with magic. Whenever you make an attack with a Cooking Weapon, you can make it magical for the purpose of overcoming resistance and gaining immunity to nonmagical attacks and damage. Any attacks of opportunity made with Cooking Weapons can also be considered magical for that same purpose.

Master Haggler:

At 7th level, you have talked to so many merchants over the years, trying to procure the best ingredients and tools, that you are an expert at it. You gain advantage on all Persuasion checks when trying to haggle for a lower price on an item at a shop. This only extends to items, not services.

You also have advantage on Insight checks to determine whether a shopkeeper is being fair with their prices and telling the truth about their wares.

Ever-Ready Utensil:

Starting at 15th level, your magical cooking utensils are available whenever battle starts. If you roll initiative and have no uses of Arcane Utensil remaining, you regain one use of it.

Arcane Utensil Options:

The Arcane Utensil feature lets you choose options for it at certain levels. They are all magical effects, and each is associated with one specific Cooking Weapon. In order to use these Utensil Options, you need to buy the corresponding Cooking Weapon and cook with it once (see the "Cooking Weapons" section below).

If an option requires a saving throw, your Arcane Utensil save DC equals 8 + your Proficiency bonus + your choice of your Strength or Dexterity modifier.

Rolling-Pin: When you hit with this Arcane Utensil, you cause small illusory birds to fly around the head of the target. The creature hit by the attack takes an extra 2d6 bludgeoning damage and has to make a Wisdom saving throw against your Arcane Utensil save DC. On a failed save, the creature's mind is completely clouded by the blow. The creature must roll a d6 to determine what they will do with their turn:

1-3: The creature uses all its Movement to move away from the War Cook, triggering attacks of opportunity. The creature doesn't take an action this turn.

4-5: The creature falls prone. The creature doesn't take an action this turn.

6: The creature is under the effect of the cantrip "Friends" and considers the War Cook an esteemed ally. For up to one minute, the target creature is more inclined to believe, be persuaded, or otherwise influenced by the War Cook, and the War Cook has advantage on all Charisma checks directed at the creature. When the effect of the spell wears off or the creature is attacked, the creature

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immediately realizes that magic was used to influence its mood and could react violently.

The bludgeoning damage increases to 4d6 when you reach 18th level in this class.

Ice Cream Scoop: When hitting with this Arcane Utensil, you cause ice crystals of a color and flavor of your choosing to envelop the target. The creature hit by the attack takes an extra 2d6 cold damage and is restrained. The target or any creature that can reach it can use its action to remove the ice crystals with a successful Strength (Athletics) or Dexterity (Acrobatics) check against your Arcane Utensil save DC. Otherwise, the ice lasts for 1 minute or until you use this option again.

The cold damage increases to 4d6 when you reach 18th level in this class.

Frying Pan: When you hit with this Arcane Utensil, you cause magical oil to fall onto the creature and around it, covering the floor in a sticky, slimy liquid. Any creature in a 15-foot cone extending from you must make a Dexterity saving throw against your Arcane Utensil save DC. The creature takes 1d6 extra acid damage on a failed save, or half as much on a successful one. The terrain in that 15-foot cone is considered difficult terrain until the start of your next turn.

The acid damage increases to 4d6 when you reach 18th level in this class.

Wok: When you hit with this Arcane Utensil, you cause fire to catch onto the creature's body or clothing. The creature takes an extra 2d6 fire damage and is set on fire. The creature takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a Dexterity (Acrobatics) check against your Arcane Utensil save DC to extinguish the flames. Otherwise, the flames last until you use this option again or the creature dies.

The extra fire damage on a successful hit increases to 4d6, and the continuous fire damage increases to 2d4 when you reach 18th level in this class.



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Skewer: When you hit with this Arcane Utensil, you cause the skewer to fly in a straight line, which is 5 feet wide and 30 feet long. Each creature in that line of a size Medium or smaller must make a Dexterity saving throw against your Arcane Utensil save DC. On a failed save, a creature takes 2d6 piercing damage. On a successful save, a target takes half as much damage.

On a failed save, up to 4 enemies in the trajectory of the skewer are pushed back 15 feet. If the skewer hits a wall or other structure, all creatures that failed the Dexterity check are pinned against the wall against each other, restrained, and take an additional 1d6 force damage from the impact against the wall. A creature that has been skewered or any creature adjacent to them can use their action to make a DC 10 Strength (Athletics) check to break free of the skewer. If one creature succeeds on this check , it frees all other skewered creatures.

The extra piercing damage on a successful hit increases to 4d6 when you reach 18th level in this class.

Wooden Spoon: When you hit with this Arcane Utensil, magical energy gathers on the spoon and is delivered as you hit. The creature hit by this attack takes an extra 2d6 force damage and must succeed on a Wisdom saving throw against your Arcane Utensil save DC or is stunned until the end of their next turn.

The force damage increases to 4d6 when you reach 18th level in this class.

Cooking Weapons:

Cooking Weapons, like Simple and Martial Weapons, are a separate kind of weapon. Only War Cooks are able to wield them efficiently both as tools and as weapons.

Before you cook with them, all cooking utensils are considered an improvised weapon in battle. After cooking any meal with them, whether in a normal kitchen or in your Ever-Ready Kitchenette, you imbue them with your own magical energy, and they become Cooking Weapons. They can now be used in battle as normal weapons and channel the different Arcane Utensil options you have acquired.

In order to use the Arcane Utensil feature, you need to have the corresponding cooking weapon and have cooked with it before.

All these weapons could have magical versions. It's up to your GM to create magical Cooking Weapons for you to find on your adventures!

Weapon	Damage	Cost	Weight	Properties
Rolling Pin	1d8 bludgeoning	3 sp	5 lb	Versatile (1d10)
Ice-Cream Scoop	1d8 slashing	5 sp	3 lb	Versatile (1d10)
Frying Pan	1d6 bludgeoning	6 gp	2 lb	Light, Finesse
Wok	1d12 bludgeoning	1 gp	7 lb	Heavy, Two-handed
Skewer	1d6 piercing	1 sp	2 lb	Thrown (range 20/60), Versatile (1d8)
Wooden Spoon	1d10 bludgeoning	8 cp	6 lb	Heavy, Reach, Two-handed

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Circle of the Brew

A Druid Subclass for Dragon Stew

Circle of the Brew druids respect nature like any druid should, but they do so in their own unique way. To them, nature is a giver of blessings, and it's the druids' duty to take those resources and transform them to suit their needs, a belief which makes them sort of the odd one out of the druid circles. They are also the most likely out of all druids to live close to or even in civilization, sharing their particular brand of magic with those who need them, some making quite a living for themselves in the process. A Circle of the Brew druid's main concern is not preserving nature in its purest, rawest state but adapting nature while respecting it, taking the raw materials nature generously offers and giving them new form. The form that Circle of the Brew druids choose just so happens to be brews.

With the help of their trusty cauldron, a Brew Druid creates magical liquids to assist them and their friends in and out of battle. These liquids can take any form—mysterious potions, hearty soups, fragrant soaps, or artisanal beers, to name a few—but they all have one thing in common: They are magical. The druid pours the power of nature itself into their brews, imbuing them with raw, natural magic that can be used by the druid themselves or any other person the druid gives their brews to.

The Druid Circle of the Brew is a very unique circle focusing on prep work, buffs, and debuffs. Their signature ability is their capacity to make Brews, which can hold specific spells and be used not only by the druid but by whoever drinks the brew.

This Brewing ability opens a world of possibilities. With their ability not only to use wild shape themselves but let other people Wild Shape, a frail wizard could become an emergency tank for the group without losing their mental capacities like someone under a polymorph spell does. There's just as many out-of-combat uses for their potion-brewing, making them extremely versatile as support, utility, and buffing and debuffing their allies and enemies. This subclass is highly technical and not suited for first time players. It's perfect for those players that enjoy planning and preparing before setting on adventures.

Circle Spells:

Nature's gifts are plentiful, and your skills and spells are perfectly suited to harnessing and shaping those skills to suit your needs. At 3rd, 5th, 7th, and 9th level you gain access to circle spells perfect for imbuing brews with. These are the only spells you can make brews out of.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Druid Level	Spells
3rd	Invisibility, Enlarge Reduce
5th	Bestow Curse, Haste
7th	Polymorph, Stoneskin
9th	Hold Monster, Anti-life Shell

Collapsible Cauldron:

When you choose this circle at 2nd level, you gain the ability to take a cauldron with you wherever you go by reducing it to the size of a thim-

ble. As an action, you can collapse or expand your cauldron from its thimble size to its full size or vice versa. It takes a minute for the cauldron to complete the collapsing or expanding process. The cauldron's weight when collapsed in its thimble form is negligible, and in its expanded form it weighs 70 lbs. You can make any cauldron worth at least 20 gold pieces become a collapsible cauldron by concentrating on it for 1 hour. Once a new cauldron becomes collapsible, the old one loses its collapsible property and reverts to its full size if it was in thimble form.

Brew of Wild Shape:

When you choose this circle at 2nd level, you can bottle your Wild Shape ability into a brew of Wild Shape.

Making a brew of Wild Shape in your collapsible cauldron takes 10 minutes and spends one use of your Wild Shape ability. As an action, you or any willing creature can consume the brew of Wild Shape. The creature that has consumed the brew of Wild Shape immediately uses the Wild Shape ability as if they were a druid; they are limited by the same rules and enjoy the same advantages as a druid assuming the form of a beast. If the creature consuming the brew of Wild Shape is not a druid, they can only maintain their beast form for half the time you would be able to maintain it. When this time is over, they make a constitution saving throw against your Spell DC or are stunned for one round. If a creature consumes your brew of Wild Shape unknowingly or unwillingly, the brew of Wild Shape has no effect.

When a brew of Wild Shape is made, you can't regain that use of Wild Shape until the brew is ingested, destroyed, or until you take a long rest. At the end of a long rest, you regain all your uses of the Wild Shape ability, including those used to make brews of Wild Shape. Any brews of Wild Shape prepared but not consumed lose their magical effect.

Magical Brew:

Starting at 3rd level as you acquire your first two circle spells, you can infuse a brew with any of your circle spells. Making a magical brew takes 10 minutes and uses a spell slot from one level lower than the spell slot level of the spell (minimum of 1). For instance, making a brew of Invisibility uses a level 1 spell slot instead of the level 2 spell slot it takes to cast the Invisibility spell. You cannot make a potion of a spell at a higher level than the base spell. Only spells from the Circle of the Brew spell list can be used to make magical brews. If a spell has a material component, it must still be used even when brewing a magical brew.

A magical brew's magic still takes effect even if the creature that consumed it did so unwillingly or unknowingly. If a creature that has consumed a magical brew needs to make a saving throw to avoid the effect of the brew, like with the Bestow Curse brew, the Polymorph brew, or the Hold Monster brew, they do so with disadvantage. You choose the beast a creature transforms to when brewing the Polymorph brew when you brew it. The choice of creature is subject to the same limits that the spell dictates.



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Once you finish a long rest, you regain all spell slots, including those used while making magical brews. Any magical brews you prepared but not consumed lose their magical effect. You can have a number of magical brews equal to your wisdom modifier active at a time. Brews of Wild Shape do not count towards the total number of magical brews you can have active at a time.

Refined Brew of Wild Shape:

Starting at 6th level, you have become an expert at crafting your brew of Wild Shape. Any creature that consumes it, even if they do so unknowingly or unwillingly, is turned into a beast. When an unknowing or unwilling creature consumes your brew of Wild Shape, you choose the beast form they assume from the array of forms you yourself can assume when creating the potion. Additionally, creatures that consume your brew of Wild Shape no longer need to make a Constitution saving throw against your spell DC once the Wild Shape ability ends, and therefore are not stunned when they turn back into their original form.

Expert Ritualist:

When you reach 10th level, you have become an expert at ritual casting. When you cast a spell as a ritual, the casting time and cost of any material components is reduced by half, rounding down.

Master Brewer:

When you reach 14th level, brewing holds no more secrets for you. When you prepare your spells after a long rest, choose one spell from the druid spell list that you know and that can only affect one creature. You can make magic brews of that spell so long as you have it prepared, even if it's not on your circle spell list. You can change the spell you make magical brews with at the end of a long rest.



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Pleasure Domain

A Cleric Subclass for Dragon Stew

Clerics of the Pleasure Domain commune with the divine through the gratification of the senses and all manner of earthly delights, whether it's through food, drink, dance, music, or any other pleasure. A Pleasure Cleric doesn't believe that true happiness comes from sitting around contemplating deep, metaphysical, unverifiable half-truths that are impossible to apply to anyone's daily life; they instead chase the everyday joys of the material world, concentrating on the present.

Some clerics of this domain take part in a world-spanning pilgrimage that serves as a religious practice, travelling to faraway lands to discover the hidden delights of the material plane and learn how to harness them. Others settle down to cultivate their own specific tastes and make others discover what they find so pleasurable about their interests.

The Domain of Pleasure is a unique domain in that its abilities all revolve around downtime and rest. When not fighting, dungeon delving, or otherwise adventuring, Clerics of Pleasure seek to rest and find the earthly delights wherever they are. That way, when those perilous situations do happen, they are always prepared to help their friends.

Domain Spells:

These are the domain spells of the Pleasure Domain. You gain these spells at the cleric levels noted in the table below. Once a domain spell is gained, that spell is always prepared and doesn't count against the number of total spells you can prepare as a cleric each day.

Every domain spell counts as a cleric spell for you, regardless of whether that spell is on the cleric spell list.

Cleric Level	Spells
1st	Sanctuary, Sleep
3rd	Calm Emotions, Aid
5th	Create Food and Water, Tiny Hut
7th	Private Sanctum, Hallucinatory Terrain
9th	Greater Restoration, Dream

Exalted Existence

When you choose this domain at 1st level, you use your time of rest and leisure to enhance your abilities. At the end of a long rest, you can select any skill you are proficient in. Until the end of your next long rest or until you die, your proficiency bonus is doubled.

Channel Divinity: Invigorating Rest

Starting at 2nd level, you can use your Channel Divinity during a short or long rest to soothe yourself and your allies and empower them by making their rest as pleasurable as possible. At the start of a short or long rest, you can give a number of temporary hit points equal to 5 times your cleric level. Choose any creatures within 60 feet of you and divide those temporary hit points among them. A single creature can't receive more temporary hit points than half of its hit-point maximum. This feature works on constructs and undead. If the short or long rest is not completed, the use of Channel Divinity is expended.

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Channel Divinity: Divine Restoration

At 6th level, you can use your Channel Divinity to revitalize yourself and your comrades, raising their spirits and enabling them to fight again. As an action, select a number of creatures you can see up to your Wisdom modifier. This can include yourself. These creatures regain the use of all features and abilities that refresh on a short or long rest, such as racial spells or class features.

This does not include spell slots, hit points, or class features that have a pool of uses to spend, such as Ki points, Action surges, or Channel Divinity.

Potent Spellcasting

Starting at 8th level, you add your Wisdom modifier to the damage you deal with any cleric cantrip.

Find Desire

Starting at 17th level, you can learn someone's most intimate desires. After you spend at least 1 minute talking with the target, your deity whispers to you one of the target's desires, ambitions, or goals. You can keep talking to the target to learn more desires for a number of minutes equal to your Wisdom modifier. You learn one desire for every minute you spend talking. Once you use this feature, you can't use it again until you finish a short or long rest.

Restful Healing

Starting at 17th level, each time you use a healing spell on an exhausted creature, the target loses one exhaustion level.



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Oath of Beauty

A Paladin Subclass for Dragon Stew

The Oath of Beauty is a solemn promise to protect beauty at all costs. The beauty a Paladin chooses to protect can be any beauty: the beauty of nature, the beauty of a loved one, the beauty that nobody else considers beautiful, or their own beauty, to name a few. Paladins of Beauty aim to protect what they find beautiful from the ugly, graceless forces of the outside world. Those that swear this oath become staunch, deeply passionate defenders of what they call their Muses, that or those which they admire most. Contrary to many other oaths, the Oath of Beauty encourages those that swear by it to throw themselves into the arms of their passions, to feel every feeling unashamedly and courageously. Objectivity and cold hard logic hold little to no meaning to a Paladin of Beauty. It is subjectivity, passion, admiration, and love that drives them. A Paladin of Beauty's most powerful weapon is not their sword, but their rejection of society's insistence on remaining unemotional and impersonal, because when wielded dexterously, it can inspire a crowd, a city, a country, or the entire world.

The Paladin of Beauty has been conceived as a defender and a tank. While other oaths are all about the Paladin themselves and killing other creatures, the Oath of Beauty is all about protecting and bolstering your allies.

Tenets of Beauty:

The tenets of the Oath of Beauty vary by the Muse that the Paladin chooses, but all the tenets revolve around defending Beauty at all costs. Paladins who have sworn this oath will go to any lengths to protect their Muse, even if it means going against what they consider just or right. The principles that rule over their tenets are ruled by emotion.

A Shield for the Beautiful. I am and always will be my Muse's shield. No harm may come to what I consider beautiful as long as I breathe.

Beauty Must Conquer. I vow to make every place I pass more beautiful than when I encountered it.

Passion is Paramount. No decision is truer than the one made from the heart. I will trust what I feel is right and won't let my Passions' screams fall on deaf ears.

Strive for Beauty. I'm not only Beauty's protector, I'm also its wielder. I will strive to make myself as beautiful as what I'm sworn to protect.

There's Beauty in Difference. What I find beautiful may not be the same that others find beautiful. So long as one is driven by pure admiration for a Muse, they are my friend and my ally.

Oath Spells:

You gain Oath Spells at the Paladin levels listed.

Paladin Level	Spells
3rd	Heroism, Protection from Evil and Good
5th	Alter Self, Enhance Ability
9th	Protection From Energy, Spirit Guardians
13th	Faithful Hound, Fabricate
17th	Seeming, Wall of Force

Channel Divinity:

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

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Guardian of Grace. As a bonus action, you vow to protect an ally from all harm with your life. Choose one friendly creature within 60 feet of you that you can see. All attacks against that creature are made at disadvantage, the creature under Guardian of Grace also makes all saving throws with advantage. This effect lasts for 1 minute, until you drop to 0 hit points, or if you use this ability on a different target. Each time a creature under Guardian of Grace takes damage, you take the same amount of damage. You can end the effects of Guardian of Grace as a bonus action. You can switch the creature protected by Guardian of Grace as a bonus action.

Dazzling Appearance. As an action, your appearance changes to reflect a divine, resplendent form of the beauty you have vowed to defend. Choose a number of creatures within 30 feet that can see you equal to your charisma modifier. Each creature must make a Wisdom saving throw. On a failed save, a creature is stunned until the end of your next turn.

Elegant Defense:

Starting at 7th level, your desire to defend and protect gives you a supernatural ability to accomplish that desire. When a creature within your reach makes an attack of opportunity at a creature other than you, you can use your reaction to become the target of the attack instead of the original target.

Aura of Beauty:

Starting at 15th level, you and your friends' appearances subtly change, becoming more beautiful according to their own ideas of beauty. You also become adept at perceiving the true beauty of everything and anything, regardless of what is obscuring it. Aberrations and Monstrosities' attacks are made at disadvantage against you or any friendly creature within 10 feet of you. Additionally, you or any friendly creature within 10 feet have advantage on checks to see through illusions.

At 18th level, the range of this aura increases to 30 feet.

Angel of Beauty:

At 20th level, you can assume the form of an impossibly beautiful Angelic Defender. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Wings sprout from your back and grant you a flying speed of 60 feet.
- You have advantage on Charisma saving throws, as do your allies within 30 feet of you.
- You emanate a beautiful protective aura in a 30-foot radius. When a friendly creature is within the aura, they add your Charisma modifier to their AC and their saving throws.

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



College of Hosting

A Bard Subclass for Dragon Stew

Bards of the College of Hosting are called Hosts. A Host's talents do not lie in music, singing, or dancing but in the purest, rawest form of charisma: conversation.

A skilled Host can make the most introverted person on the planet talk about themselves for hours, thanks to the powerful aura of Amiability, Kindness, and Social Magnetism that constantly envelops them. They can lead any conversation, masterfully adapting their tone to speak with crews of sailors with just as much ease as with members of the highest of courts.

Hosts are seen everywhere, from decadent parties to important trade deals. It is often said that the winner in any diplomatic battle is not the one with the most money or influence, but the one with the best Host at their side. Their presence is almost addicting, especially to those not particularly strong in social graces, as just being in the proximity of a Host makes one feel able to lead a conversation and have every listener wrapped around their little finger.

Hosts can use their influence and their social gifts to stop wars before the soldiers even hit the ground, or convince the most tyrannical of rulers to take better care of their subjects. They can just as easily start that same war with a twist of a conversation, gain influence and power for themselves masterminding their way to more and more success, all without drawing a blade or casting a spell.

The Bardic College of Hosting shines the brightest when political intrigue is involved in an adventure. Instead of skulking in the shadows, trading in rumors and secrets to bring people down, the Host operates right in the open, dealing in diplomacy rather than in subterfuge.

Don't let this emphasis on role play and social interaction fool you into thinking that the Bardic College of Hosting is weak when it comes to battle. Their role is to empower their allies by taking the art of conversation to the battlefield, and they fill that role well.

Magnetic Presence

When you join the College of Hosting at 3rd level, you gain the ability to empower your friends in the art of conversation, your mere presence strong enough to make them seem more charismatic than they actually are.

When you are standing within 30 feet of a friendly creature, that creature can choose to use your Charisma modifier instead of their own when rolling a Charisma Ability check. Once a creature has used your charisma modifier, they can't do so again until they finish a long rest.

Words of Warding

Starting at 3rd level, you can protect your allies using your words alone, guiding them out of harm's way.

As a bonus action, choose a number of creatures that can hear you, up to a number equal to your Charisma modifier (minimum of one) and roll a Bardic Inspiration die. You can now distribute the number rolled and add it to the AC of the creatures chosen. A single creature can't increase their AC by more than 2 points.

This effect lasts for 1 minute. You can end this effect with a bonus action. This bardic inspiration feature can't be used simultaneously with other

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bardic inspiration features. For instance, you can't use Words of Warding and Words of Steel at the same time.

Words of Steel

At 6th level, your words ring truer than any others, including those said when casting a spell. As a bonus action, you can roll a Bardic Inspiration Die and add the total number to your Spell Save DC.

This effect lasts for 1 minute. You can end this effect with a bonus action. Every time you force a creature to make a saving throw against your Spell Save DC, it goes down by one until it has decreased back to its normal state. Once you use this feature you can't use it again until you finish a short or long rest. This use of bardic inspiration can't be used simultaneously with other bardic inspiration features. For instance, you can't use Words of Steel and Words of Warding at the same time.

Words of Resolve

At 14th level, you gain the ability to talk with a mystical aura of charisma that gives your allies the resolve and determination they need to accomplish any task.

As an action, choose a number of creatures that can hear you, up to a number equal to your Charisma modifier (minimum of one) and roll a Bardic Inspiration die. Each of them can add the number rolled to all Charisma saves and have advantage against being charmed and to see through illusions.

This effect lasts for 1 minute. You can end this effect with a bonus action. This use of Bardic Inspiration can't be used simultaneously with other Bardic Inspiration features. For instance, you can't use Words of Resolve and Words of Warding at the same time.



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Cooking Classes

There are as many ways to be a Chef as there are Chefs!

The Cooking Classes are meant to go alongside your traditional class. You can be a Wizard Evocation Baker, a Bard of Glamour Presenter, or a Barbarian Berserker Seasoner. There are no wrong combinations, but some Cooking Classes work better with certain traditional classes.

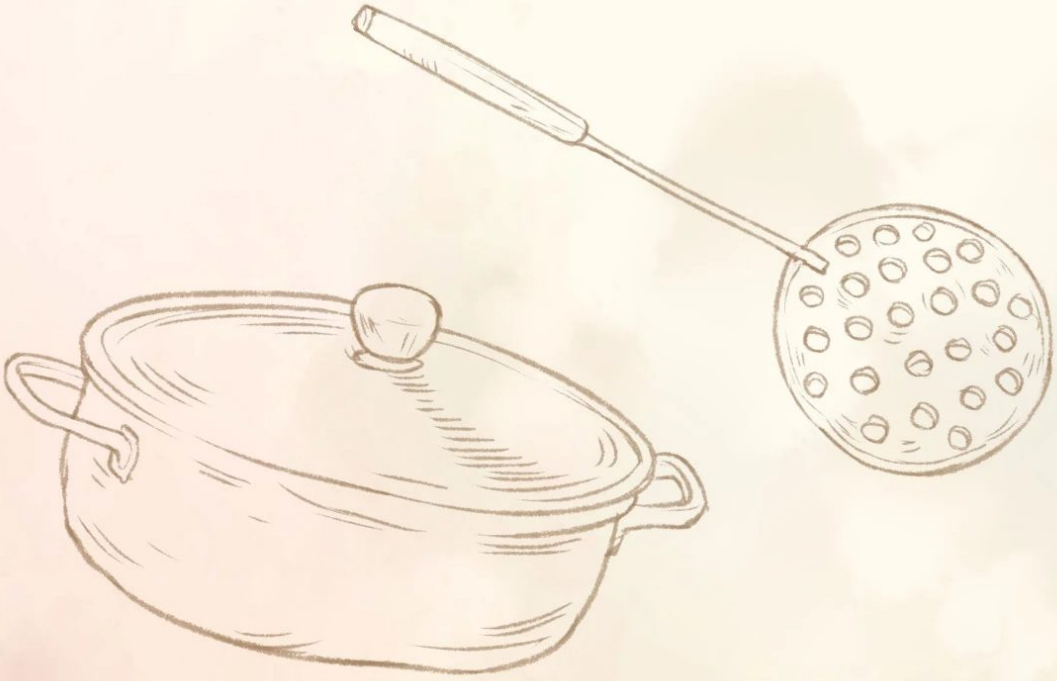
When choosing a Cooking Class, looking at mechanics and advantages is encouraged but also think about how this Cooking Class affects the flavor (no pun intended) of your character.

How did your character become a baker? What is their favorite dish to cook? What's their relationship with cooking? Do they love to cook for others? Do they just see food as sustenance and a way to keep their body going? Take the opportunity to let the Cooking Class influence your backstory and roleplaying!

Cooking Classes are not meant to be as strong as regular classes. They are meant to be a fun addition to your characters. Look at them as similar to feats or additional background perks.

Some of these Cooking Classes are designed more with the Cooking Trials in mind, while others have more abilities that can be completely divorced from the Cooking Trials, but all of them offer something to every player.

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Baker

good synergy with Cleric, all classes

Masters of Baking, one of the core branches of the Cooking Arts. Bakers are extremely specialized cooks, trained in handling sweet flavors. They find their way into many recipes that require a sweet component.

Sweet Tooth

By spending 10 minutes after finishing a dish, you can add sugar and honey to a finished dish to change its taste from Spicy or Plain to Sweet.

Sugar Rush

By spending 10 minutes with any Healing Potion, you can ensure that whoever uses it receives the maximum number of hit points possible.

Dessert Familiar

You can cast your own version of the spell "Find Familiar". You infuse a confection with arcane energy, giving it the gift of sentience. Creating a familiar takes 20gp of cooking ingredients and takes 1 hour.

Once the familiar is created, it can do everything a normal familiar summoned through "Find Familiar" can, except for delivering a spell the baker has cast as if the familiar had cast it. Instead of being a fey, fiend, or celestial, a Dessert Familiar is a construct. You can see a list of Dessert Familiars available to you in the "Dessert Familiars" section.



Presenter

good synergy with Bard, Warlock, Paladin, Sorcerer

Masters of presenting a dish. The best ones are said to save even the worst dishes with their dexterous hands and silver tongues. In restaurants, they are often used to deal with harsh critics, using their mastery over words to convince them that a dish is better than it actually is.

Master of Languages

You know one extra language.

Detail Oriented

You can spend 10 minutes fine-tuning the plating of a dish to increase its final score.

Purple Prose

Once a day, you gain advantage on one Charisma Check and one Insight Check when presenting a dish.

Way with Words

Once a day, you can cast any spell with a verbal component at one spell slot higher than the spell slot you used. (Using a level 1 spell slot, they can cast a spell with a verbal component as if it were cast with a level 2 slot.)



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Seasoner

good synergy with all classes that use weapons to fight

Chefs that specialize in the use of spices. They usually come from merchant families or noble lineages that can afford expensive spices. Their mastery of the art of seasoning allows them to add special effects to dishes and to their own weapons.

Resistance to Cold

The amount of spices you have eaten over the years keep you warm, halving all cold damage received.

Seasoning

By spending 10 minutes after finishing a dish, you can add spices to a dish to change its taste from Sweet or Plain to Spicy.

Coat of Spices

As a bonus action, you can coat your weapon before you make an attack for extra damage. The type of damage depends on the spices used.

Level	Uses	Dice Rolled	Damage type
1 to 4	2	d4	Fire
5 to 9	3	d6	Fire, Cold
10 to 14	4	d8	Fire, Cold, Lightning
15 to 20	5	d10	Fire, Cold, Lightning, Radiant

If an attack with a coat of spices misses, the coat is still active, but as soon as they deal damage, the coat is used. Only one coat of spices can be used per attack. You regain all uses of coat of spices used after a long rest.



Tracker

good synergy with Ranger, Rogue, Cleric, Druid, Monk

Trained in the art of catching prey. They are experts on tracking and taking down a monster in its own lair. They also excel at preparing the target and, through their knowledge of the natural world, turning it into usable ingredients to use when cooking.

Bloodhound

When in the wilderness, you have advantage on all Survival Skill Checks when tracking a creature.

Animal Lover

You have advantage on Animal Handling Checks.

Best Cut

Thanks to your knowledge of animals, you can attempt to cut the best piece of meat to use in a dish. Roll a Survival Check and check on the table below to see what kind of cut you are able to get.

Roll	Quality	Points added or lost
1 to 9	Scraps	-10
10 to 14	Good Cut	+0
15 to 18	Quality Cut	+5
19 and above	Fine Cut	+10



DEMO VERSION

Butcher

good synergy with any class that uses a blade

Masters of blades, Butchers are formidable warriors that also excel in the kitchen when it comes to cutting up ingredients. Butchers see the blades they use as extensions of themselves and are incredibly knowledgeable when it comes to weaponry and cooking tools. Their ability to sharpen weapons for extra effectiveness is useful for cutting up both ingredients and enemies.

Sharpen

Your blades are always ready for slashing through your enemies. At the start of your first turn in combat, if you take the Attack action on that turn, you have advantage on the attack so long as the damage inflicted is slashing damage.

Tool Connoisseur

By spending 10 minutes with a weapon, you can cast the spell Identify on it, and find out its magical properties. This only works on weapons, not armor or objects.

Precise Cutting

You cut down the time of cutting any ingredient by half.



DEMO VERSION

Reciper

good synergy with an intelligence-heavy build

Recipers are masters of the written word when it applies to the kitchen. They believe that good practice can only stem from good theory and pride themselves on their encyclopedic levels of culinary knowledge. To them, cooking is a complex, exact science; a true Reciper never "eyeballs" a measurement. Their precision and eye for detail help every dish achieve a level of technical perfection that simply can't be reached without their expertise. They are esteemed members of every cooking team for their extraordinary technical know-how.



Helping Hand

No wrong measurement escapes your watchful eye. If you use the Help action to assist a creature that is attempting to cook, roll a d4. The creature you're helping gets to add the result of your roll, in addition to rolling the check with advantage.

Technical Expertise

Your encyclopedic knowledge of cooking allows you to accelerate the cooking process. You can cut down the time it takes to finish one step in a recipe by half. Once you've used this ability, you can't use it again until you finish a short or long rest.

Written Word Prodigy

You have advantage on Investigation Checks, so long as what you're investigating can be read. For example, you have advantage on Investigation Checks to find a specific book in a library or read a script carved on the walls of a temple, but not on checks to find a key hidden in a dresser. Additionally, you are a particularly fast reader, cutting down the time it would take to read any text by half.

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Example Adventurer: Melissa Honey

Adventurer concept created by Patrick Cox

This is a level 5 adventurer with a cooking class so you can see an example of how these classes add to character creation.

Melissa Honey grew up in a small, snowy village hidden deep in the mountains. Since she could talk, two things were clear about Melissa: She could brighten a room with her joyful disposition, and she loved cooking. Melissa was raised by her grandmother, and they would spend hours cooking the tastiest dishes. Melissa showed a particular penchant for spices, cooking, and eating delicious but incredibly spicy dishes that grown folks could barely handle. It's her love of cooking that made Melissa leave her town with a simple goal—to share her grandma's cooking with the world.



Melissa Honey

Medium silver dragonborn druid seasoner

Armor Class 14 (natural armor)
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	14(+2)	4(-3)	13(+1)	12(+1)

Saving Throws Wis +4
Skills Insight +4, Medicine +4, Survival +4
Damage Resistance cold
Senses passive Perception 11
Languages Common, Draconic

Other than a druid and a dragonborn, Melissa is also a seasoner.

As a seasoner, she gets resistance to cold damage and the ability to make any food spicy by spending 10 minutes with it.

Melissa is level 5, which means she can also infuse her weapons with spices to cause different kinds of damage, thanks to her ability Coat of Spices. She gets 3 uses of this ability, inflicting a d6 of either Fire or Cold damage, her choice.

Dessert Familiar

Dessert Familiars are special familiars made by the union of cooking and the arcane. Bakers can create Dessert Familiars as one of their Cooking Class perks, but feel free to use any of these Dessert Familiars for your regular Find Familiar Spell.

Dessert Familiars are different in some ways from regular familiars:

Dessert Familiars are not fey, celestials, or fiends, but constructs.

In order to create a Dessert Familiar, the player needs 20gp worth of cooking ingredients. Those ingredients will be consumed at the end of the creation of the Dessert Familiar.

It takes 1 hour to create a Dessert Familiar.

A Dessert Familiar can't deliver a spell with a range of touch the baker has cast as if the familiar had cast it. However, if you decide to use your Find Familiar Spell to create a Dessert Familiar with it, the Dessert Familiar can deliver a spell with a range of touch you have cast as if the familiar had cast it, as any familiar summoned by the Find Familiar spell can.

There's one interesting benefit Dessert Familiars have that other familiars lack, and it's their False Appearance. If a Dessert Familiar remains immobile, it's indistinguishable from a normal dessert. This can open some interesting spying opportunities, like planting a Dessert Familiar in plain sight in order to spy on someone.

DEMO VERSION



art by April Prime

DEMO VERSION

Dog Roll

(Dog + Cake Roll)

Bakers make Dog Rolls because of their unwavering loyalty. Whether chocolate, strawberry, or matcha flavored, all Dog Rolls love their masters unconditionally and will defend them until the end.

Their amazing sense of hearing and smell help them warn their bakers of incoming danger, and their bulkier bodies make it so they are not completely hopeless on the battlefield.



Dog Roll

Small construct, unaligned

Armor Class 13 (natural armor)
Hit Points 11 (2d6+4)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	12(+1)	14(+2)	4(-3)	13(+1)	12(+1)

Skills Perception +3, Persuasion +3

Senses darkvision 20 ft., passive Perception 13

Challenge 0 (10 XP)

Keen Hearing and Smell. The dog roll has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Loyal Friend. If the dog roll is within 5 feet of its creator, or within 5 feet of a creature attacking the dog roll's creator, the dog roll can use its reaction to redirect an attack directed at its creator to the dog roll instead.

False Appearance. While the dog roll remains motionless, it is indistinguishable from a normal cake roll.

Actions

Help. The dog roll can aid a friendly creature in attacking a target within 5 feet of it. After the dog roll has taken the Help action, the next attack roll against the target is made with advantage.

Weaclair

(Weasel + Éclair)

Weaclairs will be baked when a baker needs a particularly dexterous assistant. Their tiny legs are surprisingly agile, and their soft elongated bodies allow them to make it through some really tight fits. Their sneakiness, combined with their ability to resemble an ordinary éclair when motionless, makes them the perfect companion for a baker who's up to some mischief.

DEMO VERSION



Weaclair

Tiny construct, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	16(+3)	10(+0)	2(-4)	12(+1)	2(-4)

Skills Perception +3, Stealth +7
Senses passive Perception 13
Challenge 0 (10 XP)

Keen Hearing and Smell. The weaclair has advantage on Wisdom (Perception) checks that rely on hearing or smell.

False Appearance. While the weaclair remains motionless, it is indistinguishable from a normal éclair.

Actions

Help. The weaclair can aid a friendly creature in attacking a target within 5 feet of it. After the weaclair has taken the Help action, the next attack roll against the target is made with advantage.

DEMO VERSION

Snail de Leche

(Snail + Dulce de Leche)

Snails de Leche are not the most charismatic, nor the most intelligent, and certainly not the most dexterous familiars, but they have an incredibly useful skill in the hands of the right baker. Their almost liquid bodies let them squeeze through the tiniest cracks.

Give them enough time, and a Snail de Leche can infiltrate even the most fortified strongholds.



Snail de Leche

Tiny construct, unaligned

Armor Class 14 (natural armor)
Hit Points 4 (1d4)+2
Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	2(-4)	14(+2)	2(-4)	13(+1)	2(-4)

Skills Perception +3
Senses blindsight 30 ft., passive Perception 13
Challenge 0 (10 XP)

Amorphous. The snail de leche can move through a space as narrow as 1 inch wide, without squeezing.

False Appearance. While the snail de leche remains motionless, it is indistinguishable from a normal puddle of dulce de leche.

Actions

Help. The snail de leche can aid a friendly creature in attacking a target within 5 feet of it. After the snail de leche has taken the Help action, the next attack roll against the target is made with advantage.

DEMO VERSION

Gingerbread Man

(Gingerbread + Man)

Not many bakers bake Gingerbread Men. Some say their beady little eyes are unnerving. Some say the fact that they look like tiny little cookie people, but act as loyal servants, makes them feel weird. For some bakers, though, Gingerbread Men are the only Dessert Familiar they would ever make.

They are the only Dessert Familiars capable of speech, and their expertise on one very specific field makes them perfect if the baker needs information on one specific subject. When a baker decorates a Gingerbread Man, they give it a "Job" and knowledge on one specific skill. The plain gingerbread man becomes a Gingerbread Historian, or a Gingerbread Theologist, or a Gingerbread Biologist, etc....

One has to wonder though, where do the Gingerbread Men get that knowledge from?



Gingerbread Man

Tiny construct, unaligned

Armor Class 9
Hit Points 1 (1d4-1)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
1(-5)	8(-1)	8(-1)	17(+3)	14(+2)	13(+1)

Skills Persuasion +3, One Intelligence Skill +5
Senses blindsight 30 ft., passive Perception 12
Languages All languages that its creator knows
Challenge 0 (10 XP)

Knowledgeable Pastry. Choose one intelligence skill when baking a gingerbread man. The gingerbread man is now proficient in that specific skill.

False Appearance. While the gingerbread man remains motionless, it is indistinguishable from a normal gingerbread cookie.

Actions

Help. The gingerbread man can aid a friendly creature in attacking a target within 5 feet of it. After the gingerbread man has taken the Help action, the next attack roll against the target is made with advantage.

Mochat

(Cat + Mochi)

Sometimes the unwavering enthusiasm of a Dog Roll proves to be a bit too much for some bakers. Mochats were baked by those bakers, and ever since, both sides have tried to prove to the other that their familiar was, in fact, better. This takes the form of friendly competition or unbridled hatred, depending on the bakers in question.

Mochats excel at tasks requiring more dexterous paws. They make for amazing scouts, incredible infiltrators and, if they deem the person worthy, great companions.



Mochat

Tiny construct, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8(-1)	17(+3)	10(+0)	3(-4)	14(+2)	11(+0)

Skills Perception +4

Senses blindsight 30 ft., passive Perception 14

Challenge 0 (10 XP)

Keen Sight. The mochat has advantage on Wisdom (Perception) checks that rely on sight.

Judge of Character. The mochat has advantage on Wisdom (Insight) checks to determine if a creature means harm to it or its creator.

False Appearance. While the mochat remains motionless, it is indistinguishable from a normal mochi.

Actions

Help. The mochat can aid a friendly creature in attacking a target within 5 feet of it. After the mochat has taken the Help action, the next attack roll against the target is made with advantage.

DEMO VERSION

Craboissant

(Crab + Croissant)

Craboissants are known for being both cranky and also very attached to their bakers. Their pincers will snap at anyone who even looks at their masters funny or maybe just looks in their general direction. They are small, but smart bakers won't let their size fool them into thinking that the Craboissant is a less than stellar familiar.

Their exceptional bulkiness makes them hard to hit, and their slow movement makes them hard to spot, which makes them great ambushers and scouts, especially when it comes to underwater adventuring. These crabby little creatures don't seem to be aware that they are smaller than almost any other thing, and will hold on to anything and anyone with a tenacity seldom seen on a battlefield, convinced they can take down any foe if they just pinch hard enough.

DEMO VERSION

Craboissant

Tiny construct, unaligned

Armor Class 17 (natural armor)
Hit Points 4 (1d4+2)
Speed 20 ft., swim 20 ft.

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

Skills Stealth +4, Athletics +3

Senses passive Perception 10

Challenge 0 (10 XP)

Amphibious. The craboissant can breathe air and water.

Strong Pincers. The craboissant has advantage on Strength checks to hold on to something.



False Appearance. While the craboissant remains motionless, it is indistinguishable from a normal croissant.

Actions

Help. The craboissant can aid a friendly creature in attacking a target within 5 feet of it. After the craboissant has taken the Help action, the next attack roll against the target is made with advantage.

Owlfin

(Owl + Muffin)

Owlfins are independent familiars. Contrary to many other dessert creatures, they prefer peace, quiet, and solitude. This does not mean they do not love their bakers, it simply means that an owlfin's affection takes a different shape. Owlfins will seldom ask for scratches from bakers, but they will bring them errant sprinkles and the occasional dead rat.

These offerings are one of their many obscure ways to show affection. A baker that knows how to read these and not demand the owlfin to be something it isn't will find in these familiars an incredibly loyal companion.



Owlfin

Tiny construct, unaligned

Armor Class 13
Hit Points 2 (1d4)
Speed 5 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6(-2)	16(+3)	10(+0)	8(-1)	16(+3)	8(-1)

Skills Perception +5, Stealth +5
Senses darkvision 120 ft., passive Perception 15
Challenge 0 (10 XP)

Nocturnal Scout. The owlfin has advantage on Wisdom (Perception) checks at night.

Flyby. The owlfin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

False Appearance. While the owlfin remains motionless, it is indistinguishable from a normal muffin.

Actions

Help. The owlfin can aid a friendly creature in attacking a target within 5 feet of it. After the owlfin has taken the Help action, the next attack roll against the target is made with advantage.

DEMO VERSION

Teacup Dragon

(Dragon + Tea)

The primary use of teacup dragons is, unsurprisingly, brewing tea. By letting a teacup dragon steep their tail in hot water, one can brew a deliciously sweet tea that is known to have remarkable healing properties.



Teacup Dragon

Tiny construct, unaligned

Armor Class 11
Hit Points 2 (1d4)
Speed 20 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
4(-3)	12(+1)	10(+0)	10(+0)	12(+1)	11(+0)

Saving Throws Cha +2

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Understands all languages that its creator knows and Draconic, but can't speak.

Challenge 0 (10 XP)

Tealepathy. The teacup dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 60 ft. of it that can understand a language and has previously drunk tea brewed by the teacup dragon.

Infinite Tea. A teacup dragon can brew non-magical tea an infinite number of times.

False Appearance. While the teacup dragon remains motionless and completely submerged in water, tea, or another liquid, it is indistinguishable from the rest of the liquid.

Dragon's Brew (Recharges after a Long Rest). By steeping its tail in hot water for 10 minutes, the teacup dragon can brew a magical healing tea that, when drunk, heals 1d4 hit points.

Actions

Help. The teacup dragon can aid a friendly creature in attacking a target within 5 feet of it. After the teacup dragon has taken the Help action, the next attack roll against the target is made with advantage.

DEMO VERSION

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Frosted Ermine

(Ermine + Ermine Frosting)

Frosted ermines are a tough familiar to bake since they require very precise temperature control to achieve their famed winter coat. Once baked, however, a talented baker will have on their hands a fantastic companion.

Frosted ermines are cunning and incredibly dexterous creatures that thrive in cold climates, blending in perfectly with their surroundings and ignoring any effects cold temperatures might have on creatures less-suited for those climates. Whether they are hiding in freshly fallen snow or in a mound of powdered sugar, the frosted ermine is nearly impossible to spot.



Frosted Ermine

Tiny construct, unaligned

Armor Class 14
Hit Points 1 (1d4)-1
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	18(+4)	8(-1)	8(-1)	12(+1)	2(-4)

Skills Perception +3, Stealth +6
Damage Resistances cold
Senses passive Perception 13
Challenge 0 (10 XP)

Winter Coat. The frosted ermine's coat protects it from the cold and gives it an edge when it comes to hiding. The frosted ermine is resistant to cold damage and moving through icy or snowy difficult terrain costs the frosted ermine no extra movement.

False Appearance. While the frosted ermine remains motionless, it is indistinguishable from normal ermine frosting.

Actions

Help. The frosted ermine can aid a friendly creature in attacking a target within 5 feet of it. After the frosted ermine has taken the Help action, the next attack roll against the target is made with advantage.

Familiar concept created by Robert Scripps IV

Badgerberry Tart

(Badger + Fruit Tart)

There are familiars that enjoy the adrenaline of a chase in a crowded city or the intensity of a dangerous fight. Badgerberry Tarts are not one of these familiars.

Badgerberry Tarts are baked by bakers that know the importance of taking their time and doing a good job. They can only be made by using the freshest of fruits and berries and baking them slowly to perfection. The resulting familiar is one that also likes to take its time. Make no mistake, Badgerberry Tarts might be slow, but they are incredibly wise creatures that know their way around any forest or orchard. A baker that makes a Badgerberry Tart will see their patience rewarded with a sage companion that will follow them for many years to come and they will never want for fresh fruit in their life again.



DEMO VERSION

Badgerberry Tart

Small construct, unaligned

Armor Class 15 (natural armor)
Hit Points 4 (1d6 + 1)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14(+2)	8(-1)	12(+1)	6(-2)	16(+3)	6(-2)

Skills Perception +5, Survival +5
Senses passive Perception 15
Challenge 0 (10 XP)

Forager. The badgerberry tart has advantage on any Wisdom (Survival) check to find fruits or berries.

False Appearance. While the badgerberry tart remains motionless, it is indistinguishable from a normal fruit tart.

Actions

Help. The badgerberry tart can aid a friendly creature in attacking a target within 5 feet of it. After the badgerberry tart has taken the Help action, the next attack roll against the target is made with advantage.

Familiar concept created by George Gates

DEMO VERSION

Cinnahamster

(Hamster + Cinnamon Roll)

Cinnahamsters are the familiars of bakers who, like most people, can't resist their cuteness. They are not particularly speedy or strong, but few can resist the adorable influence that this familiar exudes. Feuds, battles, years-long disputes all have ended by the intervention of a particularly clever baker and their Cinnahamster familiar.

Baking a suitably adorable Cinnahamster is an extremely complicated process, but those that manage to do so will have not only a companion for life, but a secret weapon that could make any high strung ruler or horrible tyrant coo in delight.



Cinnahamster

Tiny construct, unaligned

Armor Class 12
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4(-3)	14(+2)	10(+0)	4(-3)	12(+1)	17(+3)

Skills Persuasion +5
Senses passive Perception 11
Challenge 0 (10 XP)

Adorable Aura. When a creature holding the cinnahamster makes a Charisma (Persuasion or Deception) check, it does so with advantage if the creature they are trying to persuade or deceive finds the cinnahamster cute.

False Appearance. While the cinnahamster remains motionless, it is indistinguishable from a normal cinnamon roll.

Actions

Help. The cinnahamster can aid a friendly creature in attacking a target within 5 feet of it. After the cinnahamster has taken the Help action, the next attack roll against the target is made with advantage.

Familiar concept created by Patrick Cox

DEMO VERSION

Part II:

For Game Masters

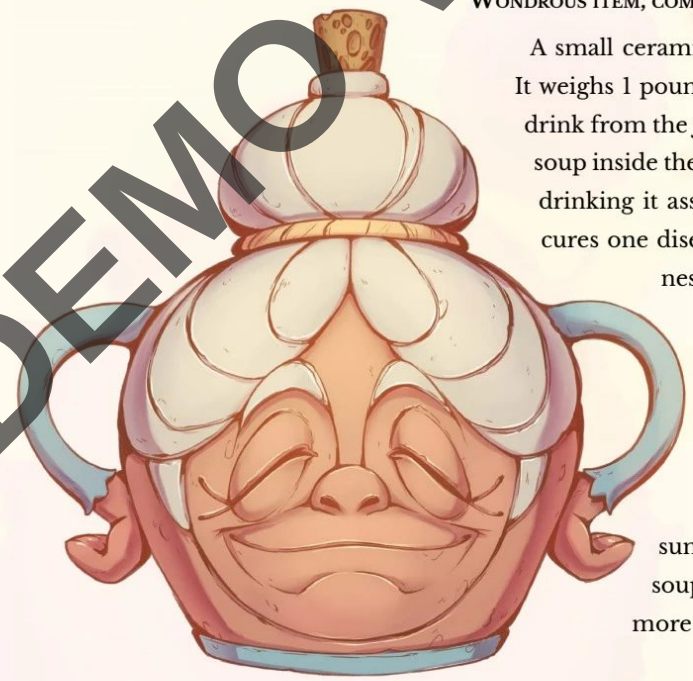


Magic Items

Here's a list of magic items that adventurers can find on their travels. You can use them as a prize for a job well done, a treasure hidden deep within a dungeon, or a precious object to be stolen in a heist! The items are classified in order of rarity.

DEMO VERSION

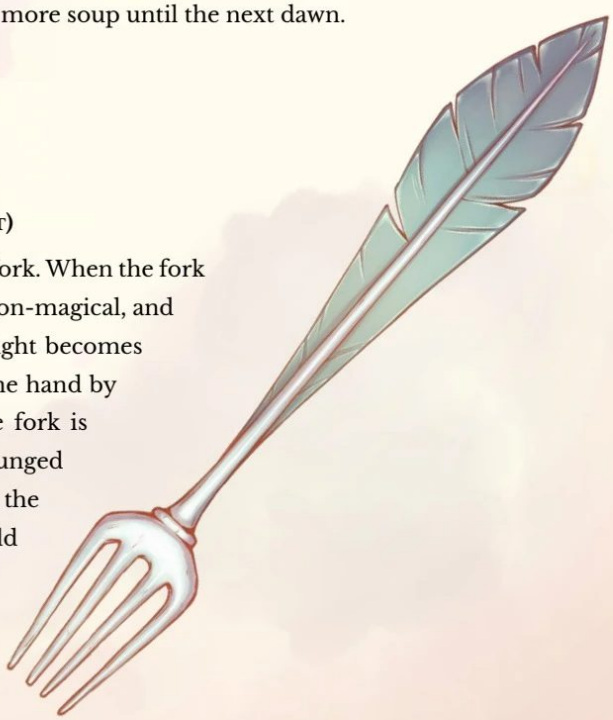
Soup of the Celestial Nanny:



Wondrous item, common

A small ceramic jug with a relief of an older woman's smiling face. It weighs 1 pound whether full or empty. As an action, a creature can drink from the jug or administer its contents to another creature. The soup inside the jug is always warm and tastes of whatever the creature drinking it associates with home-cooked meals. Drinking the soup cures one disease and ends one of the following conditions: blindness, deafness, paralysis, or poisoning. The GM chooses which condition is healed or rolls a d4. The soup does not heal any condition caused by the loss of a body part. For example, if a creature is blinded because they have lost their eyes, the soup does not cure the blinded condition. In order for a disease or a condition to be cured, the contents of the jug must be consumed in full by the creature. The jug produces enough soup to heal one creature, and the jug cannot produce more soup until the next dawn.

Galina's Fork of Lifting:



Wondrous item, common (requires attunement)

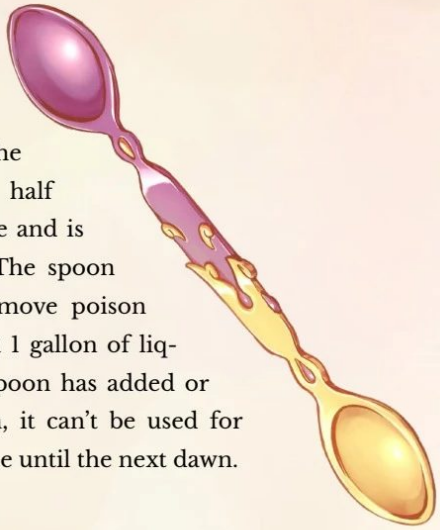
An intricately carved, four-pronged, silver fork. When the fork is plunged into any object that is non-living, non-magical, and weighs less than 200 pounds, the object's weight becomes 1 pound and can be carried comfortably in one hand by holding it with the fork. Only the object the fork is plunged into becomes lighter. If the fork is plunged into a wooden cart filled with crates of apples, the cart would weigh 1 pound, but the crates would retain their normal weight.

DEMO VERSION

Poisoner's Spoon:

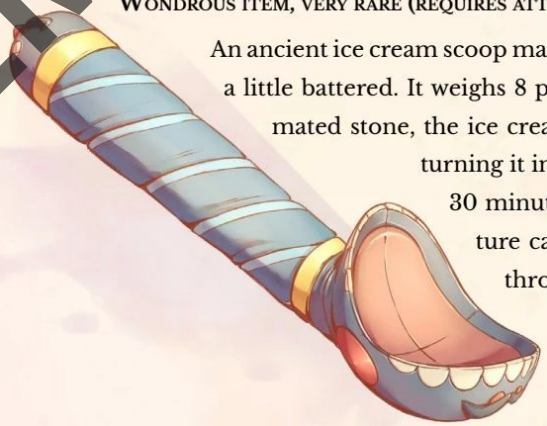
Wondrous item, very rare

A two-headed spoon—one end is gold, the other glistening amethyst. Stirring a liquid with the gold end for 1 minute removes all poison from it, while stirring a non-magical liquid with the amethyst end for 1 minute infuses a deadly poison into the liquid. If the poisoned liquid is ingested by a creature, it must make a Constitution saving throw (DC 18) or take 8d8 poison damage and be paralyzed for 1d4 days. On a success, the creature takes half as much damage and is not paralyzed. The spoon can't add or remove poison from more than 1 gallon of liquid. Once the spoon has added or removed poison, it can't be used for the same purpose until the next dawn.



Dwarven Ice Cream Scoop:

Wondrous item, very rare (requires attunement)



An ancient ice cream scoop made of magic-infused iron. It is Dwarven in make and a little battered. It weighs 8 pounds. When plunged into non-magical, non-animated stone, the ice cream scoop carves through it as if it were ice cream, turning it into a perfect 1 foot wide in diameter sphere. It takes 30 minutes to create a 1-foot-long tunnel that a Small creature can walk through and a Medium creature can crawl through.

Galina's Tiny Pressured Cooker:

Wondrous item, legendary (requires attunement)

A tiny construct in the shape of a metal chef wearing a big hat. It has a meek and insecure attitude, and seems to be perpetually stressed. The Tiny Pressured Cooker understands all languages but can't speak. Once a day, you can ask the Tiny Pressured Cooker to make a feast for you. You must make a Charisma (Performance) Check (starting DC 10) to cheer the Pressured Cooker on as it prepares the meal. On a failure, the Tiny Pressured Cooker retreats into its metal chef hat until the next dawn. On a success, the Tiny Pressured Cooker will take 30 minutes to cast a less powerful version of the Heroes' Feast spell (at no material cost): The spell functions as normal,



except the creatures that take part in the feast don't gain advantage on Wisdom saving throws, their hit point maximum only increases by 1d10, and they gain the same number of hit points.

With each successful feast that the Tiny Pressured Cooker prepares, the pressure on it to do a good job increases, and the weight of everyone's expectations fuels its anxiety. Each time the Tiny Pressured Cooker successfully casts the modified Heroes' Feast spell, the DC for the Performance check to cheer it on increases by 5. Each day the Tiny Pressured Cooker is allowed to relax and not prepare a feast reduces the performance check DC by 1, to a minimum of 10. Once it has prepared a feast, or failed to work up the nerve to do so, the Tiny Pressured Cooker can't try to prepare another one until the next dawn.

Armor of the Baker:

Armor (plate), legendary (requires attunement)

An intricate suit of armor, decorated with beautiful golden engravings of croissants, éclairs, baguettes, and other baked goods. The armor is warm to the touch and gives off the sweet, comforting smell of a small-town bakery. Any time a creature makes a melee attack with a metal object against you while wearing the armor, the attacker must make a DC 15 Dexterity saving throw. On a failure, the metal object they attacked you with is affected by the Heat Metal spell for 1 minute. You do not need to use your bonus action to cause the damage again in later turns. Additionally, you can use an action to make yourself immune to fire damage or resistant to cold damage for 10 minutes. Once each of these special actions are used, they can't be used again until the next dawn.



DEMO VERSION

Lord Gordon's Ram Spear:

Weapon (spear), legendary (requires attunement)

A masterfully crafted black spear with a blade in the shape of a ram's head. It belonged to a legendary noble War Cook, who was known for his high standards when it came to cooking and battle.

Curse: This spear is cursed, a fact revealed only when you attune to it. The Identify spell does not reveal the curse. Lord Gordon's soul is trapped inside the spear and his famously high standards with him.

By default, the spear is bad-tempered. It attempts to wriggle out of your grip, negating any proficiency with spears. Attacks and damage rolls suffer a -2 penalty; the spear loudly chastises you for your awful cooking, giving you and any creature within 10 feet of you disadvantage on Stealth checks. However, once a day, you can tip the head of the spear into any dish. You must make a Charisma (Persuasion) check (DC 15) to convince the spear of the dish's merits. The GM can increase or decrease the DC by 3 at their discretion, based on whether they believe the dish would satisfy Lord Gordon's selective palate. On a success, you have proficiency with spears if you didn't before, and you gain a +2 bonus to attack, and damage rolls made with it. The spear whispers words of encouragement that give you advantage on Persuasion checks and immunity to the Frightened condition—all until the next dawn. Then it reverts to its bad-tempered default state until the Persuasion check is done anew. If you attempt to leave the spear behind, it will magically return to the creature attuned to it in 1d20 minutes. It will be outraged you tried to dispose of it, returning to its default state until the next dawn, even if you had succeeded the Persuasion check.

Attuning to the spear curses you until you are targeted by the Remove Curse spell or similar. The spear speaks in Common, and it speaks a lot. If the attuned creature does not speak Common, the Persuasion check can still be attempted and all effects remain as written, although regular conversation will be more difficult. The curse does not affect children, as Lord Gordon was known to be incredibly patient and understanding with them. A child can wield this as a regular +2 spear.



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Cooking Trial: How to Run

Overview:

Welcome to our Adventure Module for the Dragon Stew Supplemental: The Cooking Trial!

A Cooking Trial is just what it sounds like, an intense competition where two teams compete to see who is the best cook and the fiercest adventurer. This adventure has been designed not only as a fun and unique challenge for players, but also as a way to showcase and utilize the Cooking Classes of the Dragon Stew Supplemental.

In a Cooking Trial, the adventuring party competes by hunting a specific monster, cooking it following a specific recipe, and presenting it to a judge. Cooking Trials are divided into 3 portions:

1. **The Investigation Portion:** The team tries to gather as much information as possible about the judge they have to impress, the monster they have to hunt, the place they have to go to hunt it, and the dish they have to cook. It's a very role-playing heavy portion all about interacting with NPCs and discovering the town where the Cooking Trial takes place.
2. **The Hunting Portion:** The team is taken to the location where they can find the monster. They have to track it down and defeat it in combat, using the information they have gathered in the Investigation Portion.
3. **The Cooking Portion:** The team is taken back into town where they have to cook a marvelous dish that the judge will enjoy.

At the end of the Cooking Trial, points are tallied, a team is proclaimed the victors of the trial, and they receive endless riches.

Portions 2 and 3 are timed. The players only have a set amount of time to complete the trial, which makes it that much more thrilling.

The Oneshot Adventure, Trial of the Bookwyrm, is a condensed version of this format where the investigation portion and the hunting portion are one and the same. Players will have to delve deep into the Library of Talaba, where they will both find information about the monster and then hunt it. The Trial of the Mushroom King is a 5 to 6 session long adventure that follows the structure outlined above.

The Specifics:

- This Cooking Trial is a Level 5 adventure designed for a group of 4 players.
- The adventure generally clocks out at 3 sessions, four hours long each, for most GMs running the adventure. Times can, of course, vary from group to group.
- There's only one specific part, of a specific spell, that we recommend banning to run the Cooking Trial. The Prestidigitation cantrip will "flavor up to 1 cubic foot of nonliving material for 1 hour." However, just as in Curse of Strahd—no spell that allows you to leave Ravenloft works—we recommend not allowing Prestidigitation to change something's flavor.
- We find that many published adventures require a lot of additional prep on the part of the GM. We wanted to make the Cooking Trial as easy to run as possible. In the adventure,

you will find extensive descriptions of places, NPCs, objects, and more. It is your choice as a GM to read these descriptions verbatim or ignore them and make your own. Run this adventure however you feel comfortable.

- This adventure has been written to either be a separate fun adventure or to be inserted into an existing campaign. If you plan on inserting it into an existing campaign, we have provided hooks that might help you integrate the adventure into your world.
- If battles are going too smoothly or are too hard for your party, we recommend adding or subtracting the monsters' HP accordingly.
- The Hunting Portion and the Cooking Portion are timed. The time spent on each action is determined by the resulting skill check to perform said action. We recommend having a calculator open, so you can subtract the time taken every time a time-costly action is performed and keep track of the time spent.
- All details about the campaign can be changed. Some require additional work for the GM, some do not. You are welcome and encouraged to make this adventure your own.
- Lastly, we heavily recommend you read the entirety of the adventure before running it.

Reading the Adventure:

These adventures have been designed to be as easy to run as possible, requiring little to no preparation beyond reading the adventures.

All enemy stat blocks have been included at the end of the appropriate section.

All battle maps and the map of the town are also at the end of the hunting section.

Anything related to Cooking Classes, such as Dessert Familiars, can be found in the Cooking Classes section.

Descriptions:

Texts printed in a box are descriptions. These can describe places, people, or monsters. You can choose to read it out loud as written or make up your own, as long as the information conveyed is there. We encourage you to run the adventure however you prefer. These descriptions are here so preparing the adventure is as straightforward and easy as possible.

Speeches:

We've found that many GMs struggle to write speeches for characters. Since this is a competition, there are some moments, like the opening ceremony and the end of the trial, where an NPC makes a short speech. We have decided to write these down, so GMs can choose to read them out loud and not have to prepare their own. Once again, we encourage you to run this adventure however you feel most comfortable. As long as the information conveyed in the speech is there, you can of course write your own.

Lastly, every encounter in the Hunting Section will be listed with the recommended number of enemies, any objects the party can interact with during the battle, and the reference for the battle map that can be found in the Appendix.

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Hooks and Where to Start:

If you are running this as a separate adventure not connected to an existing campaign, we recommend starting where this module begins: at the opening ceremony of the annual Cooking Trial of Talaba.

Your players have signed up for a Cooking Trial happening in the town of Talaba. They know each other already and have been adventuring for a little while, and they have decided to participate for gold, fame, to hone their skills, or to have fun.

Depending on whether you want them to look for it or just have it with them, they have the town map and/or the recipe.

If you are running this adventure as part of your long running campaign, there are several ways you can tie it in with your story.

- The party simply needs the money. The prize is 7000 gold pieces.
- The party needs an audience with the Judge of Trial, Lord Foresti, but he won't speak to them unless they win.
- The party decides it would be fun to hone their skills as cooks.
- There's an NPC that helped the players once. Now all they wish to do is to retire and live in Talaba in peace and quiet. The players wish to ask Lord Foresti for a farm instead of the prize money.
- The players want to establish a good rapport with the noble families of the region, and Lord Foresti is their way to start building that rapport.
- The Mushroom King was in their sights, and instead of simply killing it, they can also try to get a prize along the way.

They sign up for the trial with Otto, who is the supervisor for their team, and are directed backstage as the opening ceremony is about to start.

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One Shot Adventure:

Trial of the Bookwyrm

The town of Talaba sits at a crossroads of the two biggest trading routes in the country, which makes it an ideal stop for merchants, but also leaves it open to be attacked by the horrible beasts that roam the land. To not only deal with the monster problem, but also benefit from it, the town of Talaba came up with an unorthodox but effective solution—the Cooking Trial.

The Cooking Trial is a competition between two teams of intrepid adventurers that set out to fight the beasts causing trouble in town, then bring them back and cook them to please a judge. The winner of the trial is the team with the fiercest warriors—and the most skilled cooks!

The town gets rid of their monster problem, the adventurers get a very substantial cash reward and become the heroes of the town, and the town's economy is revitalized. Foodies from all around the world come to taste the diverse range of festival foods that are sold during the Cooking Trial.

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Tips on Running:

Be very clear with the players about the nature of the adventure. The players should know before starting that they are going to play an adventure consisting of a competition where they will delve deep into a dungeon to fight a monster, cook it, and present it to the judge. They should also know that each step will be timed, and they have a specific amount of time to finish the trial.

This Cooking Trial one shot is shorter than the one right after it. It only has one investigation portion (that also serves as a hunting portion) and one cooking portion.

The players should be familiar not only with the basic mechanics of DnD, but also the Cooking Classes Mechanics.

Ask the players to come up with a reason why they have formed a team to take part in this Cooking Trial. The adventure is already long, and there's no room for players to decide they'd prefer not to compete and would rather burn the town to the ground. Make sure that all the PCs want to take part in the trial.

Maybe they are all part of the same mercenary group coming back from their first mission together and have decided to stop by this town to try to win the prize money. Maybe they are all part of the same adventuring restaurant and want to win the trial so that their fame attracts more customers.

The dungeon has been designed so that rooms and floors can be entirely taken out if you are short on time. Don't be afraid to cut pieces out if you feel you won't be able to finish the adventure in one session.

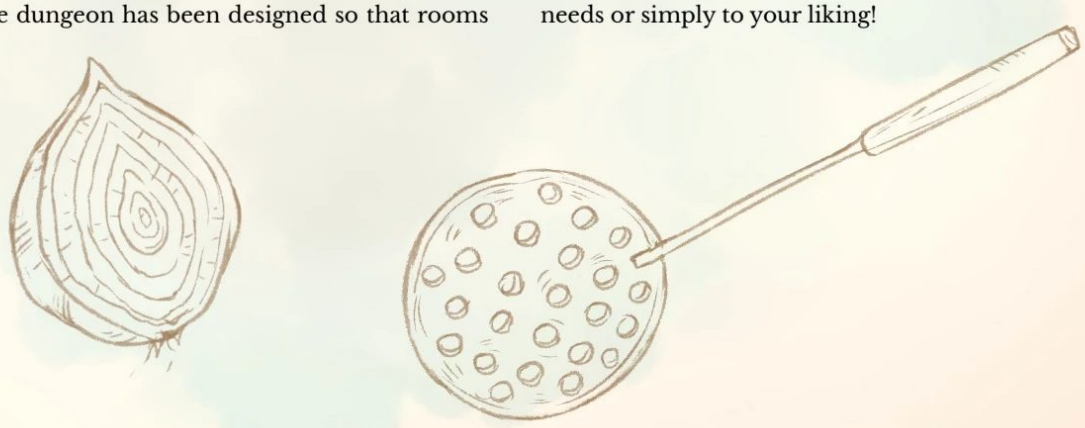
The NPCs are meant to be almost cartoonish, each with their own individual personality quirks. If you feel comfortable with it, play up the flavor of each character so they really stick in the players' minds. NPCs will be listed in the order in which the players meet them.

NPCs who have information related to the trial will have it listed along with all other information about them. Information on the judge will be written in red, and information on the monster will be written in purple.

All information relevant to the trial will be listed below on one single page for ease of access.

Characters who work for the judge, like Otto, the guards, and other members of the Talabenses administration, have been specifically instructed not to give information about the trial to participants. This does not mean that the players can't get any information from them, but they'd need to be coaxed more than any other resident of Talaba.

We provide detailed descriptions, and even, when it makes sense, some NPC dialogue for GMs who wish to read them out loud. You can, of course, make your own to adapt it to your campaign's needs or simply to your liking!



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Investigation Portion



Cooking Trial One Shot:

The Bookwyrm

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Opening Ceremony:

The adventure starts at the opening ceremony of the annual Cooking Trial of Talaba as Lord Foresti, mayor of the town—and local celebrity and heartthrob—announces the beginning of the Cooking Trial.

The important information that needs to be conveyed here is:

- The Judge for the trial is Lord Flavio Foresti
- The Monster that needs to be hunted is called a Bookwyrm
- The Place where the monster lives is the Library of Talaba
- The Recipe they need to cook is called a Bookwyrm Stew
- The trial must be finished in 3 hours.

"When you entered the town of Talaba, the crowds were already quite remarkable, but now that you are standing in the wings of the stage overlooking the town square, they are downright imposing. It's pretty impressive that a relatively small town has managed to attract this many people to its festival. As you look through a tiny gap between the red curtains that separate the backstage from the stage, you see people everywhere. Most are gathered around the stage, waiting impatiently; others shop around the many, many pop-up restaurants that have sprung up like mushrooms all throughout the town. If there's anything more abundant than people in this town, it's food.

"Even backstage, the smells of roasted devil mushrooms, giant boar ribs, deep-sea garganto-crab stew, and a hundred other dishes reach your nostrils. It smells amazing.

"Tucked in a dark corner of the backstage area you see a group of four people, all of them relatively young, whispering to each other. As you look at them, you hear another small cough. Behind you stands a Halfling man in his late thirties, on the small side for a Halfling. He is desperately avoiding eye contact as he fidgets with the wooden clipboard he's holding against his chest. On his lapel there's a shiny emblem with a red rose."

Otto is an NPC designed to explain the trial to the players as well as answer any questions from the players about how the trial works.

Otto will communicate to the team that he's their supervisor for the trial, and he'll answer any questions they might have. He will tell them that Lord Foresti, the person who will judge their dish at the end of the Cooking Trial, will start the opening ceremony and present the two teams that will be competing: the players, and the rival team. After that, they'll meet at the entrance of the library.

This is a good opportunity for the players to describe their characters to each other, and maybe let them interact a bit with each other and with the rival team. Don't let this moment go on for forever; once you feel like enough roleplay to establish everyone's character has happened, interrupt with the sound of trumpets signifying the beginning of the ceremony.

"Suddenly, you hear the shrill sound of trumpets. Otto's eyes widen even more as he listens in closely. You see a figure step onto the stage. His long mane of blond hair flows down his back, reaching the back of his knees. His clothes seem more expensive than anything you've ever seen before, emblazoned with the same rose that Otto is wearing on his lapel."

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"Citizens of Talaba! It is once again time for our most beloved tradition, the Cooking Trial! We, Lord Foresti, will of course be the judge in this culinary battle once again. The Cooking Trial is a time of joy and celebration in our dear town of Talaba. We must not forget, however, the purpose of our celebration—to keep evil beasts at bay. The present terrified rumblings amongst our populace have compelled us to summon our most valiant heroes this year, earlier than usual, since the current threat we're under lies closer than ever before.

"Reports of horrible beasts that have taken residence in the lower levels of our beloved Town Library have reached our ears. They are called **Bookwyrms**, and they are known to be extremely dangerous. We therefore ask our intrepid adventurers to hunt down these beasts and cook them for us in this year's Cooking Trial.

"The assigned recipe that our fighting cooks will use this year is simple: A Bookwyrm Stew!

"We have never held a Cooking Trial within our own beloved town, but the gravity of this situation requires us to act as quickly as possible to ensure that no more knowledge is lost to this beast. The teams will have exactly three hours to hunt the monsters and cook them.

"Without further ado, let us meet the two teams of adventurers that will hunt down these horrible beasts and compete against each other in this culinary battle."

"The Halfling, that a second ago was looking up at the stage, looks back at you and signals you wordlessly to step onto the stage. As you do, you come face to face with the crowd you had only heard before. Hundreds of faces looking expectantly at you. On the other side, you see the group of four people who were backstage with you waltz up to their side of the stage.

"A young Dwarven man leads the team with a big smile on his face and a nest of wavy red hair on top of his head. Behind him, a tall Half-Orc woman shyly follows, looking at the ground as if to avoid the sight of the crowd. Next to her, a young Gnome woman smiles a mischievous smile as if she's in on a joke you're not aware of. Closing the group, there's a Human man in a cloak, a confident grin on his face."

"On the one hand, we have a team composed of citizens of our own proud town. They call themselves the Wild Roses. They have fought in our tournament before and are hungry for the chance to proceed on to the final round of the Cooking Trial. On the other hand, a group of intrepid foreigners, seeking to take part in our most famous tradition!

"These two courageous groups will battle against each other, not with sword and shield but with rolling pin and frying pan, after hunting the horrible beasts that have made our precious library their home! Let us see them to the library doors… and may the best cooks win!"

As the ceremony concludes, the guards clear a path toward the library, which sits on the other side of the crowded plaza. Town hall workers bring out a long table and an ornate chair adorned with gold leaf, in which Lord Foresti seats himself. The rival team descends the stairs as an Elven woman, with stark white hair and the same emblem as Otto on her lapel, emerges from backstage and joins them. The crowd cheers for the rival team, and they lean in, waving and smiling as they make their way toward the library.

You hear the same cough you heard before, and Otto is standing behind you, looking even more terrified to be on the stage. He wordlessly directs

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you toward the library.

The library building is tiny but beautiful. It's one story with two wings on either side. There are two sets of dark wooden doors. One leads to the west wing, and one leads to the east wing. The rival team seems to have gathered outside the east wing doors and are intently listening to their supervisor. Otto makes his way sheepishly to the ones on the western side.

Make sure that Otto conveys this information to the party:

- The Cooking Trial is a competition between two teams in which each team hunts a monster, cooks it according to an assigned recipe, and serves it to a judge. The judge then determines the winner based on the quality of the food.
- Once they've hunted down the beast, Otto will give them the recipe they'll have to follow during the cooking portion. You can find the recipe in the Cooking Portion Section at the end of this One Shot.
- The hunting portion and the cooking portion are timed, so they need to be quick! The faster they are during the hunting portion, the more time they have during the cooking portion. As soon as they enter the library doors, the timer will start. They'll have three hours to complete the Cooking Trial.
- The monster has made the library its lair. If they spare some time to look for information on the monster while inside the library, they might be better prepared for the fight with it.
- The doors to the library were closed as soon as the wyrms were discovered, so in theory they are still there.
- There's one wyrm in the west wing and one in the east wing. The other team is supposed to hunt the one in the east wing, while the party will hunt the one in the west wing.
- Because of its Dwarven construction, and to keep the books safe, most of the library was built underground. There's an off-limits section in the deepest part of the library that only scholars are allowed access to. Only one librarian has the key to it, but ever since the presence of the Bookwyrms was discovered and the library boarded up, she has not been seen.
- The library has a complex security system to prevent theft. This security system was activated from within the library, presumably by the librarian, after the library was boarded up to contain the Bookwyrms. Only the librarian has control over the security system.

Once Otto finishes explaining and answering the players' questions, it's a great opportunity for Helena, the other squad's supervisor, to come over and try to intimidate Otto, create some conflict, and rile up the players. Helena will be mean and will focus on Otto, playing with his insecurities, but she won't outright insult him.



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Here are some remarks that Helena can make:

- Still using a cheat sheet, Otto? One would think after losing this many times, you would know the spiel by now.
- Oh, would this be, the... what, eighth team you've supervised that has lost a trial, Otto?
- That small office of yours certainly is nothing to write home about, but it sure would be a step up from the desk I currently hold... I wonder where I'll put my plants when I get it?
- Well, best of luck to you and your team! While they're in there, you might want to clean out your desk. You know, in the interest of not wasting more time.
- Yes of course, anyone could win. My team is comprised of four beloved members of our community with years of experience in the business, and you have four random people who barely know each other. It really is anyone's game.

After this little exchange has taken place, Lord Foresti's voice can be heard booming through the plaza. Now that you stand outside the library, you notice it doesn't sound like he's screaming, but rather, his voice is being projected somehow. With an Intelligence (Arcana) check (DC 14), a player can tell that he's using a Thaumaturgist's Brooch, a common magical item, to amplify the sound of his voice.

"Citizens of Talaba, both our teams are on their marks and ready to enter the library. As soon as the doors are open, they will have three hours to find the monster, hunt it down, and cook it following the recipe.

"Supervisors, open the doors – let the trial commence!"

"Otto begins to lift the heavy wooden plank that bars the door, but he can't muster the strength to do so. A guard quickly comes to his aid, and with one swing, the plank is off. Otto and the guard push the doors open, and out of the corner of your eye, you see the other team run into the dark library."



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Important NPCs:

Otto, The Supervisor:

- **Basic Information:** Halfling man, early hundreds (around 30 in Human years), Supervisor in the Cooking Trial of Talaba.
- **Appearance:** Short even for a Halfling, with reddish hair in a messy nest on top of his head. His gold-framed glasses make his already big blue eyes seem even bigger. He's wearing a light green vest, short dark green trousers, and open-toed leather boots. He clutches a wooden clipboard in his hand and keeps a big blue quill behind his ear.
- **Mannerisms:** He has a hard time keeping eye contact and often trips over his words, especially when meeting new people. When interacting with the team, he writes a script for himself on a piece of paper and reads it out loud, often forgetting not to read out loud cues like "smile at them" or "wave as you say hi."
- **Tone:** Constantly anxious and worried, very soft-spoken.
- **Goals:** Otto cares very much about doing a good job and takes his position as supervisor very seriously. Sadly, Otto doesn't have a very good track record as a supervisor, his teams having lost eight trials in a row. The rival team's supervisor, Helena, hates Otto; if Helena's team wins, she will take every opportunity to rub it in Otto's face until next year. She might even take Otto's job at the town hall.

Information:

Otto is timid and very nervous, so getting him to spill any information will be hard, but playing on his fear of losing his job to the other supervisor, or maybe being gentle to him for a change, might be a good way to get him to spill the beans.

Lord Foresti:

- Foresti enjoys spicy food.
- Foresti likes charismatic people.



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Lord Flavio Foresti, Ruler of Talaba and Judge of the Cooking Trial:

- **Basic Information:** Human man, early 30s, ruler of the town of Talaba and judge in the annual Cooking Trial.
- **Appearance:** Tall, handsome, charismatic, and very much aware of these three things. Lord Flavio sports a ridiculously long mane of golden hair that reaches the back of his knees. He wears a royal blue vest with two long coattails that trail after him with every movement and knee-high boots of masterfully treated leather. The Foresti family's coat of arms is a red rose.
- **Mannerisms:** He tends to talk with his eyes closed, as if envisioning his own mental picture of how the conversation is going. He also talks with his hands a lot, going gracefully from one exaggerated gesture to another.
- **Tone:** Grandiloquent, dramatic, a bit vain, but never mean or condescending. He talks like he always has an audience in front of him.
- **Goals:** Lord Foresti loves Talaba but hates leading it. He pretends in front of the residents that he is ready to take on the responsibility, but behind the scenes he's planning an escape. Enemies of the family will not hesitate to use this information against them.

Ideally, the players will never have a one-on-one talk with Lord Foresti during the adventure, since he is there for the opening ceremony and then waits at the judge's table while they enter the library.

In case your players insist and manage to talk to Lord Foresti during the trial, he will of course not give any information about himself or the trial. The rules dictate that no member of the Talabenses administration is allowed to help the participants, much less the judge of the trial.



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The Wild Roses, The Rival Team:

The Wild Roses are the rival team against which the players will compete in the Cooking Trial. You are, of course, welcome to create your own with foils to specific members to your party. We have created this one if you just want to run it as-is.

The team is composed of incredibly dedicated fans of Lord Foresti. All four members love him and have decided to compete in the trial in order to impress him and get an audience with him at the end of the trial. The four Wild Roses are:

- Günter: A middle-aged Dwarven man. He's extremely enthusiastic and jovial, competitive, but not mean spirited. He's a Paladin Presenter.
- Rallinda: A young Half-Orc woman, madly in love with Lord Foresti. She's shy and soft-spoken, but if annoyed, she can certainly pack a punch. She's a Monk Baker.
- Yolanda: A middle-aged Gnome woman. She's spunky, full of life, and cute as a button but has a mischievous and even scary side. She's a Bard Seasoner.
- Erol: A young Human man who sees Lord Foresti as an inspiration and as his one-way ticket out of this small provincial town. He wants to leave Talaba and live a life of luxury in the big city. He's a Rogue Tracker.

If you want, you can have the Wild Roses interact with the team. You can make them threatening and impressive in their skills, mean and deceitful, or kind and helpful to the point of sharing some info with the team! It's up to you and your players.

Helena Ba'agel, The Rival Supervisor:

- **Basic Information:** Elven woman, late hundreds (around 30 in Human years), Supervisor in the Cooking Trial of Talaba.
- **Appearance:** Tall, wiry, graceful. Her long platinum hair contrasts with her tan skin. She has piercing amber eyes that scrutinize everything from behind her thin, square glasses. She wears a well-tailored suit in shades of blue with the Foresti rose emblazoned on the lapel.
- **Mannerisms:** Graceful, precise, cocky, the exact opposite of Otto. Each movement seems calculated and thought out. She walks with confidence but without making a sound, as if she is barely touching the floor.
- **Tone:** Eloquent, confident, well-spoken. There's a constant air of superiority to her every word. She's witty, quick, and uses this to let everyone know their place.
- **Goals:** Helena's father was cast out of the Sun Elf community he was born into after accruing too many debts. He and his daughter found themselves with nowhere to call home, living as nomads from town to town. Helena hated it and swore she would rise up the ladder one way or another, her only goal to make sure that she and her dad would never want for anything again. She wants to rise in the Talabenses administration in hopes of moving on to other administrative positions in bigger cities.

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Information:

Here is a handy list of all the information they can find in town. This information is divided into four categories: The Judge, The Monster, The Place, and The Recipe.

Remember, the goal here is not for the players to find every single piece of information. The goal is for the players to feel like they have investigated and are now prepared to kill the monster and cook the dish. Of course, this does not mean that the players are not supposed to find all the information!

This is a comprehensive list of everything they can find. To learn what each NPC knows, go to the individual NPC tables.

The order of the information here goes from easiest to obtain to hardest to obtain.

The Judge: Lord Foresti

- Foresti enjoys spicy food.
- Foresti enjoys a mix of flavors; he likes when a dish is spicy, but the side is sweet.
- Foresti likes charismatic people.
- Foresti is very proud.
- Foresti hates people who make him look dumb or less than stellar.
- Foresti loves Talaba and hates when foreigners speak ill of the town.
- If he finds out there's a more powerful noble close, he will tense up and get anxious.

The Monster: The Bookwyrm

- Bookwyrms are attracted by large amounts of writing. They seem to be discerning in their tastes and consider some books better than others.
- Bookwyrms enjoy fiction writing more than any other kind.
- Bookwyrms have powerful psionic abilities to influence the minds of their victims.
- Bookwyrms are masters of illusion.
- Bookwyrms use the stories, characters, and worlds of the stories they've consumed against potential threats, influencing those threatening minds and making the enemy believe illusions to the point of actually taking damage from them.
- In their natural form, they are weak and vulnerable to damage.



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The Library of Talaba:

A normal run through the Library of Talaba with no short rests takes 1 hour. Add any short rests and Investigation checks to their time.

The party is supposed to do a lot of investigating. For each Investigation check they make, they will spend an amount of time that depends on how successful the check was.

- **Less than DC:** -10 minutes, failed check
- DC to DC+2: -10 minutes
- DC+2 to DC+4: -5 minutes
- DC+4 and beyond: effectively no time has passed.

Add up how many minutes they have accrued with each Investigation check to the total time.

Room A: General Section

"Libraries are supposed to be quiet, but the silence here has an eerie quality to it. As the doors close, the sounds of the crowd die down and you are left with only the sound of your own breathing. The room is in shambles, with entire shelves toppled over one another. The smell of old paper and dust fills the room. The floor is littered with torn pages and scattered books as well as spilled inkwells and broken quills. It's not completely dark, though. Mounted to the walls are things that look like torches but end with some sort of glass bubble that protects a ball of yellow light. [An Intelligence (Arcana) check (DC 10) reveals these to be torches that have been enchanted with Dancing Lights.] Some are broken; some still stand, bathing the room in dim light.

"You still manage to see some of the categories assigned to each set of shelves. It seems like this ground floor was reserved for books on everyday life that the populace of a small town might find useful. You see a shelf on foraging, a shelf on blacksmithing, a shelf on trails and roads in this part of the country, a shelf on self-sustained farming, and several shelves detailing how to keep domesticated animals.

"At the end of the room there is a set of stairs leading down with an iron gate blocking the way."

Mechanics:

Dim Light

Map: Room A

Enemies: 1 Door Guardian

Security Questions: The Door Guardian will ask for a password when it senses people approaching the private section of the library. The password is Burrowberry Pie. If they guess incorrectly, refuse to answer, or attack, the Door Guardian will ask security questions and engage Defensive Protocol.

The security questions are:

Q 1: What is the gestation period of a milk cow?
A: Gestation length runs from 279 days to 287 days.

Q 2: What is the melting point of iron?
A: 1,538 degrees.

Q 3: What is the most common wild berry of the Talabenses region?
A: The Burrowberry.

DEMO VERSION

As it asks these questions, the Door Guardian will start attacking, using its enchanted missiles. Asking the questions is considered a free action for the Door Guardian. The players will have to spend a turn looking for the books that contain the answers as they dodge the Missiles.

When the questions are answered, the Door Guardian will go out of Defensive Protocol, and the door will open.

Books and Sections: The books that hold the answers to the security questions are in the sections described at the beginning. The sections that contain answers are Farm Animals, Blacksmith, and Foraging.

These are the books containing the answers:

Question 1:

Section: Domesticated Animals

Book: Milkin' It: A Comprehensive Guide to the Fascinating World of Lactating Mammals

Question 2:

Section: Blacksmithing

Book: What Ironworkers Don't Want You to Know: 10 Secrets of Metalwork

Question 3:

Section: Foraging

Book: The Lazy Forager: All You Need to Know to Avoid Farming for the Rest of Your Life

Finding and reading each book requires a player to succeed on an Intelligence (Investigation) check (DC 12). If a character fails an Investigation check to search for a book in one section, they have the advantage on any subsequent Investigation rolls in that section.

Shelves as Cover: Shelves can be used as cover by the players to shield themselves from missiles. The purple fire of the missiles has been designed not to burn books, but the shelves will take damage.

The shelves' AC is 10 and their HP is 20.

If a shelf that had the book the players needed is burned, the Investigation check DC to find the book increases from 12 to 15 as all the books are now scattered on the floor.

Password: The door has a password that will disable the defense mode instantly. The password is **Burrowberry Pie**. The password is written on a small piece of paper hidden in a drawer of the librarian's desk and can be found with an Intelligence (Investigation) check (DC 18).

Room B: Monster Section

"You walk down the stairs, leaving the Door Guardian behind. The path is illuminated intermittently by the same magically lit torches you saw in the previous room. Before long, the stairs end in a room of similar size to the previous one.

"There are no windows, but the torches do a good enough job of illuminating the room. The books here line every single wall. From what you can see, they seem to be books on monsters found in this region.

"The only free-standing shelves seem to be deliberately toppled over in one corner of the room, almost forming a sort of bunker."

Mechanics:

Bright Light

Books: The players can check the books on the walls to try to find information on the Bookwyrm. If they succeed on an Intelligence (Investigation) check (DC 12), they find the first three pieces of information listed under the "Information on the Trial" section in the next page.

DEMO VERSION

Candela the Librarian: Candela has barricaded herself in one corner of this room and will keep quiet, believing the players to be the source of the noise that got her trapped here.

- **Perception Check (DC 12):** Although it's extremely quiet, you manage to hear breathing coming from the pile of bookshelves in the corner.
- **Athletics Check (DC 14):** Your muscles strain and books fall to the ground with loud thuds, but you manage to pry one of the shelves that had been piled up in one corner of the room. In the nook between the two shelves sits a Dwarven woman with an unhappy look on her face.
- **Persuasion Check (DC 13):** Candela believes you when you tell her you are not the thieves that she was trying to catch when she got trapped here.

Candela is the librarian of the Library of Talaba, and she's very diligent when it comes to her work. So diligent, in fact, that she did not hesitate to chase down the figure who managed to infiltrate the private section of the library when she saw them. Unfortunately, that also meant that when the library was boarded up because of the Bookwyrm, she was trapped inside. She activated the library's defense protocol, which included the door and library salamanders, magical beasts specially made to defend the library from intruders. Always resourceful, she made herself a bunker and waited for rescue.

Candela will be happy to share information she's gathered on the Bookwyrm provided she doesn't think they are the criminals she was chasing when she was trapped in the private section. Candela knows all the information listed on the "Information on the Trial" section below.

Information on the Trial:

The Bookwyrm:

- Bookwyrms are attracted by large amounts of writing. They seem to be discerning in their tastes and consider some books better than others.
- Bookwyrms enjoy fiction writing more than any other kind
- Bookwyrms have powerful psionic abilities to influence the minds of their victims.
- Bookwyrms are masters of illusion.
- Bookwyrms use the stories, characters, and worlds of the stories they've consumed against potential threats, influencing those threatening minds and making the enemy believe illusions to the point of actually taking damage from them.
- In their natural form, they are weak and vulnerable to damage.

Room C: History Section

"As you descend the next set of stairs, hearing the slow and steady steps of Candela ascending the stairs leading to the Library hall, you notice that the signs of destruction are more and more abundant. The stairs are littered with loose pages, and more and more of the magical torches have been smashed.

"You begin to hear the sound of fire crackling, and when you reach the bottom of the stairs, you come face to face with a blue inferno.

"Four salamanders circle the center of the room where a small figure in a cloak stands, cowering in fear as the fiery beasts come closer and closer."

DEMO VERSION

Mechanics:

Bright light

Map: Room C

Enemies: 4 Salamanders

Neutral: Poryn, Gnome Thief

Salamander Fire: Salamander fire doesn't burn books or the library itself, which is why they are part of the internal defense of the library.

Poryn, the Thief for Hire: Poryn will try to defend himself, but there's not much he can do against four salamanders. You can use a commoner stat block with an 18 on Dex for him.

Once the fight is over, Poryn will try to lie to the party by telling them that he's a library assistant who got stuck here when the library was boarded up. A Wisdom (Insight) check (DC 13) will reveal that Poryn is lying.

If pressed, Poryn will admit that he was hired to steal some books on Lord Foresti and got trapped in the Private Section when the city boarded up the library. He explains that prior to the library, he was in Lord Foresti's estate, and he's willing to give them everything he knows about the Lord if they let him go. The information that Poryn knows is listed below in the "Information on the Trial" section.

If questioned about the Bookwyrm, Poryn will say that he's been hearing some terrifying rumbling from below, and he's wisely decided to completely ignore it. He's been busy trying to find a way out without alerting the salamanders, which have been progressively closing in on him.

- **Missing Books:** A Wisdom (Perception) or Intelligence (Investigation) check (DC 12) will reveal that some of the books on the shelves are missing. The fire from the Salamanders hasn't touched the rest of them, though, as it's designed to do.
- **Investigation Check (DC 14):** There seems to be a residue over certain bookshelves, a thick slimy transparent substance.

Information of the Trial:

Lord Flavio Foresti:

- Foresti enjoys spicy food.
- Foresti enjoys a mix of flavors. He likes when a dish is spicy, but the side is sweet.
- Foresti likes charismatic people.
- Foresti is very proud.
- Foresti hates people who make him look dumb or less than stellar.
- Foresti loves Talaba and hates when foreigners speak ill of the town.
- If he finds out there's a more powerful noble close by, he will tense up and get anxious.

If the party is particularly good at getting information from Poryn (for example, a Charisma roll above 18), give them this piece of information as well:

- Foresti never wanted to lead the town of Talaba. He is planning to escape under cover of night as soon as he has accrued enough funds to live a comfortable life elsewhere, free from the pressures of leadership and the judgment of other nobles. His mother would not enjoy that at all and, if informed, will do everything in her power to stop him and preserve the family's honor.



DEMO VERSION

Room D: Fiction Section

"The trail of destruction grows as you descend farther down the stairs. The floors are now covered with torn pages, and more and more torches have been smashed and lay on the steps, making the descent harder than before.

"As you descend, you hear a wet, disgusting noise accompanied by the sound of ripping paper, and as you come to a wide room, you see corpses of what appear to be countless salamanders littering the floors. The whole space reeks of humidity. The same substance you found upstairs, coating some books, covers every inch of the room, giving the glow coming from the magical torches attached to the walls a ghostly appearance. Illuminated by that same eerie light, you see it.

"Its back is toward you—or rather, what you assume to be its back. It's a long, shapeless figure, easily 10 feet long from what you can see. It is pale grey, slimy, and seems to be busy devouring the books that line the shelves of the room."

A Dexterity (Stealth) check against the Bookwyrm's Passive Perception will reveal if it notices them. If the players succeed, have them roll Initiative when they choose to attack. If not, as soon as they enter the room, the Bookwyrm will use its Factual Fiction ability, plunging them into a fictitious world.

Mechanics:

Dim light

Map: Room D-1 to Room D-5

Enemies: 1 Bookwyrm

The Bookwyrm: When a Bookwyrm is in its lair, it can plunge any creature within its lair into a fictitious world based on the books it has read. The effects, though illusory in nature, are felt as real by the players and will cause damage.

When the Bookwyrm is killed, the players must roll a Survival check to get the necessary ingredients to cook it.

Only the Tracker can get a Quality or Fine Cut; any other class will only get a Good Cut or Scraps. The quality of the meat depends on the Survival check rolled.

Roll	Quality	Points added or lost
1 to 9	Scraps	- 10
10 to 15	Good Cut	+ 0
15 to 18	Quality Cut	+ 5
19 and above	Fine Cut	+ 10

"Compared to the crashing of the waves on the ship or the rumbling of the storm at the ruined castle, the room underneath the illusions is completely silent. As you prepare yourselves to climb the stairs to the entrance of the library, you put the cut of the Bookwyrm safely in your bag."

Tip!

Once the battle is finished, take some time to explain to players how the cooking portion works. You can find all the rules of the cooking portion in the Cooking Portion of this One Shot.



DEMO VERSION

NPCs: The Library

Candela Breowan, The Librarian:

- **Basic Information:** Dwarven woman, 200s (around 60 in Human years), librarian of the Library of Talaba.
- **Appearance:** 3 feet tall with olive skin and grey eyes. Her salt and pepper hair is neatly tied up in a tight bun. She wears a long blue skirt and big cat-eye glasses that magnify her inquisitive eyes.
- **Mannerisms:** She's old but not frail. She's not much for talking with her hands, but even though she doesn't stand very straight, she still has a commanding presence. Her no-nonsense attitude can be felt through the way she carries herself.
- **Tone:** No matter the situation, even if she's trapped in an invaded library, she always whispers and will chastise anyone that raises their voice while inside the library. Her speech shows how well read she is, although she's not much for pompous and pretentious verbiage.
- **Goals:** Candela has kept the Library of Talaba safe and organized perfectly for three Human generations, and she's not planning to stop anytime soon. The library is her life's work, her pride and joy, and she will do anything to stop anyone that means it or its contents harm.

Information:

Candela wants to get that pesky Bookwyrm out of her library as fast as possible. She won't hesitate to give the players information about the Bookwyrm to help them slay it—that is, if she believes the players are not the thieves she followed into the private section.

Bookwyrm:

- Bookwyrms are attracted by large amounts of writing. They seem to be discerning in their tastes and consider some books better than others.
- Bookwyrms enjoy fiction writing more than any other kind.
- Bookwyrms have powerful psionic abilities to influence the minds of their victims.
- Bookwyrms are masters of illusion.
- Bookwyrms use the stories, characters, and worlds of the stories they've consumed against potential threats, influencing those threatening minds and making the enemy believe illusions to the point of actually taking damage from them.
- In their natural form, they are weak and vulnerable to damage.



DEMO VERSION

Poryn, The Thief for Hire:

- **Basic Information:** Gnomish man, 90s (around 25 in Human years), thief for hire.
- **Appearance:** 4 feet tall with pale skin, dark red hair swept back, bright blue eyes, and a constant smile on his lips, as if he's snickering at a joke only he can hear. He wears a dark green cape in which he keeps what seem like hundreds of notepads filled with his target's deepest secrets.
- **Mannerisms:** Arrogant and cheekily pompous, he bows deeply, and constantly acts like he's making fun of the way nobles and rich people carry themselves.
- **Tone:** Uses a lot of words to say very little and has a way of steering the conversation toward the person he's talking to while masterfully avoiding anything that has to do with himself. He painstakingly enunciates every letter of every word.
- **Goals:** Poryn was sent to Talaba by a nobleman of a neighbouring town, who is extremely jealous of Talaba's success. He has two missions: infiltrate the Foresti manor to find as much dirt as possible on Foresti, and get into the Private Section of the Talabenses Library so he can acquire information on the lineage of the Foresti family. He has the former on him, and he was in the library procuring the latter when the city closed the library. He will do anything to get out and back to his client to get paid.

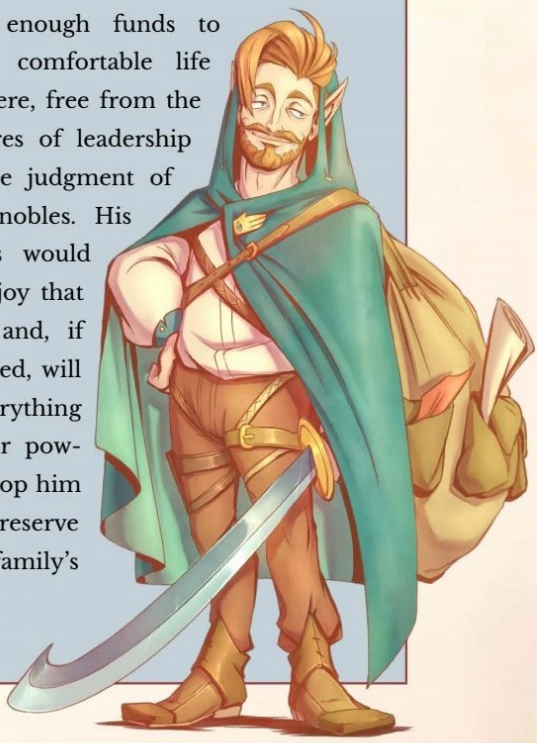
Information:

Poryn's contract never said anything about not sharing the information he found. If the party promises to let him go, he will share what he knows.

- Foresti enjoys spicy food.
- Foresti enjoys a mix of flavors, he likes when a dish is spicy, but the side is sweet.
- Foresti likes charismatic people.
- Foresti is very proud.
- Foresti hates people who make him look dumb or less than stellar.
- Foresti loves Talaba and hates when foreigners speak ill of the town.
- If he finds out there's a more powerful noble close by, he will tense up and get anxious.

If pressed on what dirt he's found about Lord Foresti that he plans to take back to his client, he'll say:

- Foresti never wanted to lead the town of Talaba. He is planning to escape under cover of night as soon as he has accrued enough funds to live a comfortable life elsewhere, free from the pressures of leadership and the judgment of other nobles. His parents would not enjoy that at all and, if informed, will do everything in their power to stop him and preserve the family's honor.



DEMO VERSION

Monsters

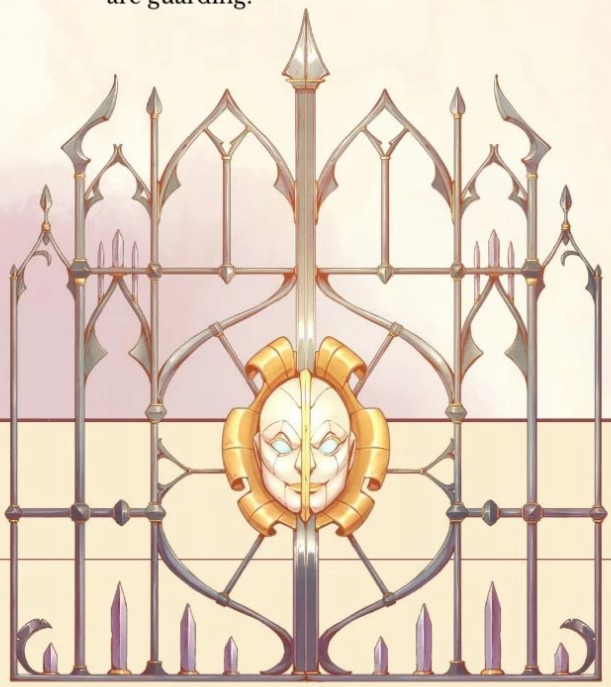
Door Guardian

The Door Guardian is a construct created to defend places of vital importance. If they detect that somebody without a password is trying to pass through, they activate a defensive mode. They will never stop firing missiles until the supposed intruder gives them the password, responds to their security questions, leaves, or dies. This one has been outfitted with Librarian's Fire Missiles, which don't burn or damage books.

Door Guardian Tactics:

The Door Guardian doesn't think or feel; they cannot be persuaded to stop attacking. They will only stop if a password is given to them.

The Door Guardian will target whoever is closest to them, seeing that they regard that person as the most likely to try to enter the passage they are guarding.



DEMO VERSION

Door Guardian

Large construct, lawful neutral

Armor Class 18 (natural armor)
Hit Points 105 (10d10 + 50)
Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	1 (-5)	20 (+5)	17 (+3)	11 (+0)	12 (+1)

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses Darkvision 120 ft., passive Perception 10

Languages Common, Dwarvish

Challenge 7 (2,900 XP)

Innate Spellcasting. The door guardian's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no material components: At will: dancing lights, identify, message.

Actions

Multiattack. The door guaredian makes 2 Librarian's Fire Missile attacks.

Librarian's Fire Missile. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 12 (2d8+3) fire damage. The missiles can only travel in a straight line from the door guardian to the target.

Library Salamander

Library Salamanders were created as a line of defense for Wizard Towers. They are often used to defend libraries and other places where books are stored since their purple fire does not harm books.

Library Salamander Tactics:

The salamanders' sole purpose is to defend books. If they have been instructed to attack anyone on sight, they won't stop until the threat is neutralized.

Salamanders make use of their prehensile tongues to pull targets into melee range and use their Fire Aura to continually burn them.



Library Salamander

Medium beast, lawful neutral

Armor Class 14
Hit Points 58 (9d8 + 18)
Speed 30 ft. climbing 20 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

Vulnerabilities cold

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Language Ignan

Challenge 4 (1,100 XP)

Librarian's Fire. Fire produced by the salamander is unable to harm books. It glows a bright purple.

Fire Aura. A creature that ends its turn within 5 ft. of the salamander takes 5 (2d4) fire damage.

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 ft. of it takes 7 (2d6) fire damage.

Actions

Multiattack. The Library Salamander makes 2 Fire Tail attacks or 1 Prehensile Tongue attack and 1 Fire Tail attack.

Fire Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 3(1d6) fire damage.

Prehensile Tongue. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 6 (1d4+4) bludgeoning damage. The target is pulled in a straight line toward the salamander and is grappled. Until this grapple ends, the target is restrained. The salamander automatically hits the target with its tail but cannot make prehensile tongue attacks against other targets. The grappled creature can use its action to make a Strength (Athletics) check to escape (DC 13).

DEMO VERSION

Bookwyrm

Bookwyrm Tactics:

The Bookwyrm is cowardly by nature and will never come out of a fictitious world of its own volition.

If on death's door, the Bookwyrm will switch to the Romance Novel world, try to appeal to the target's sympathy, and will flatter them to try to escape while also trying to charm them.

Tips on running the Bookwyrm:

Each form except for the normal and the Love Interest form of the Bookwyrm has a legendary action for it to move around the space and avoid being completely surrounded by enemies every turn.

Try to describe the surroundings of the fight in detail, as well as how the appearance of the PCs changes in each fictitious world, to make them feel like they are heroes in different genre novels.

If you want to stay in a fictitious world longer, the A Healer Appears lair action will delay the switch between worlds.

The fictitious world of the Bookwyrm is not magical but rather psionic. It cannot be ended with a spell.

The Bookwyrm fight is a hard fight to run because of the many changes with each world. Read each stat block carefully and have all of them available on your GM screen to help you navigate the different abilities, vulnerabilities, and immunities of each form. A good way to remember it is:

- **Dragon:** Weak to Cold, Strong to Fire
- **Vampire:** Weak to Radiant, Strong to Necrotic
- **Giant Squid:** Weak to Lightning, Strong to Cold
- **Love Interest:** No weaknesses, but lowest damage output. Should be saved as a last resort as the Bookwyrm tries to get its aggressors on its side.

Bookwyrm

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +5
Vulnerabilities All damage except psychic
Damage Immunities psychic
Condition Immunities blindness, charmed
Senses blindsight 120 ft, passive Perception 12
Languages All languages written in books it has consumed
Challenge 5 (1,800 XP)

DEMO VERSION

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Soft Body. When in its real form, the bookwyrm is vulnerable to all damage types except psychic.

Factual Fiction. The bookwyrm changes its damage vulnerabilities, resistances, and immunities as well as its speed and size depending on the current form it presents as.

Fictitious World. The bookwyrm plunges all creatures within its lair, including itself, into the fiction of one of the books it has consumed. While in this fictitious world, all damage taken by creatures other than the bookwyrm is psychic damage and both feels and looks real and appropriate to the "illusion". Despite the changes in appearance, the AC, HP, and ability scores of the bookwyrm and other creatures are not affected. This "illusion" can't be dispelled through spells like *dispel magic*, since it's a psionic effect.

Actions

Tail Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Lair Actions

On initiative count 20 (losing initiative ties), the bookwyrm takes a lair action to cause one of the following effects; the bookwyrm can't use the same effect two rounds in a row:

Medieval Novel. The bookwyrm plunges all creatures in its lair into a medieval novel. Creatures hostile to the bookwyrm look like knights and heroes of old, while the bookwyrm looks like a young red dragon and changes its characteristics to match its new form. The battlefield becomes a ruin in an abandoned castle.

Vampire Novel. The bookwyrm plunges all creatures in its lair into a vampire novel. Creatures hostile to the bookwyrm look like Victorian detectives, while the bookwyrm looks like a monstrous vampire and changes its characteristics to match its new form. The battlefield becomes a misty city street at night.

Pirate Novel. The bookwyrm plunges all creatures in its lair into a pirate novel. Creatures hostile to the bookwyrm look like pirates and sailors, while the bookwyrm looks like a monstrous squid and changes its characteristics to match its new form. The battlefield becomes a ship at sea in the middle of a storm.

Romance Novel. The bookwyrm plunges all creatures in its lair into a romance novel. Creatures hostile to the bookwyrm have long hair flying in the wind and wear tight pants and loose linen shirts with billowing sleeves, while the bookwyrm looks like a beautiful woman in a loose white gown and changes its characteristics to match its new form. The battlefield becomes a cliff overlooking the sea at sunset.

A Healer Appears. The bookwyrm creates the illusion of a healer that takes the form of a princess, a vampire victim, or a priest of the deep depending on the novel it's currently inhabiting. The healer heals the bookwyrm for 18 (4d8) hit points and disappears into thin air. The bookwyrm can only use this lair action while in a fictitious world.

DEMO VERSION



DEMO VERSION

Bookwyrm - Dragon Form

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft. flight 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +5

Vulnerabilities cold

Damage Immunities fire

Senses blindsight 120 ft., passive Perception 12

Languages All languages written in books it has consumed

Challenge 5 (1,800 XP)

Factual Fiction. The bookwyrm changes its damage vulnerabilities, resistances, and immunities as well as its speed and size depending on the current form it presents as.

Fictitious World. The bookwyrm plunges all creatures within its lair, including itself, into the fiction of one of the books it has consumed. While in this fictitious world, all damage taken by creatures other than the bookwyrm is psychic damage and both feels and looks real and appropriate to the illusion. Despite the changes in appearance, the AC, HP, and ability scores of the bookwyrm and other creatures are not affected.

Flight. As a bonus action, the bookwyrm rises 20 feet into the air without provoking attacks of opportunity.

Actions

Multiattack. The bookwyrm makes two attacks: one with its bite and one with its claw or tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 25 (6d6+4) psychic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) psychic damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit: 7* (1d6 + 4) psychic damage. If the target is a Medium or smaller creature it is grappled (escape DC 14). The bookwyrm can't make other tail attacks while grappling a creature.

Fire Breath (Recharge 5-6). The bookwyrm exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

DEMO VERSION

Bookwyrm - Vampire Form

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft. flight 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +5

Vulnerabilities radiant

Damage Immunities necrotic

Senses blindsight 120 ft., passive Perception 12

Languages All languages written in books it has consumed

Challenge 5 (1,800 XP)

Factual Fiction. The bookwyrm changes its damage vulnerabilities, resistances, and immunities as well as its speed and size depending on the current form it presents as.

Fictitious World. The bookwyrm plunges all creatures within its lair, including itself, into the fiction of one of the books it has consumed. While in this fictitious world, all damage taken by creatures other than the bookwyrm is psychic damage and both feels and looks real and appropriate to the illusion. Despite the changes in appearance, the AC, HP, and ability scores of the bookwyrm and other creatures are not affected.

Spider Climb. The bookwyrm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Regeneration. The bookwyrm regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the bookwyrm takes radiant damage or damage from holy water, this trait doesn't function at the start of the bookwyrm's next turn.

Sunlight Hypersensitivity. The bookwyrm takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Walk of Shadows. As a bonus action, the bookwyrm turns into mist and reappears within 20 feet of the space it previously occupied. It can only move to an unoccupied space it can see.

Actions

Multiattack. The bookwyrm makes two attacks, only one of which can be a bite attack.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) psychic damage. Instead of dealing damage, the bookwyrm can grapple the target (escape DC 14).

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) psychic damage. The bookwyrm regains HP equal only to half of the damage inflicted with its bite attack, rounding up.

DEMO VERSION

Bookwyrm - Giant Squid Form

Giant monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 0 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +5

Vulnerabilities lightning

Damage Immunities cold

Senses blindsight 120 ft, passive Perception 12

Languages All languages written in books it has consumed

Challenge 5 (1,800 XP)

Factual Fiction. The bookwyrm changes its damage vulnerabilities, resistances, and immunities as well as its speed and size depending on the current form it presents as.

Fictitious World. The bookwyrm plunges all creatures within its lair, including itself, into the fiction of one of the books it has consumed. While in this fictitious world, all damage taken by creatures other than the bookwyrm is psychic damage and both feels and looks real and appropriate to the illusion. Despite the changes in appearance, the AC, HP, and ability scores of the bookwyrm and other creatures are not affected.

Swimmer. As a bonus action, the bookwyrm can swim 30 feet without provoking attacks of opportunity while in water.

Actions

Multiattack. The bookwyrm makes three attacks, only one of which can be a bite attack.

Tentacle. *Melee Weapon Attack.* +7 to hit, reach 10 ft., one creature. *Hit:* 7 (1d6 + 4) psychic damage. Instead of dealing damage, the bookwyrm can grapple the target (escape DC 14). If the target is grappled, the bookwyrm can move the target 10 feet in any direction.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) psychic damage. Instead of dealing damage, the bookwyrm can choose to swallow the target. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the bookwyrm, and it takes 3 (1d6) psychic damage at the start of each of the bookwyrm's turns. If the bookwyrm takes 20 damage or more on a single turn from a creature inside it, the bookwyrm must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the bookwyrm. If the bookwyrm changes its fictitious world, the creature is expelled from the bookwyrm's body, falling prone within 10 feet of it.

DEMO VERSION

Bookwyrm - Love Interest Form

Medium monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	17 (+3)	14 (+2)	12 (+1)

Saving Throws Int +6, Wis +5

Senses Blindsight 120 ft, passive Perception 12

Languages All languages written in books it has consumed

Challenge 5 (1,800 XP)

Factual Fiction. The bookwyrm changes its damage vulnerabilities, resistances, and immunities as well as its speed and size depending on the current form it presents as.

Fictitious World. The bookwyrm plunges all creatures within its lair, including itself, into the fiction of one of the books it has consumed. While in this fictitious world, all damage taken by creatures other than the bookwyrm is psychic damage and both feels and looks real and appropriate to the illusion. Despite the changes in appearance, the AC, HP, and ability scores of the bookwyrm and other creatures are not affected.

Pain of Rejection. The bookwyrm takes 10 (3d6) psychic damage if its Infatuate action fails to affect the target, or if its romantic advances are rejected in any way.

Actions

Slap. *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature. Hit: 7 (1d6+4) psychic damage.

Infatuate. The bookwyrm targets one humanoid it can see within 30 feet of it. If the target can hear the bookwyrm, the target must succeed on a DC 12 Wisdom saving throw or become magically infatuated with the bookwyrm. While infatuated, the target adores the bookwyrm, can't take any actions to hurt it, and defends it with their life. The target can repeat the saving throw every time they take damage, and do so with advantage if they are attacked with a slap. Creatures immune to the charmed condition are still vulnerable to this ability.

DEMO VERSION

Cooking Portion



Cooking Trial One Shot:

The Bookwyrm

DEMO VERSION

The Cooking Portion

Here's how to run The Cooking Portion of a Cooking Trial. Before starting each phase, explain to your players what they are supposed to do so there's no confusion. The players should arrive at the cooking portion of a trial with a recipe and a plan on how to cook it.

We have included all the material necessary to run the cooking portion, which is meant to be run after the investigation portion.

The cooking portion of the trial is where all the hard work during the investigation portion pays off—or fails spectacularly!

You, the GM, will keep track of successes for each check as well as the actions the players take to increase their score (use specific ingredients besides the monster they hunted, plate their dish beautifully, etc.), then tally the points, and compare the players' score to the rival team's score. The winner is the one with the highest score.

For a Cooking Trial to work, the cooking portion must feel like a race against the clock. If a team finishes early, they get extra points, depending on the time they have left. If a team is scrambling to finish on time, they have to think on their feet, see what corners they can cut, and how they can decrease the cooking time.

The cooking portion entails a whole lot of checks, so the enemy team's score is extremely simplified for you to calculate. You just need to keep track of the players' score. All scores are even and multiples of 10 (10, 20, 30, etc.), so if you keep a calculator nearby, following will not be an issue.

The cooking portion is divided into two sections, Preparation and Presentation. Preparation is all about cooking the dish. Presentation is all about talking about the process to the judge. Let's look at these sections one at a time, as well as how to figure out the rival team's score.

Preparation:

The Preparation section is a hectic series of checks that will decide the quality of the dish they cook.

Ask the players in what order they wish to proceed, then ask the first player what exactly they are doing. Once they have stated what they want to do, ask them to roll the check corresponding to the particular action. If it's a success, add the amount of points that particular action gives them to their total score and move on to the next player.

Two or more players can work on more than one step at a time, as long as one step does not depend on the other. For instance, if Step 1 is cooking the rice and Step 2 is cutting mushrooms and vegetables, both of those can be done at the same time, but if step 2 is cutting mushrooms and vegetables and step 3 is marinating them, you need to finish step 2 before step 3.

The type of check depends on the action. Cutting and mixing are either Strength or Dexterity checks—the player can choose which one. Incorporating ingredients, baking something at a specific temperature for a specific time, and so on are either Wisdom or Intelligence checks.

Food falls into three categories: Sweet, Spicy, or Plain. At the end of the dish's preparation, the Baker and the Seasoner can make a dish or part of a dish sweet or spicy, respectively, and the Presenter can plate a dish and make it look as good as possible if they spend 10 minutes on it. All of these actions can be done simultaneously.

Adding flavor and describing how they masterfully go through a particular step, or how they spectacularly fumble, adds a lot to the player's experience.

Presentation:

The Presentation section is a high stakes social encounter.

You, as the judge, will ask several questions regarding the dish. At the end of each question, the presenting player may make an Insight check to see what the judge is looking for, or recall a piece of intel that would be useful to incorporate in the player's response.

As a GM, you need to judge the player's actual answer. If the judge would find this answer agreeable and satisfying, it's counted as a success. The player does not get to roll Persuasion or Deception at this point.

The Presentation ends with a short speech from the player. The player needs to use what they've learned about the judge before the trial, as well as what they've learned during it, to tailor this speech. If, as a GM, you think this speech has satisfied the judge, offer a Persuasion (or perhaps Deception if that's more apt) to the player. If the player is a Presenter, they get to roll this check with advantage.

Rival Team:

A Cooking Trial is a competition between two teams. In order to know the score of the rival team, we'll just roll a d20 for each step and add their Cooking Skill, a value between 1 and 5 that represents their skill in the kitchen. The higher the value, the tougher the team will be to beat.

We provide a suggested score for the rival team to save you time and preparation, but if you wish to roll to get your own score, here's the method:

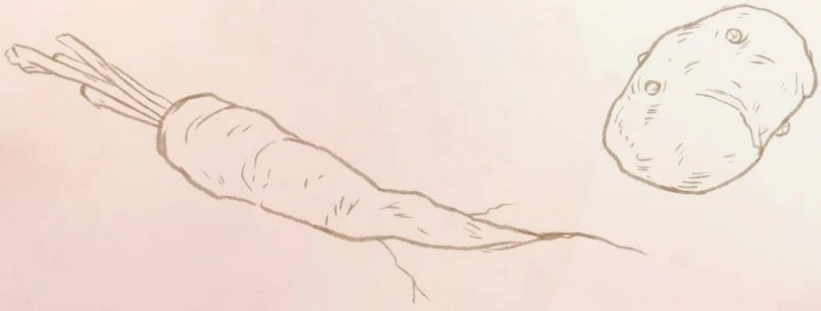
In our example, there are 11 specific checks for the whole Trial, so you need to roll 11d20 and add their Cooking Skill modifier to each roll, which in our example is +2, to see if they pass the DC and gain the points. You also get to decide if they have succeeded in making the dish sweet, plain, or spicy according to the taste of the judge, or if they have added special ingredients to boost their score.

Bookwyrm Cooking Portion

Here's how to run the last portion of the Cooking Trial.

You can choose to make the rival team arrive whenever you feel like it. We recommend not spacing out their arrival too much. If the players have taken their time and investigated a lot of the library, the rival team can already be there. Whereas if they have succeeded most checks and are making good time, the rival team might be a bit behind the players' team.

We have added sections called "For the Players." These are sections to let players know exactly how the rules work for the two specific parts of the cooking portion. You can choose to read these verbatim, or you can use your own words to explain the information inside, as long as the players understand what they must do. There's no right or wrong way to go about this.



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"As you emerge from the library, deafening cheers hit your ears. It seems like the whole town, including the tourists, have gathered to see the teams emerge, and the guards are having a hard time trying to keep them from spilling onto the library's doors. You see that the sea of people has been parted, making a path toward the stage where two shining cooking stations have been prepared. Between them, Lord Foresti sits recumbent on the golden chair, smiling. He clears his throat, and the crowd turns in unison to look at him expectantly."

"Our first team has arrived, and the other team is not far behind. Both teams have _ minutes left. Let the cooking portion commence!"

For the Players:

You can choose to read this following section to your players or explain it in your own words.

"Cooking Trials are as intense as combat.

The team must coordinate themselves in order to cook the best dish possible.

"Most cooking recipes have several steps that can be done at the same time by two different people, and every cooking class has specific skills and expertise that help in cooking the best possible dish.

"Players who are tactical with their cooking can create amazing successes, minimize mistakes, and prepare an incredible dish in the least amount of time possible.

"Cooking Trials are divided into two sections, Preparation and Presentation. We're going to start with the Preparation phase right now."

Preparation

For the Players:

You can choose to read this following section to your players or explain it in your own words.

"The Preparation phase is all about how you cook the dish. I'm going to ask each of you who is going first and what that person is doing, then you'll describe what you do and roll a specific check to see if you succeed.

"The type of check used depends on the action you are trying to accomplish. If it's about cutting ingredients or stirring something energetically, it will be a Strength or Dexterity check. If it's about slowly bringing something to a boil or carefully adding ingredients, it will be a Wisdom or Intelligence check. Don't worry, you can choose which stat you want to use between Strength and Dexterity or Wisdom and Intelligence!

"While one step is being taken care of by one member of the team, the others can start another step – just make sure that one step doesn't depend on the other. If Step 1 is cooking the rice and Step 2 is cutting mushrooms and vegetables, both of those can be done at the same time, but if Step 2 is cutting mushrooms and vegetables and Step 3 is marinating them, you need to finish Step 2 before Step 3.

"At the end of the dish, the Baker or the Seasoner can make a dish sweet or spicy if they spend 10 minutes on it, and the Presenter can plate a dish and make it look as good as possible if they spend 10 minutes on it.

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Here's the recipe, along with the times, the checks, and DC necessary to perform every action:

1. Dice the celery, onions, and potatoes. Add 5 bay leaves and 1 whole thyme sprig and mix everything with 1 tablespoon of oil and 1 tablespoon of melted butter. Cut the Bookwyrm into even cubes, making sure to preserve the fatty content of the meat.
   (5 minutes) (Strength/Dexterity DC 12) +10 points
2. Add the mix into a pan, then stir in 2 tablespoons of plain flour until the mixture is smooth and the ingredients form a consistent sauce.
   (5 minutes) (Intelligence/Wisdom DC 13) +10 points
3. Add water and stir vigorously until achieving a smooth mixture.
   (5 minutes) (Dexterity/Strength DC 13) +10 points
4. Cover and put in the oven for 20 minutes, regularly checking to make sure the stew is cooking evenly.
   (20 minutes) (Intelligence/Wisdom DC 13) +10 points
5. While the stew is cooking, heat oil in a large saucepan over medium heat. Add garlic slices and sauté, stirring constantly until the garlic is golden brown.
   (5 minutes) (Dexterity/Strength DC 13) +10 points
6. Add rice, butter, and water. Cover the saucepan. Bring it to a simmer, then immediately turn down to medium low.
   (15 minutes) (Intelligence/Wisdom DC 15) +10 points
7. Cook for 10 minutes or until all liquid is absorbed by the rice. Tilt the saucepan to check.
   (10 minutes) (Intelligence/Wisdom DC 15) +10 points

- Food can be either plain, sweet, or spicy. A Seasoner can turn food spicy and a Baker can turn it sweet. Both of these actions take 10 minutes each, and matching the flavor of the dish with the preferred flavor of the judge will add to the final score.
  (+10 minutes) +10 points
- When a plate is done, a Presenter can spend 10 minutes making the dish look as amazing as possible, which will add to the final score of the dish.
  (+10 minutes) +10 points
- If the group has a Tracker, and the Tracker has managed to obtain a Quality Cut from the monster, they gain +5 points. If the Tracker has managed to obtain a Fine Cut, they gain +10 points. However, if they rolled poorly after getting the cut and are cooking with scraps, they lose.
  -10 points

Presentation

For the Players:

You can choose to read this following section to your players or explain it in your own words.

"The Presentation phase is a high-stakes social encounter where you must convince the judge that your dish is the best.

"The judge will ask you questions. If your answers convince the judge, it'll count as a success. You won't roll Persuasion or Deception here; it's just you, the judge, and your answers.

"At the end of each question, you'll get to roll an Insight check. On a successful roll, I'll give you a piece of intel that your character manages to glean from the judge. Maybe something they want, maybe something about them. Use that in your answers!"

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> "When the questions end, you'll get the chance to close the presentation with a short speech. If the judge is happy with your speech, you'll get to roll a Persuasion (or Deception) check, and on a success, gain even more points."

Here are the questions that Lord Foresti will ask the person presenting the dish, their accompanying Insight check DCs, the information that can be gleaned on a successful roll, and the final Persuasion check DC for Lord Foresti.

Foresti's Questions:

1. Present your dish.
2. How does this dish represent your group?
3. How would you improve this dish if you were to make it again?
4. Tell me more about the presentation of the dish. What made you plate it in such a way?

Speech: Is there anything you'd like to say before I taste your dish?

Foresti's insight checks:

1. **After Question 1 - Insight Check DC 11:** Foresti likes a show.
2. **After Question 2 - DC 13:** Foresti enjoys a bit of flirting, but nothing too extreme.
3. **After Question 3 - DC 13:** Foresti likes cocky, extraverted people but not people that would make him seem dumb or delusional people who believe they can do no wrong.
4. **After Question 4 - DC 15:** Foresti is bored of traditional rules and wants nothing more than to be entertained.

Persuasion Check for the Speech: DC 13

The Rival Team:

The rival team that goes against our players in the Mushroom King Trial are a group of fans of Lord Foresti. All four members love him and have decided to compete in the trial in order to impress him and get an audience

Cooking Skill: +2

Suggested Final Score: 89 (11d20+2)

Ending of the Cooking Trial

Once both teams have finished cooking, the judge will declare a winner for the preliminary round of the Cooking Trial. Make this an event for your players, whether they win or lose. Perhaps let them interact with the other team. If you have chosen the characterization proposed by the adventure, they'll be kind and understanding, perhaps some a little bit teary-eyed, but vouching to try again next year in the hopes of impressing their idol once more.

Lord Foresti will approach the winning team and declare that they will be the ones to compete against the previous year's champions in the final round of the Cooking Trial, which will happen tomorrow.

Let the players find a place to sleep, perhaps at the inn, and let them celebrate their victory. They can choose to explore the town a bit or maybe just go to the tavern to celebrate. Be sure to remind them that the next trial will start tomorrow.

If you are running this trial as a standalone one-shot adventure, with no plans to continue on with the next trial, make this a big victory for the party. Let them be the heroes of Talaba for a day and go to the end of the Cooking Trial adventure to find a few hooks that you may use to lead the party in other adventures.

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Battle Maps

Room A



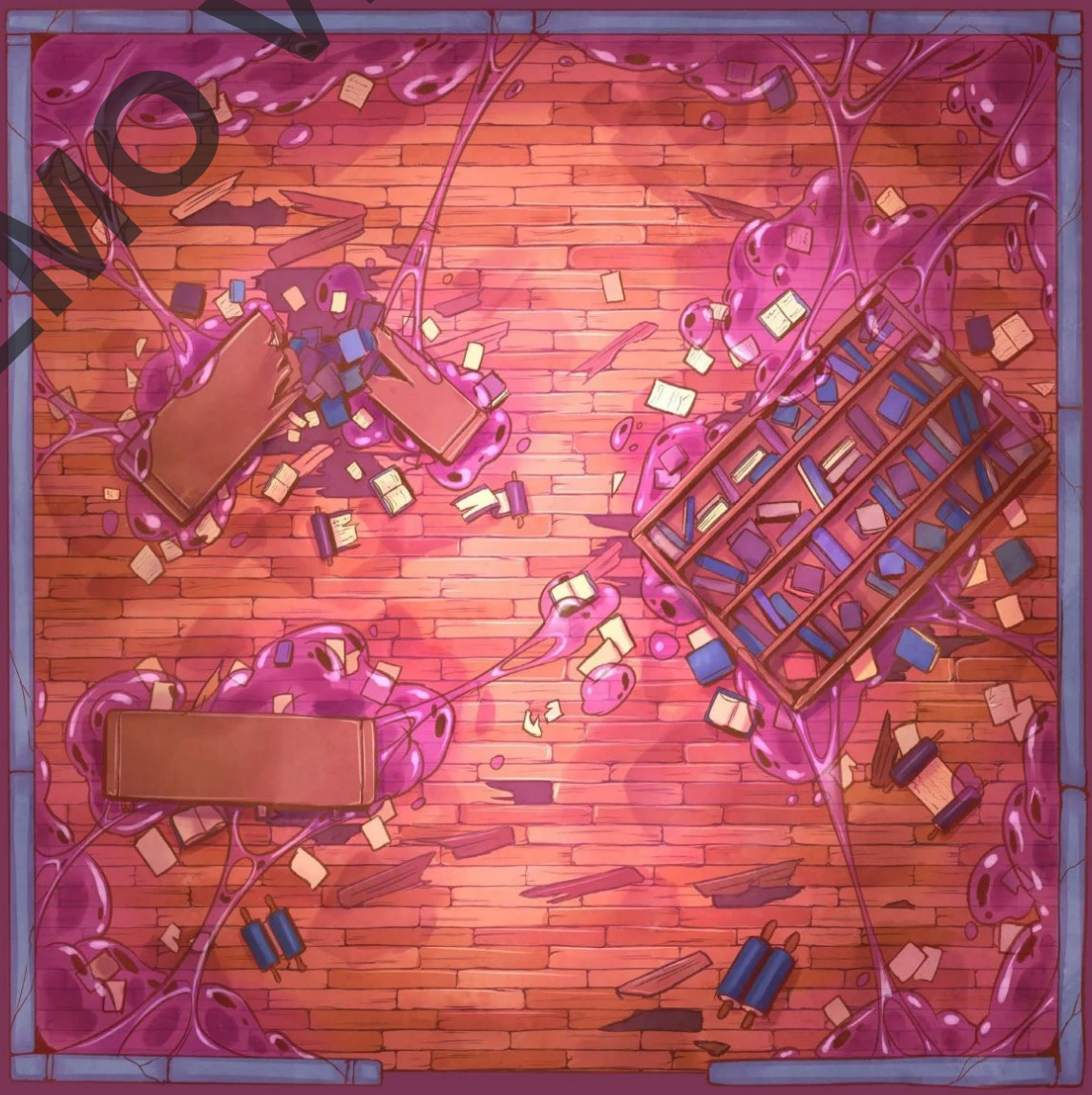
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Room C



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Room D - 1



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Room D - 2



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Room D - 3



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Room D - 4



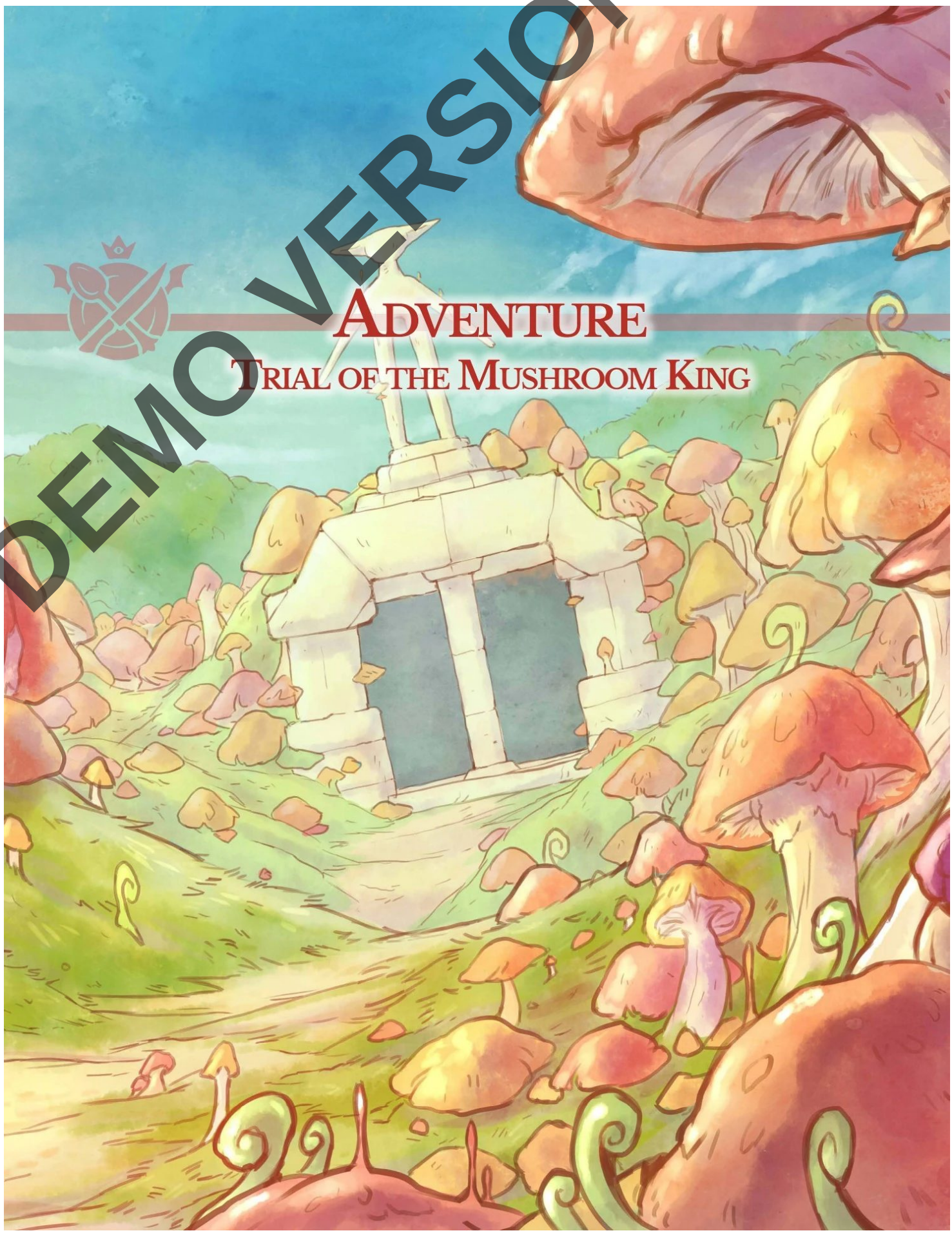
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Room D - 5



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Investigation Portion



Cooking Trial Adventure:

The Mushroom King

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Investigation Portion

The Cooking Trial adventure is divided in 3 portions: the investigation portion, the hunting portion, and the cooking portion. All three will be detailed in order in this adventure.

The investigation portion is about giving the players the opportunity to find as much information as possible about four things: the judge they'll have to impress, the monster they'll have to hunt, the recipe they'll have to cook, and the location where they'll fight the monster. The players will go up against the victors of the previous year's Cooking Trial to win the town's cooking competition.

This part of the adventure is where players who really enjoy roleplay get to stretch their social interaction muscles by talking with many different NPCs. This guide will give you suggestions on how to play many of them, but feel free to adapt some or all of them to your campaign and its specific needs.

While some players will love the investigation portion, others may find it less exciting. Try not to let the investigation portion run too long. It's fine if the players haven't found every single thing there is to know about the monster or the judge. If it's dragging on, keep this portion one session long or make it go longer if the party as a whole is loving it.

The party has exactly one day to complete the investigation portion. The day after, a cart will take them to the Fungal Wildwoods, and the trial will commence.

The investigation portion starts with the opening ceremony, where the judge will announce the monster to hunt as well as the dish to prepare. After the ceremony, set the players free to wander the town of Talaba.

In the map of Talaba included in this book, you can find eight important locations. Each of these has its own NPCs who offer services and hold specific information. We have outlined each location, the NPCs who can be found there, and the information they carry, below.

Feel free to switch around information between NPCs as you please! This is only meant to be taken as a suggestion on how to distribute that information.

Regarding the recipe and the map of Talaba, it is your choice as a GM if you want to give them to your players (they can receive it from Otto as soon as they sign up for the trial), or have them look for them in town. We recommend having players look for the recipe and map only if they really enjoy role playing and talking to different NPCs. If they don't get them from Otto, they can find the recipe at the library and the map at Bailey's General Goods store.

The second portion of the Cooking Trial starts the morning after the first day. Make sure the players know that a cart will be waiting for them at the town square at dawn. It will take them to the Fungal Wildwoods, so they can hunt the Mushroom King.

The adventure starts at the opening ceremony of the final round of the Cooking Trial of Talaba as Lady Hestia Foresti, matriarch of the Foresti house, announces the beginning of the Cooking Trial finals.

We provide detailed descriptions, and when it makes sense, some NPC dialogue for GMs who wish to read them out loud. You can, of course, make your own to adapt it to your campaign's needs or simply to your liking!

The important information that needs to be conveyed here is:

The Judge for the Trial is Lady Hestia Foresti.

The Monster that needs to be hunted is called a Mushroom King.

The Place where the monster lives is The Fungal Wildwoods.

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The Recipe they need to cook is called a Mushroom King Stir Fry.

This adventure is written assuming that your players and you have gone through the Cooking Trial One Shot. If you haven't, the adjustments to be made are minimal, so read over the adventure and omit references to the previous Cooking Trial accordingly.

The Town of Talaba: An Introduction

On the surface, the small town of Talaba doesn't seem that different from any other small settlement on the side of a well-traveled road. The town was born as a small marketplace at the crossroads of two big trade routes, a place where merchants going to or from a big city would trade goods that they would later sell elsewhere. In time, some of these merchants took residence at this small crossroads. Through the years, the improvised market grew into a settlement, and then a village, and now a town.

The Foresti family has ruled Talaba since it became notable enough for cartographers to think of putting it on a map. The Foresti rule has been sometimes kind, sometimes mediocre, but never downright evil or unjust, so the family has enjoyed a peaceful existence as landowners.

Trouble started, as trouble tends to do, when the population began to grow. The village's poor defenses and relatively exotic goods attracted brigands and monsters. Merchants began to avoid the town for fear of being attacked and robbed of their wares, which in turn affected the food supply, which led to famine.

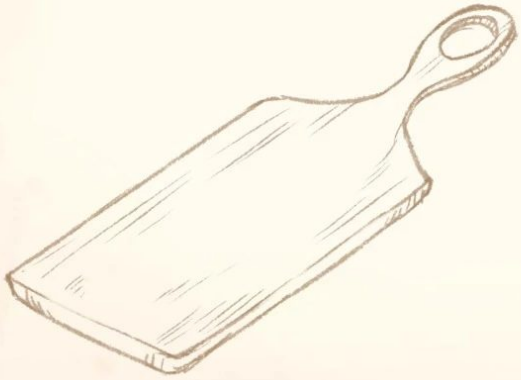
The villagers' safety was threatened daily, and people started to move to bigger, safer cities. Lady Aliana Foresti, the first Foresti to rule over Talaba, couldn't bear to see her new town abandoned in its infancy, and she concocted a plan to end the monster problem and the famine in one fell swoop.

She took every copper piece that was left in her family's vault and hired bards to spread the word all across the land: A contest was taking place in the town of Talaba. All brave adventurers were invited to participate and try their hand at winning 500 gold pieces (which, if you adjust for inflation, meant a great deal at the time) if they could hunt monsters and cook them for the town. They called it a Cooking Trial.

On the opening day of the contest, the tiny streets of Talaba were filled with adventurers, merchants, and people from the nearby villages. The town of Talaba, at the brink of extinction just weeks before, was now bursting with life. The contest took place, monsters were hunted and cooked, and the town ate well that night and every night to come after.

Now, generations later, the town of Talaba still celebrates the annual Cooking Trial. The villagers see it as a festival. Tents are pitched, merchants sell their wares, cooks sell their dishes, and visitors play games of chance. The town prospers more with each passing year, growing in size and importance, all thanks to that first Cooking Trial and all those that came afterwards.

Our adventurers arrive in the town of Talaba on the opening day of the 127th Annual Cooking Trial, celebrated under the rule of Lord Flavio Foresti and his Lady Mother, Hestia Foresti.



DEMO VERSION

"The Town of Talaba is pretty small, but right now, walking through it feels like walking through a booming metropolis. There's music playing at every corner, garlands of small triangular flags crossing from one lamp post to the other, and everywhere you look is a tent with exotic wares, festival food, or games of luck. There are hundreds of people in the street enjoying the festivities, and the normally sleepy old village seems to be bursting with life on the day of the first trial."

Opening Ceremony:

"It seems every single person in the small town of Talaba is watching the stage set up at the center of Manor Park. You, however, are not. Your group is hiding in the backstage, waiting for your cue. Otto, the Halfling supervisor assigned to your team, listens intently, waiting for his own cue.

"You suddenly hear the cheers of the crowd as a man with a flowing mane of blond hair, you know to be Lord Flavio Foresti steps onto the stage. He's wearing a lavish blue coat with gold inlays and a red ascot. He approaches the center of the stage and bows deeply to the crowd as another figure steps onto the stage. A woman, much smaller than Flavio, but somehow more imposing, advances slowly toward the audience. She's wearing a long, expensive-looking dress that trails behind her. Her gray hair is piled up on top of her head, nearly as tall as she is. The massive gray mane is sculpted and decorated with hundreds of shining pearls, almost competing with Lord Flavio's own hairdo for the attention of the crowd. Her demeanor is calm, stoic, and deeply unimpressed. The crowd cheers loudly, but she patiently waits for the clamor to die down. Finally, she clears her throat, and the audience immediately falls silent."

"Citizens and Visitors of Talaba. We're happy to welcome you once again to our proudest tradition. The final round of the Cooking Trial is upon us, and the intrepid team that fought, conquered, and cooked the dreadful beasts that plagued our library will now go up against the victors of last year's Trial. Our son, Lord Flavio Foresti, was the judge of the preliminary round, and now we, Lady Hestia Foresti, will judge this one.

"Reports of horrible beasts that dwell in the Fungal Wildwoods known as Mushroom Kings have reached our ears. We therefore ask our courageous adventurers to hunt down one of these beasts and cook it for us in this year's final trial.

"The assigned recipe that our fighting cooks will use this year is simple: A Mushroom King Stir Fry!

"Without further ado, let us present to you the two teams of adventurers that will hunt down these horrible beasts and compete against each other in this culinary battle."

DEMO VERSION

"Otto looks back at you and hurriedly motions for you to step onto the stage. As you do, you come face to face with the crowd you had only heard before. Hundreds of faces look at you expectantly. On the other side, a group of four people stand, two older women and two younger men."

"On the one hand, we have a family business who are traveling cooks and fantastic adventurers. Their traveling restaurant, Mom & Mom & Sons, has graced Talaba before, and their incredible skill both in combat and the kitchen made them the victors of last year's Cooking Trial.

"On the other hand, we have the winners of the preliminary round of the Cooking Trial, a group of foreigners to our town who rose above the competition. They are hungry for the chance to prove themselves in the final round of our tournament.

"Tomorrow at dawn, these two groups will embark toward the Fungal Wildwoods, and in the afternoon, they'll meet here in this very same square—if they have managed to fell the monsters that terrorize the woods. The culinary battle will then take place, and the winner will be crowned as this year's champion.

"And with that, we shall see you there tomorrow. May the best cooks win."

"Lady Hestia Foresti leaves the stage, and as the crowd starts to trickle out of Manor Park, you hear Otto calling you over."

Starting Information for the Players:

In order to make sure that the players know exactly what a Cooking Trial entails and what they need to do, you must communicate that information to them. Otto, the Halfling supervisor for their team, is there to help you with that.

Otto is a supervisor; his job is to make sure that the team feels welcome in the town and to answer the team's questions. He'll come to see them after the opening ceremony is over.

Make sure that Otto conveys this information to the party:

- The Cooking Trial is a competition between two teams in which each team hunts a monster, cooks it following a recipe, and serves it to a judge. The judge then determines the winner. (This is old news to the party if they played the previous adventure!)
- Today is just the Opening Ceremony. Tomorrow, a wagon will be waiting for them at dawn in the main square of Talaba to take them to the Fungal Wildwoods, where they'll hunt the Mushroom King. That same wagon will then take them back to town, where they'll cook the dish and present it to the judge.
- The hunting portion and the cooking portion are timed, so they need to be quick! The faster they are during the hunting portion, the more time they have during the cooking portion.
- Otto suggests spending today learning as much as they can about the judge, the monster, the place they'll be fighting it, and the recipe, as well as sorting out where they'll sleep.

DEMO VERSION

Important NPCs:

Otto, The Supervisor:

- **Basic Information:** Halfling man, early hundreds (around 30 in Human years), Supervisor in the Cooking Trial of Talaba.
- **Appearance:** Short even for a Halfling, with reddish hair in a messy nest on top of his head. His gold-framed glasses make his already big blue eyes seem even bigger. He's wearing a light green vest, short dark green trousers, and shining brown leather shoes. He clutches a wooden clipboard in his hand and keeps a big blue quill behind his ear.
- **Mannerisms:** He has a hard time keeping eye contact and often trips over his words, especially when meeting new people. When interacting with the team, he writes a script for himself on a piece of paper and reads it out loud, often forgetting not to read out loud cues like "smile at them" or "wave as you say hi."
- **Tone:** Constantly anxious and worried, very soft-spoken.
- **Goals:** Otto cares very much about doing a good job and takes his position as supervisor very seriously. Sadly, Otto doesn't have a very good track record as a supervisor, his teams having lost eight trials in a row. The rival team's supervisor, Helena, hates Otto; if Helena's team wins, she will take every opportunity to rub it in Otto's face until next year. She might even take Otto's job at the town hall.

Otto is a nervous, timid Halfling man in his thirties. He works for the town hall and has been appointed to be the players' supervisor during the Trial.

A supervisor is there to make sure that the team competing under their care is taken care of. He won't pay for anything for the team, and he's not allowed to help the team with the Trial itself, but he will be a valuable source of information.

As a GM, you can use Otto to help players by subtly pointing them in the right direction. He can tell the players that it's a good idea to spend the rest of the day gathering as much information on the judge and the monster. He can be the one to remind them that they need an inn to sleep in, or he might be the one to suggest that they buy a map of the town at the general goods store.



Be careful—Otto doesn't know anything about the Mushroom King. Maybe after some heavy coaxing, he could reveal something basic about Lady Hestia Foresti's taste in food, but they won't be able to learn many details through Otto.

DEMO VERSION

Hestia Foresti, The Judge:

- **Basic Information:** Lady Hestia Foresti, Human woman in her 60s, noble
- **Appearance:** Short, elderly, but imposing. She exudes an intimidating aura of confidence and competence. Lady Hestia wears her massive gray hair coiffed and piled up on top of her head, decorated with strings of pearls. Her clothes are much less ostentatious than those of her son, but even the untrained eye can see they are of extremely good quality. Her long, poofy dress trails behind her, and she uses a cane with a rose, the coat of arms of the House Foresti, as a pommel.
- **Mannerisms:** She's refined in her speech, and always appears eloquent, but is much less verbose than her son. Every sentence feels more like a command than an observation. She keeps her hands constantly resting on her cane and remains poised and calm in all circumstances.
- **Tone:** Stern, stoic, and generally no-nonsense. She uses the majestic plural when speaking about herself (using "We" instead of "I" which is common only for a royal).
- **Wants/Secrets:** Lady Hestia Foresti cares about her family and the honor of the Foresti name above anything. She wants to see the town grow and succeed and hopes her son will grow up to be a great leader for Talaba. She is not a fan of the way he carries himself and would prefer that he be more subdued and authoritative. Lady Hestia Foresti carries the Foresti secret with her: Their family line once intermingled with elves a long time ago. The elvish blood has been diluted, but their impossibly long hair and slightly pointy ears remain. She considers her son too immature and sentimental to successfully keep this family secret and has therefore not told him yet.

Lady Hestia Foresti is a noblewoman, matriarch of the Foresti family, and the previous ruler of Talaba before she gave the rule to her son Flavio. Her stern, cold attitude doesn't inspire the same celebrity worship that her son's flamboyant mannerisms do, but she's respected in the town, especially by older folks who knew her rule.

Her family's honor and Talaba are her first priorities, and she's teaching her son everything she knows so he will become the best ruler he can be.

Lady Hestia finds that the most important qualities one can possess are level-headedness, intelligence, eloquence, and wisdom. She does not enjoy theatrics and can't stand a loud, boisterous personality.

Lady Hestia doesn't leave the manor at all, and the players won't see her unless they somehow infiltrate the manor. Lord Foresti wouldn't appreciate the intrusion, but Lady Foresti would have them banished from the town at the very least.

If the players bother Lady Foresti too much, make sure there's a penalty to their score in the final step of the Cooking Trial.



DEMO VERSION

Mom & Mom & Sons, Family Restaurant and Adventuring Party:

Mom & Mom & Sons are, not surprisingly, a family business. Matilde and Araceli, the eponymous moms, were once part of a notorious adventuring party who disbanded years ago. They got married and opened a small restaurant to settle down once and for all, but the call to adventure was stronger than their desire for peace and quiet. Their restaurant was put on wheels, and now they travel the country, from small towns to bustling cities, fighting exotic monsters and serving them to customers looking for an adventurous meal.

They won last year's Cooking Trial, and this year they are back to try to win the grand prize once again. Being the title holders has been very good publicity for their restaurant, so they're determined to win again.

Matilde Barbero:

Race: Human

Class: Paladin of the Crown: Oath to protect and care for her family

Cooking Class: Presenter

Human woman in her 40s. Heavyset with a round and perpetually smiling face, salt and pepper hair braided in two long braids on either side of her head. She wears an apron with her restaurant's logo over beautifully ornate armor. She has a filet knife longsword attached to her back.

The brains of the group, she takes care of the restaurant's finances and is often the voice of reason. She's kind, motherly, and welcoming, but her wife and sons know better than to mistake her kindness for softness. She is ruthless when it comes to money, business deals, and protecting her family. Her smile can warm the coldest of hearts but can just as easily send a chill down the spine of the bravest warriors.

Araceli Barbero:

Race: Elf

Class: Barbarian

Cooking Class: Seasoner

Elven woman in her 150s (around 30 in Human years). Muscular and tall, even for an Elf. Tan skin, black wavy hair, and striking green eyes. She wears comfortable linen clothing, a short white apron with the restaurant's logo, and wields an enormous iron pepper mill as a club.

The brawn of the group. Everything about Araceli goes against what an Elf is "supposed to be," which made her decision to leave her tribe for a life of adventuring all the easier. Araceli is brash, quick-tempered, and to the point. She's not the type to talk things out and is quick to throw out any customer who gets too rowdy in her restaurant. Behind all that muscle and brawn lies a heart of gold, with a surprising soft spot that comes out when talking about her family and animals. If it weren't for Matilde, the restaurant would be filled with every single cat and dog the family has come across.

DEMO VERSION

Fausto Barbero:

Race: Half-Elf

Class: Bard

Cooking Class: Baker

Half-Elf man in his early 20s. Tall, wiry, almost scrawny frame, floppy black hair falling over his right eye, lightly tanned skin. His lute is strapped to the front of his chest horizontally so he can play it without holding it.

Fausto seems to have the uncanny ability to see the worst possible angle of any situation he finds himself in. To Fausto, life is a beautiful tragedy, and each victory is just a temporary high that will make the fall all the more dramatic. A poet since he could hold a quill, he accompanies his compositions with his lute, which seems to have been tuned to only play melancholic melodies. Only his family manages to make him crack a smile once in a while, and even though he often complains of all the dangers they are constantly putting themselves into, he secretly enjoys the drama that comes with traveling the world.

Pío Barbero:

Race: Half-Elf

Class: Barbarian

Cooking Class: Baker

Half-Elf man in his early 20s (younger than Fausto by one year). Stocky, muscular frame with wavy, wild red hair, short for his age and for a Half-Elf, lightly tanned skin. He wields a tenderizing iron hammer, strapped to his back, that towers over him.

His moms joke that Pío has yet to learn what it is to be calm. Always at 100%, he loves fighting, action, and adrenaline. Never one for cooking, he instead learned all he could about monsters, so he could fight them and beat them up, which proved useful for the restaurant. Brash, quick to anger, and not very courteous, Pío is constantly reprimanded by Araceli, probably because he reminds her a little bit too much of her younger self. He would never admit it, but he loves his family more than anything in this world—even more than he loves getting into fights.



DEMO VERSION

Information:

Here is a handy list of all the information they can find in town. This information is divided into four categories: The Judge, The Monster, The Place, and The Recipe.

Remember, the goal here is not for the players to find every single piece of information. The goal is for the players to feel like they have investigated and are now prepared for the Trial that will happen tomorrow. Of course, this does not mean the players are not supposed to find all the information!

This is a comprehensive list of everything they can find. To learn what each NPC knows in the different locations in town, go to the next section.

The order of the information here goes from easiest to obtain to hardest to obtain.

The Judge: Lady Foresti

- Lady Foresti enjoys a mix of sweet and spicy flavors in her food.
- Lady Foresti likes wise, level-headed people.
- Lady Foresti is very proud of her family.
- Lady Foresti hates ostentatious, loud people.
- Lady Foresti particularly enjoys music and appreciates a talented musician; it's the only artistic talent she has allowed herself to cultivate.
- Lady Foresti keeps a secret her family has been hiding for generations: they have an Elven ancestor, and even though the Elvish blood has been diluted over the generations, this could be seen by other noble families as something to bring them shame.

The Monster: The Mushroom King

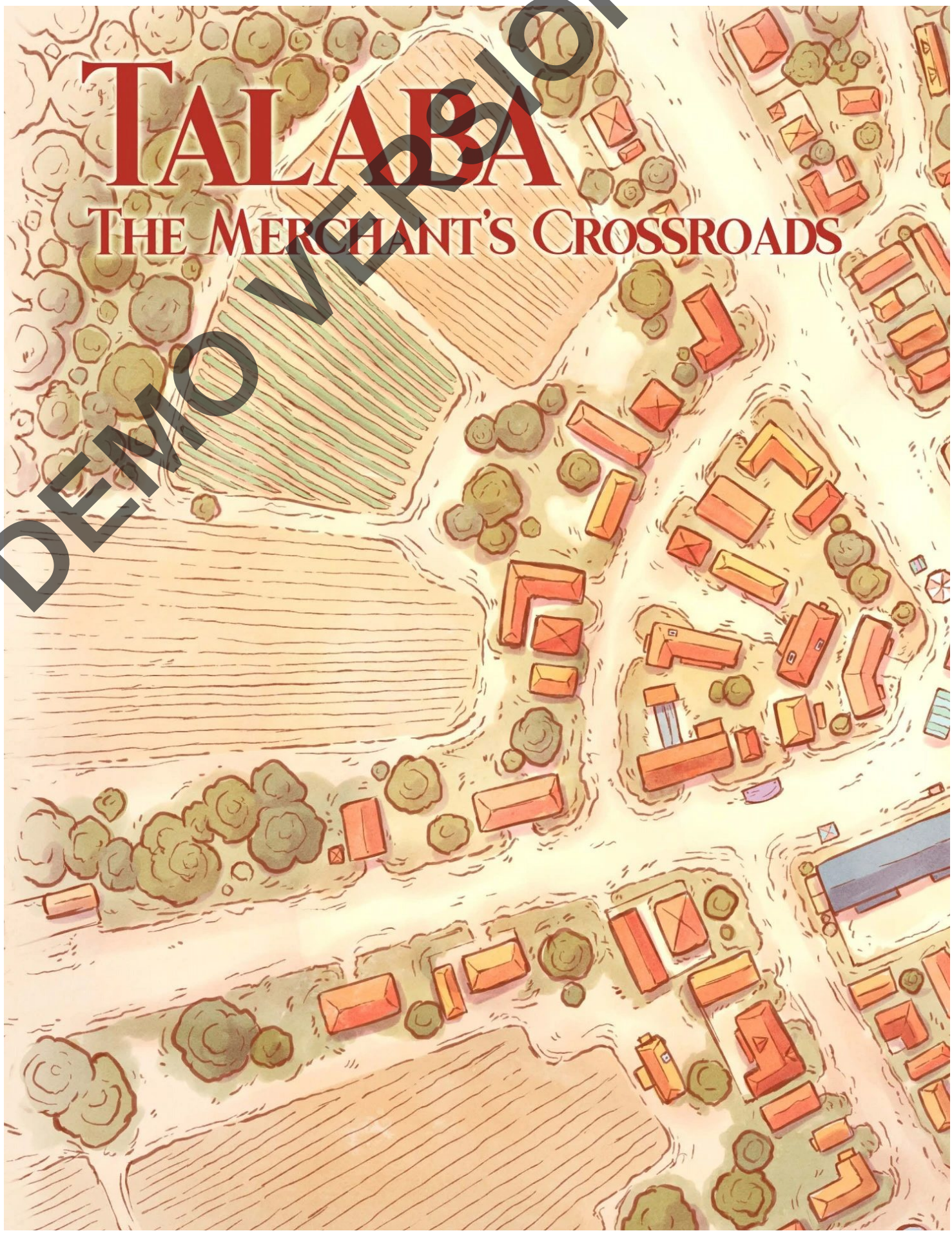
- The Mushroom King is a sentient plant.
- It's easy to track the Mushroom King by following the trails of distinct purple mushrooms.
- The Mushroom King attacks with brute force and toxic spores.
- The Mushroom King is impervious to poison.
- The Mushroom King is weak to fire.

The Place: The Fungal Wildwoods

- The Fungal Wildwoods is a jungle that extends to the east and the west of Talaba.
- The Jungle is not made up of trees, but of huge mushrooms.
- The Jungle's flora and fauna are dangerous.
- There are tribes of Elves that call the Jungle home and grow edible mushrooms to survive.
- Those Elves build temples to their own god, a forgotten god to which the Elven tribes prayed for bountiful crops and protection against disease.

The Recipe: Mushroom King Stir Fry

- Stir frying is a technique where, using a very small amount of oil, ingredients are fried in a wide, deep pan called a wok.
- Starchy vegetables like potatoes, turnips, beans, and butternut squash go well with mushrooms.
- Stir fry is usually served with rice as a side and can be eaten with chopsticks or a fork.


TALABA
THE MERCHANT'S CROSSROADS
DEMO VERSION


DEMO VERSION

DEMO VERSION



1. Foresti Manor / Town Hall
2. Library
3. The Broken Anvil: Blacksmiths
4. Bailey's: General Goods Store
5. The Sitting Duck Tavern
6. Lovebirds' Inn

B. Old Onela's Hut

The Town of Talaba:
Places of Interest

This is a comprehensive list of all the places of interest in the town of Talaba, all the NPCs that inhabit them, and the information they can find there.

As always, you are welcome to change the information found to suit your needs, change the NPCs to match them to the tone and lore of your campaign, and change the locations if you need to.

Each location comes with a description of the place; you can choose to read the description verbatim, make your own, or ignore it.

DEMO VERSION

1. Foresti Manor/Town Hall:

"You are standing at what is by far the biggest building in the town of Talaba. It's a beautiful building with cream white walls and deep orange tiles. There's no doubt the family that owns it is noble-born, as a crest in the shape of a rose is emblazoned above the entrance, but it also has a certain rustic charm to it. It's very much the house of a big fish in a small pond. A wide set of marble stairs lead to the main entrance. In the short time you have stood in front of it, you've already seen plenty of people go in and out of the building.

"The inside is lavish, with marble floors, long windows, and roses adorning every possible place where roses could be placed. There are garlands of roses around the marble columns, twined around the banisters, and in beautiful vases sitting on the reception desk. The receptionist, an older Human woman with a kind smile and hair tied in a neat little bun, has also decorated her lapel with a single red rose."

The Manor of the Foresti family also serves as the Town Hall of Talaba. It's a busy building, its front dedicated to official administrative business of the town. There's a secretary at a desk in the entrance hall, Mili, who will not be helpful at all when it comes to information about the trial. As a member of the staff, she's not allowed to give out information to the competing groups but will point them to the library of Talaba if they ask for tips.

The back is the private residence of Lady and Lord Foresti, which is heavily guarded. Both Forestis are there and will not come out for the investigation portion.

Once Otto has briefed the players on the Trial and encouraged them to find more information in town, the party will be able to find him in the Town Hall.

If the players hang around here for long enough trying to get info, they'll spot a maid leaving Foresti's personal quarters. Her name is Ellie, and she's on her way to the general goods store to buy groceries for the Manor. The players can get some info on Lady Foresti from her:

Information:

Maid: She exits the Manor to look for groceries. If convinced, she will reveal some info on Lady Foresti. Determine the amount of info they get, depending on how successful the check is:

Lady Foresti:

- Lady Foresti enjoys a mix of sweet and spicy flavors.
- Lady Foresti likes wise, level-headed people.
- Lady Foresti is very proud of her family.



II. Library

"The library sits directly to the southwest of the Foresti Manor, facing Talaba's main square. It's not as big as the Manor, but it's certainly impressive compared to the rest of the small town. The library's walls are pristine, bright white, contrasting with the navy blue of the roof. The building is lined floor to ceiling with windows that are nearly the height of the walls. Through them, you can see the tall bookshelves inside. Next to its entrance, a quaint wooden sign reads, 'Library of Talaba.'

"The interior is quiet and seems to have been completely cleaned up overnight. It smells of old books and wood varnish. The rows of tall bookshelves take up the majority of the space in the building, but there's still a small reception desk tucked away on the side. An older Dwarven woman, who you recognize from your last trial as Candela, the librarian, is pushing a small wheeled cart full of books."

The Library of Talaba is a public building. The Foresti family donated a big part of their personal collection for the good of the town. The library holds much of Talaba's (admittedly boring) history, but more importantly, it also serves as a school for the children of the town. A relatively recent addition, around 40 years old, it's a well-loved staple of the town and the pride of many Talabasians.

No books can be taken out, but you can read to your heart's content within the walls of the library.

If the party asks for information, the librarian will suggest looking in the main and scholar's sections of the library. The private section is locked behind the door that they had to go through in the first Trial. Candela is now there to give them the password for the scholar's section: Burrowberry Pie.

Information:

Books: Roll Investigation checks. Depending on how good the resulting check is, decide what information they get. They cannot find relevant information on Lady Foresti, but there's a lot of info on the Mushroom King, the Fungal Wildwoods, and some on the recipe:

Mushroom King:

- The Mushroom King is a sentient plant.
- It's easy to track the Mushroom King by following the trails of distinct purple mushrooms.
- The Mushroom King attacks with brute force and toxic spores.

Fungal Wildwoods:

- The Fungal Wildwoods are a jungle that extends to the east and the west of Talaba.
- The Jungle is not made up of trees, but of huge mushrooms.
- The Jungle's flora and fauna are dangerous.
- There are tribes of Elves that call the jungle home and grow edible mushrooms to survive.

Stir Fry:

- Stir frying is a technique where, using a very small amount of oil, ingredients are fried in a wide, deep pan called a wok.

DEMO VERSION

DEMO VERSION

III. The Broken Anvil: Blacksmiths

"The Broken Anvil is just west of the main square. It's a small building that looks to have had a second floor hastily tacked on as an afterthought. As you come closer, you hear the rhythmic sound of metal banging against metal.

"As you enter, a sudden wave of heat washes over you. The heat comes from an enormous forge that takes up most of the small room. Behind the furnace, there's no wall. It seems like the north wall is completely missing; the shop just leads to a small, open courtyard where there's a huge rock anvil that seems to have been broken and patched up with strips of metal. In one corner of the shop, behind the counter, a Dwarven woman with tan skin and long, braided black hair is eating a sandwich, looking out into the yard."

The Broken Anvil is a blacksmith shop. Not the fanciest in the world, it mostly does horseshoes and farming equipment, but the owner, Katla, a female Dwarf with pretty impressive sideburns and a mane of black hair tied in a long braid, gets really excited when talking about weapons and armor. Katla is extremely bored of forging pans and kettles and horseshoes. She'll try to have the party commission her to buy any weapon.

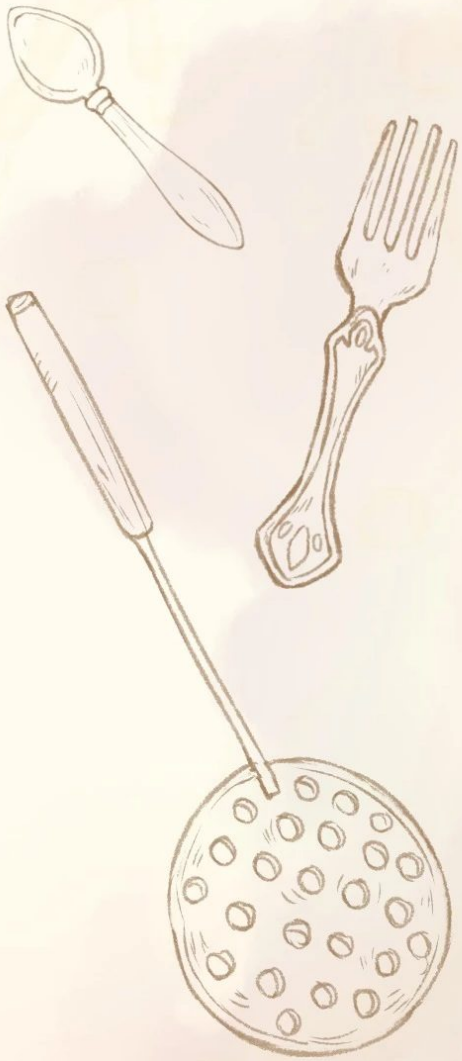
Katla spends her days forging, so much that there's a difference in muscle definition between the arm with which she holds her hammer and the other arm. She does not know much about anything the party is looking for in terms of info, but she has wares to sell.

The price of the frying pan is only a suggestion. It should feel pricey but attainable for your players.

Wares

-Basic Blacksmith wares	prices vary

Pan of spice: 100 gp
(magic item, uncommon, no attunement)
A frying pan with fire carvings on its exterior. If a meal is prepared in it, it will cut down the time it takes to bring it from plain to spicy by half (5 minutes instead of 10)



DEMO VERSION

IV. Bailey's: General Goods Store

> "It's a small shop for a city but a big shop for Talaba, with white walls, timber framing, and argyle tiles on the roof. A cast iron sign that reads, 'Bailey's' juts out from the side of the front wall, swaying gently in the wind.
>
> "The interior is crammed with all kinds of everyday products: bread, soap, vegetables, seeds, flowers, eggs, milk, small pastries, brooms, everything a small-town resident would need. Behind the squeaky-clean counter, a young Human flashes a smile at you as you enter."



Bailey's is a general goods store. Adventurers can find any basic goods that you'd find in a small town.

Bailey will never try to overprice their wares; however, they will definitely try to sell the party way more stuff than they actually asked for. They are a cunning and resourceful store owner and will absolutely encourage the party to buy something by saying it might help them in the Trial (even if it won't). They are not dishonest or deceitful but they are definitely trying to make a sale.

A good way for the party to hear about Old Onela is by having Bailey encourage the party to buy some eggs. Bailey will tell the group that there's a wise witch in the forest who absolutely loves eggs and won't deign to talk to anybody that doesn't bring them to her.

Wares

-Basic General Goods	prices vary
-Map:	5 gp

A Map of the town of Talaba

DEMO VERSION

V. The Sitting Duck Tavern

"The tavern is located southwest from the main square. A two-story building with a small stable attached to its side, it has a cast iron sign in the shape of a duck bolted above the door. From the outside, you hear faint music and excited conversation.

"The inside is incredibly hectic. Two young Humans, a man and a woman, rush from one side of the tavern to the other in record time. They stop for a second to either take orders or bring them to their tables, and then they are off again. You get the feeling that the Trial brings a lot of business to the small tavern; they even have a bard to entertain the guests. Behind the counter, there's a small door with a window carved in the shape of a small duck. You see a hand pass through the window, holding a beautiful plate of meats and veggies. The waiter takes it and brings it to a table in a flash, and the hand disappears behind the door with the duck-shaped window."

The Sitting Duck is a typical small-town tavern. Locals and tourists meet and exchange information. It's run by the Dwerry family. The cook is Iorna Dwerry, and her two children, Malena and Constancio, are servers.

Iorna can help the party with the recipe, but she's very busy and not great with customers. Gaining her children's favor may help.



Wares:

- **Meal (per day):**	3 sp
- **Ale, Gallon:**	2 sp
- **Mug:**	4 cp
- **Common Wine:**	2 sp

Information:

Iorna, the Cook: Iorna is a no-nonsense, hard-working woman. She cares a lot about her children and about her tavern's reputation in town. She's the one to break off bar fights whenever they happen. She's not particularly greedy and spends much of her time cooking and tending to the kitchen, but if her children insist, she might help the adventurers with the recipe.

Stir Fry:

- Stir frying is a technique where, using a very small amount of oil, ingredients are fried in a wide, deep pan called a wok.
- Starchy vegetables like potatoes, turnips, beans, and butternut squash go well with mushrooms.
- Stir fry is usually served with rice as a side and can be eaten with chopsticks or a fork.

VI. Lovebirds' Inn

"The Inn sits right next to the main square, perfectly positioned for travelers to find it as soon as they enter the center of town. It stands as one of the biggest buildings in town with its three stories, only dwarfed by the Town Hall across the square. The stables to the back of the building are easily as big as the average family home in town. On each side of the door there is a wooden sign in the shape of a bird; on their beaks they hold a wooden scroll that reads "Lovebirds' Inn".

"The interior is homey and cozy. To the right and left of the hall there are a common room and a salon where food is served. The entrance hall is comfortable, with huge armchairs you can sink into and an enormous reception desk right next to the stairs to the upper floors. Two figures smile at you from the other side of the desk, an Orcish woman and a Human man."

Wares:

Lodging:		Food and Drink:	
-Single Room:	5 sp/day	-Meals:	4 sp/day
-Double Room:	8 sp/day	-Common Wine:	2 sp
		-Fine Wine:	10 gp

The Lovebirds:

The Lovebirds' Inn is the only inn in town. They offer warm beds and warm meals.

The Lovebirds that give the inn its name are its two owners, Yvelda and Jan. Yvelda was the daughter of a powerful Orc chieftain, and Jan was the seventh son of a small noble family. During a raid on Jan's small town, Yvelda discovered him and hid him during the raid from the rest of her clan. They fell in love at first sight, but Jan's parents would never approve of their union, so they fled.

When they arrived in Talaba, Jan asked Lord and Lady Foresti for protection. Lord Foresti, being the hopeless romantic that he is, convinced his mother to allow Yvelda and Jan to live in town.



DEMO VERSION

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They opened their inn and soon became a fixture of the town, and their wedding was the most lavish that Talaba had ever seen.

They are hopelessly in love, and spend their days gazing into each other's eyes and whispering sweet nothings to the point where they have a hard time paying attention to customers sometimes. If one is found without the other, they will sigh sadly, only for the party to find out that the other one has gone to the bathroom and "it has been minutes since I last saw her/him".

Yvelda has fought many monsters, has heard of the Mushroom Kings, and will gladly help the party, considering her kind and caring disposition. Jan knows Lady Hestia Foresti personally and will gladly tell the party some information about her:

Information:

Yvelda, the Barbarian turned Innkeeper:

During her time as the second-in-command of an Orc clan, she learned a lot about monsters. Yvelda will gladly help the party if asked, but who would ask an innkeeper about a monster? If the party shows interest in their story, she'll mention her knowledge of the monster they need to hunt.

Mushroom King:

- The Mushroom King is a sentient plant.
- It's easy to track the Mushroom King by following trails of distinct purple mushrooms.
- The Mushroom King attacks with brute force and toxic spores.
- The Mushroom King is impervious to poison.

Jan, the Nobleman turned Innkeeper:

Jan was the seventh son of a noble family before giving it all up to marry his wife. He knows Lady Foresti personally, and he'll be happy to share what he knows about her with the party.

Lady Foresti:

- Lady Foresti enjoys a mix of sweet and spicy flavors in her food.
- Lady Foresti likes wise, level-headed people.
- Lady Foresti is very proud of her family.
- Lady Foresti hates ostentatious, loud people.
- Lady Foresti particularly enjoys music and appreciates a talented musician; it's the only artistic talent she has allowed herself to cultivate.

DEMO VERSION

Bonus - Old Onela's Hut

Old Onela's hut doesn't have a number on the map. It's deep in the forest that surrounds the north of Talaba, next to a small pond.

Players who notice it and are curious might want to check it out. You can make the walk to Onela's hut as hard or as easy as you want. You can have them make a Survival check DC 14 to find their way in less than an hour, or even drop an encounter with a beast that wandered a little bit too close to town in search of food. The players should, however, encounter several cats on their way to Old Onela's house. If they are mean to the cats, Old Onela will refuse to speak to them and threaten to turn them into frogs if they don't leave.

Old Onela is a Goblin who pretends to be a green hag. She knows a lot of information about many things, including some very precious information. An encounter with Old Onela can go many ways, and the players will need to be smart about it if they want her information.

If the players ask the townsfolk about the small house in the middle of the forest, they'll say that a witch lives there and has lived there since they can remember. Some townspeople might be scared of her, some might be curious, some might not care. Someone might mention that Bailey, the general goods store owner, sells her an assortment of stuff about once a month.

> "You spot the red-tiled roof through the trees. As you approach, you find yourselves in front of a small wooden cabin. There's a long chimney almost as high as the treetops, and a small garden where someone appears to be growing crops. Next to the house, there's a small pond. The cats that you've found roaming around the forest seem to congregate here. You spot them lying on top of some barrels, sunbathing on the roof, or sitting on top of fence posts.
>
> "As you enter, you find yourselves in a very small and surprisingly cozy little cabin. It's not the cleanest place in the world, but it has a certain charm to it. You see a huge assortment of dried herbs, various potted plants, a big red pot boiling on the stove, and more cats than you've ever seen before. Some are hiding between the dried plants, a couple are grooming themselves at the window sill, and five or six are lying in the sunlight that filters through the windows. Next to a very small bed stands a very small woman. Her skin is green, her ears are pointy and long, and her hair is frizzy and snow white, but her most striking feature is her pair of big round yellow cat-like eyes that stare at you, unblinking."

Old Onela might be a Goblin pretending to be a hag, but she's not particularly evil. She is, however, very shy and has spread the rumor that she's a hag in order to be left alone. Her only friends are her indeterminate number of cats that live all around the cabin. The cats are actually Onela's familiars and are her eyes and ears as well as her loyal friends.

Old Onela loves only one thing more than to be left alone with her cats, and that is eggs. Bringing some eggs, cooked or not, to Old Onela as a gift will make her much more willing to share information with the party.

If the party asks about Old Onela's house around town, mention that Bailey sells her basic stuff about once a month. If they go to see Bailey, with a sufficient Persuasion check, they'll tell the party that she really enjoys eggs and seems to eat nothing but eggs. If the party brings her some eggs, Onela will be much more cooperative in giving information.

DEMO VERSION

Information:

Onela, the Goblin hag:

Onela is very old and very wise. She knows things that nobody in town knows and can give adventurers information that they would not be able to find elsewhere, but she's hard to convince. Make the Persuasion rolls required to get information pretty high, but bring them down if the party brings eggs with them or if the party has been particularly kind to her cats. If the party has taken the time to cook those eggs somehow, make it even lower. Here's what she knows:

Lady Foresti:

- Lady Foresti is very proud of her family.
- Lady Foresti hates ostentatious, loud people.
- Lady Foresti particularly enjoys music and appreciates a talented musician; it's the only artistic talent she has allowed herself to cultivate.

Mushroom King:

- The Mushroom King is impervious to poison.
- The Mushroom King is weak to fire.

Fungal Wildwoods:

- There are tribes of Elves that call the jungle home and grow edible mushrooms to survive.
- Those Elves build temples to their own god. A forgotten old deity to which the Elven tribes prayed to for bountiful crops and protection against disease.

Stat Block:

Because Old Onela is so cagey, an encounter with her might turn from conversation to combat. We have provided a stat block for Onela and her cats, just in case.

If the party decides to attack Onela, she'll use her cats to impose disadvantage on their saving throws, or give her advantage on attacks, and will always keep at least one cat next to her. We recommend having a maximum of four cats in the fight along with Old Onela, both for the GM's ease and balance.

If the fight is going south for Old Onela, she'll Disengage as a bonus action and will either cast invisibility or a fog cloud to escape unseen.

If Old Onela dies, her cats all disappear in a puff of glittering green smoke.



Old Onela

Small Small humanoid (goblinoid), chaotic neutral

Armor Class 16 (natural armor)
Hit Points 82 (15d8+15)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16(+3)	12 (+1)	12 (+1)	18 (+4)	6 (-2)

Skills Insight +6, Perception +6, Stealth +5

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 16

Challenge 4 (1,100 XP)

Nimble Escape. Old Onela can take the Disengage or Hide action as a bonus action on each of her turns.

Innate Spellcasting. Old Onela's innate spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components: At will: *magic missile, minor illusion*. 2/day each: *expeditious retreat, misty step, scorching ray, sleep*.

Actions

Multiattack. Old Onela makes two Light Crossbow attacks.

Light Crossbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Cat Familiar

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 5 (2d4)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	18 (+4)	10 (+0)	3 (-4)	14 (+2)	17 (+3)

Skills Perception +4, Stealth +6

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 14

Challenge 1/2 (100 XP)

Keen Smell. The familiar has advantage on Wisdom (Perception) checks that rely on smell.

Loyal Friend. If a cat ifamiliar is within 5 feet of Old Onela, an attack targeting Old Onela will target the cat familiar instead.

Actions

Multiattack. The cat familiar makes two claw attacks.

Claw: *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6(1d4 + 4) slashing damage.

Distract. The cat familiar distracts one creature within 5 feet of it until the start of the cat familiar's next turn. All attacks against the distracted creature have advantage, and the creature has disadvantage on all saving throws. Once a creature has been distracted by a cat familiar, the creature is immune to that specific cat familiar's attempts to distract them for the next 24 hours. If this action is taken, the cat familiar must end its turn within 5 feet of its target.pts to distract them for the next 24 hours.

If this action is taken, the cat must end its turn within five feet of its target.

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Hunting Portion



Cooking Trial Adventure:

The Mushroom King

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The Fungal Wild Woods

- This is the hunting portion of the Trial. The team is taken to the Fungal Wildwoods, on the outskirts of town, on a cart. The team's goal is to use the information they found during the investigation portion to track down the monster, exploit its weaknesses to defeat it, and come back to the cart in time to make it back for the final portion of the Cooking Trial.

- The party has 4 hours to complete the Trial, cooking in the Talaba town square included. 4 hours is 240 minutes, so you can easily keep a calculator open and subtract the time that passes with each action. However, going to the fungal wildwoods takes 30 minutes, so the party has effectively 3 hours to complete the trial, because they will have to go to the fungal wildwoods and come back if they have successfully hunted down their mark. Remind them of this as they get on the cart to go to the Fungal Wildwoods and when they get there.

- Make sure the party knows this is a timed expedition, and the time they spend (or waste!) here will affect the time they have to cook the dish. The time limit on the hunting portion is what makes it exciting, and now exploration is a more costly choice. Do they want to explore the abandoned village? They might find something useful, but the clock is ticking!

- Checks to advance through the Fungal Wild-

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woods don't determine if they succeed but rather how much time they spend on every action.

- The party must advance through the Fungal Wildwoods to get to the abandoned temple where the Mushroom King now resides.

- Ask for a marching order to know who's leading the expedition. The person in front will make the relevant checks, and the order will give you positioning for battles.

- All monster stat blocks are written at the end of this document. Each monster is accompanied by detailed tactics that it will use in battle; you can choose to use these to give encounters a more tactical feel.

How to Get There:

The Fungal Wildwoods are not far from Talaba, to the northwest of the town.

The morning of the Trial, the day after the opening ceremony and the investigation portion, two wagons await the teams in the main square of Talaba. Two soldiers working for the tournament will ride on the wagon with the team.

It takes 30 minutes for the teams to travel from Talaba to their destinations in the Fungal Wildwoods. This time is counted toward their total time for the Trial. The two teams do not go to the same destination, the rival team taking the northern route and the players' team taking the northwestern one. The teams won't meet during the Trial.

When the wagons arrive at the edge of the Fungal Wildwoods, the two soldiers will remind the teams of the time they have to complete the entire Trial: 4 hours or 240 minutes.

At the end of those 4 hours, they will leave with the wagon whether the party is there or not, so the party must make sure that they arrive before those 4 hours have passed.

The sooner the party finishes, the more time they'll have for the cooking portion. Once again, remind them that the 4 hours they have include the time allowed for the cooking portion. In order to complete the Trial, they must head back to Talaba well before those 4 hours have passed.



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The Woods

"When you were told that the Mushroom King lived in a jungle, you anticipated heat, possibly rain, humidity, and mosquitoes. What you did not see coming were the mushrooms or, rather, the sheer amount of them.

"You spot the first one a mile away from the tree line, and as you approach the jungle, you start to see thick patches of them low to the ground. Then they are a foot high, then two, then four. It isn't long before you spot the first ones that are taller than you with thick stalks and wide caps.

"Now that you stand on the edge of the jungle, you are surrounded by mushrooms as big as trees but of a thousand different colors. Most of their stalks are cream or beige, but the caps range from bright blues, to deep purples, to a thousand shades of orange. Rays of sunlight barely man age to touch the jungle floor, and where they manage to make it through the canopy, they illuminate the dancing spores that fill the air. Tiny specks of dust float lazily through the sunlight. In the darkest corners of the jungle, low by the thickest stalks, you see some of the spores glow with a faint blue light.

"Sound in the jungle feels muffled, but you can hear the faint cries of birds you've never heard before. You've only been standing in this jungle for a short time, but the intense humidity is already making your clothes cling uncomfortably, and the permanent smell of moisture is not much better.

"As you stand between the mushroom trees, you prepare for your audience with the Mushroom King.

"You have entered the Fungal Wildwood. What do you do?"

The players should have gathered enough information about the Mushroom King and the Fungal Wildwoods to know to look for trails of purple mushrooms that will lead to the Mushroom King. Traversing the Fungal Wildwoods should feel like its own section of the adventure. Below, we propose checks to make up this journey as well as possible encounters that the players might run into. These checks are, once again, not to determine success but to determine the amount of time wasted trying to find a path through the jungle.

- **Survival Check:** This will determine the time it will take them to find the mushrooms that the Mushroom King leaves behind.

- **18 or higher:** You quickly find a strange cluster of purple-capped mushrooms. They are small and seem to gather in perfectly round circles. The circles form a string that follows a path.

  -10 minutes

- **15 or higher:** It takes you a while, but after lifting several caps and circling around some of the wider stalks, you end up in a small trail peppered with perfectly round circles of purple mushrooms.

  -15 minutes

- **Lower than 15:** You take your time, slowly walking through the Fungal Wildwood. After a long search, you run into a small path in the forest that does not look man-made. In the path, there are perfect circles of purple mushrooms spaced out evenly along the path.

  -20 minutes

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"As you go through the forest you arrive at a creek, carrying spores on the surface of the water. The mushrooms become harder to track. The creek flows from north to south. To the north the bank has a slight incline up."

-Perception Check: This will determine the time it will take them to spot the structure.

- **12 or higher:** Through the caps of the tallest mushroom trees, you spot straight lines, and your time out in the wild tells you that nature rarely makes straight lines. It's some sort of man-made structure. It's hard to see through the perpetual mist of spores, but it appears to be made from stone. The greenery growing off it suggests it was abandoned long ago. The trail of purple mushrooms seems, though sparser than before, to lead to the structure.
  - -5 minutes
- **Lower than 12:** It's hard to get the lay of the land, especially down at the creek. After some time searching and peering around, you catch sight of a structure covered in fungi. It's hard to see through the perpetual mist of spores, but it appears to be made from stone. You also see what could be the caps of purple mushrooms leading toward the building.

  -10 minutes

"You struggle your way upstream. You see mushrooms of wildly different shapes—some with simple caps and stems, others that grow like a curl of hair out of the ground, smaller ones that grow on the trunks of bigger ones.

"You notice the spores floating around you are also different. Some look like specks of dust, while others are bigger and seem more like dandelion seeds. The ground is completely covered in fungi too. Small caps pierce out of the wet soil."

-Nature Check: This will determine if they spot the Sporelings.

- **18 or higher:** You realize as you're looking at the ground that a few feet away from you, on both sides of the creek, are Sporelings, fungal creatures known for their poisonous caps and their rich, tasty stalks.
- The players can make a Surprise Round.
- **15 or higher:** As you look at the ground, you spot some weird-looking mushrooms on both banks of the creek that faintly pulsate as if they were breathing. As you spot them, they seem to stir and shake.
- **Lower than 15:** The players walk right into the Sporeling patch.

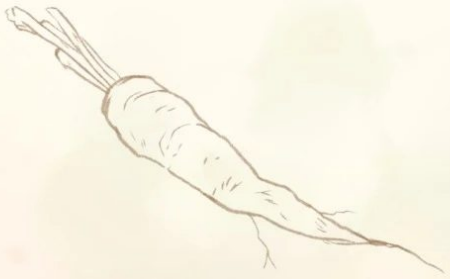
  The players take one Surprise Round from the Sporelings.

· Sporeling Battle ·

Map: Map A - Outside

Enemies: 4 Sporelings

- After combat, they can do another Nature check (DC 13) to find out if the Sporelings are edible. If they find out they are edible, they can then do a Survival check (DC 13) to remove the stalks from the poisonous caps safely (+5 points if used during the cooking portion).
- This encounter takes 10 minutes.



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"As you continue up the creek, following the purple-capped mushrooms, you spot what looks like a settlement. You see five small huts made of mud bricks and plant fibers. It looks like the ground was once pressed, and mushroom trees were cut to make space, but everything has been reclaimed by the jungle's fungi. Mushrooms cover the huts and the soil. People lived here once, but they were gone long ago. There's an uncanny stillness to the scene. The abandoned town looks as if it was suspended in time and space, not even a breath of wind to move the mushroom caps hanging above you."

- **Investigation Check:** If they decide to explore the village, this will determine what they find.
  - **12 or higher:** You spot a rough tapestry made of plant fibers. It depicts Elves working the fields and harvesting mushrooms. In the center of the tapestry, there's a figure of a god. It looks like a child with his arms outstretched. Lines radiate from him into the soil, and wherever they touch the ground, green mushrooms grow.
  - **6 or higher:** As you look through the small village, you find some well-sealed clay pots. Inside you find green, powdery spices (+5 points if used in the cooking portion).
  - **8 or higher:** In one of the huts, you find an unfinished tapestry. It depicts an enormous mushroom with what appears to be a face in its stem. Around it, fungi grow wildly. On the other side of the tapestry, you see Elves running away through the fields. In the middle, you see more Elves, but they are not running. They appear to be praying to the mushroom creature. Purple mushrooms sprout from their bodies.

This search takes -15 minutes.

"It's not hard to find the trail of purple mushrooms again, and before long, you find yourselves in front of the structure you've seen before. The structure is standing in the middle of a clearing in the mushroom jungle. It seems to be carved out of the side of a hill with an entrance made of unpolished white rock. Mushrooms cover the stone and sprout wildly from the gaps between the stone slabs. As you approach, you see movement. There's an ape near the entrance. It's 6 feet tall with coarse red hair that covers its entire body except for its face, hands, and feet. Its fur glows a faint purple, and there are mushrooms, very similar to the ones you've been following, growing from its body. You see them sprouting from its shoulders and head, and as it looks around, you see that same purple glow emanating from its eyes.

"The ape is standing on its back two legs. Its movements are slow and methodical. It walks from one side of the clearing to the other, in front of the door, looks around, then turns and walks back. If you didn't know better, you'd say it was standing guard."

· Fungal Ape Battle ·

Map: Map B - Outside

Enemies: 1 Fungal Ape





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The Court of the Mushroom King

A normal run through the Mushroom King's Court with no short rests takes -1 hour and a half. Add any short rests to their time.

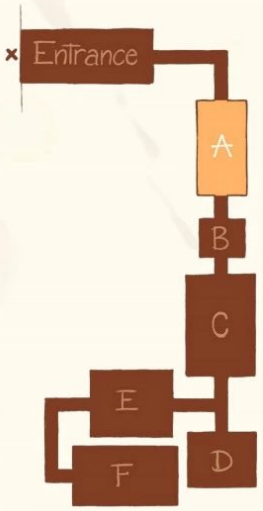
"As you enter the structure, it's clear that you are standing in a temple. In the entrance hall, there is a crudely made statue of a child, arms outstretched. Murals cover the stone walls, depicting Elves tending to mushroom crops under the watchful eye of the god-child. The torches on the walls are either missing or so moist as to become unusable, but it's not completely dark.

"Bright blue mushrooms sprout from the walls, emitting a beautiful, calming light. Their spores are tiny specks of light that lift toward the ceiling and travel around the space. The shining mushrooms are different from the purple ones you've been following, but it doesn't take long for you to find some clusters of the other ones around the temple hall.

"In front of you, a corridor leads deeper into the structure."

Room A: The Congression Hall

"The room is long, dim, and damp. At some point, it might have served as a point of congregation for the worshipers of the god-child this temple was erected to, but now the fungi have taken over. You see more of the bioluminescent blue mushrooms that sprout through the temple, a couple of wide-capped orange ones, and two small red caps low to the ground: Sporelings. Sitting on the ground, two fungal apes are eating a pungent dark fruit."



Mechanics:

Dim Light

Map: Room C-1 and Room C-2

Enemies: 2 fungal apes, 2 Sporelings: If the fungal ape escaped into the temple, he'll be here.

Death Chanterelle: There are two mushrooms that will release spores, once per turn, as soon as a creature enters or starts its turn in a 10-foot radius around them. Any creature in the radius must succeed on a DC 12 Dexterity saving throw or take 1d6 poison damage. Sporelings and Fungal Apes are immune to poison damage; they trigger the poisonous spores but do not take damage from them. The Chanterelles have 10 HP, an armor class of 5, and release an additional poisonous spore cloud if hit by piercing or bludgeoning damage.

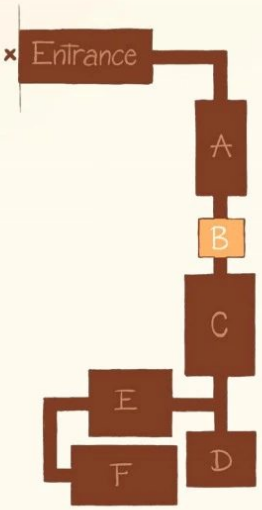
art by Jessica Nguyen

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Room B: The Mural Room

"You are standing in a small, square room. On the walls, murals depict ways to grow and harvest mushrooms as well as Elves tending to the fields. The paintings show Elves covering the fields with canvas in order to keep the fungi they were growing in the shade, out of the sunlight. As they do so, the fungi grow strong and fast.

"On the other side of the room there's an open doorway through which you can see what looks like an altar."

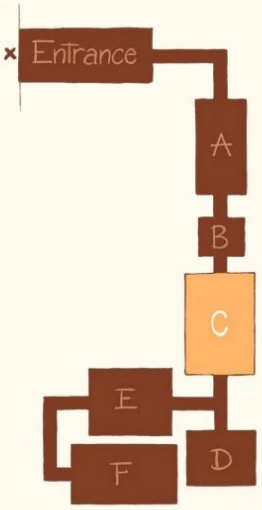


Mechanics:

Puzzle Clue: The mural depicts the Elves covering the mushroom fields from sunlight, which is what the party needs to do in order to open the vault door.

Room C: The Chapel

"You enter a room that at one point seems to have been a chapel. There are two neat columns of benches separated by an aisle. At the end of the room lies an altar depicting the god of the temple. The ceiling caved in long ago, and bits of rock are scattered across the floor of the chapel, but thick vines have grown from wall to wall, forming a new sort of ceiling for the chapel. Faint, thin rays of sunlight manage to pierce through the thick vines and barely reach the floor of the church."



Mechanics:

Dim Light; Bright Light if the vine roof is destroyed

Map: Room C-1 and Room C-2

Enemies: 1 Restless Priest, 2 Restless Believers that appear once the party either sits or saves against the Haunted Bench effect (see below). If the party somehow manages to bypass the benches without making a save, they can either skip the encounter or make the undead appear as they near the exit of the chapel.

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Haunted Bench: As soon as the players start to walk down the aisle, they must make a DC 13 Wisdom saving throw. On a failed save, they feel compelled to sit on the benches. They are restrained and can only move their upper body, including arms. At the end of each turn, they can try to save again. Once they save, they are immune to the effect of the bench for 24 hours. The benches can be destroyed; their HP is 8 and their AC is 5.

Vine Roof: The vines in the roof can be burned. As soon as fire damage hits them, the vines burn and sunlight floods the room, giving a disadvantage on attack rolls, ability checks, and saving throws to the undead and anyone with sunlight weakness.

A Fork in the Road

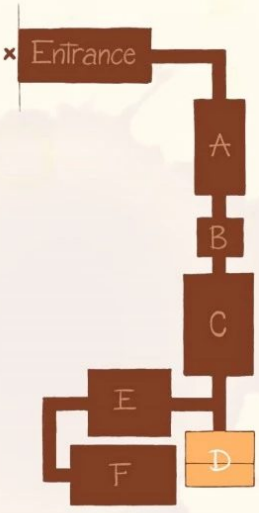
"Leaving the abandoned chapel behind you, you find a fork in the path."

"With a successful survival or Perception check DC 12, the party can smell a horrible odor coming from the path to the left. Looking at the path to the right, they see a faint light, not blue like the light of the mushrooms, that looks like sunlight."

Room D: The Vault

"After arriving at a fork in the path, you go right. You find yourselves in a square chamber. Through a skylight, a ray of sun falls on the wall opposite the entrance to the room, flooding the room with sunlight. On that same wall, you can see a mural depicting empty soil without any plants growing in it.

"On one side of the room, there's another statue of the god-child you saw at the entrance."



Mechanics:

Bright Light

Puzzle Clue: The party needs to stop sunlight from entering the room and, more precisely, from falling on the wall facing the entrance to the room where the mural depicting soil is painted. Once sunlight does not touch the mural, bioluminescent paint will reveal mushrooms growing from the soil. The easiest way to do this is to move the statue to the center of the room. Under the statue's shade, blue bioluminescent murals of mushrooms growing from the fresh soil emerge, previously hidden by the bright sunlight.

Be permissive with how they block out the light; as long as they block it from a significant part of the wall, the bioluminescent mushroom mural should appear.

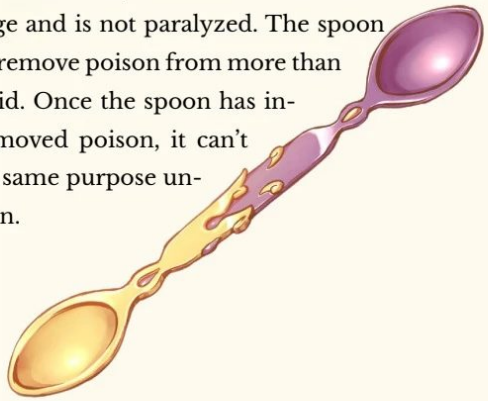
Once the wall is under the shade of the statue, or

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shaded through some other means, the wall slides down, revealing a small chamber hidden behind it.

Loot: In the small, hidden room, you find statues of the god-child made from wood and stone, 300 gold pieces, 230 silver pieces, and 20 copper pieces. In the center lies a necklace.

Poisoner's Spoon (wondrous item, very rare): A two-headed spoon, one end is gold, the other glistening amethyst. Stirring a liquid with the gold end for 1 minute removes all poison from it; stirring a non-magical liquid with the amethyst end for 1 minute inoculates a deadly poison into the liquid. If the poisoned liquid is ingested by a creature, it must make a Constitution saving throw DC 18 or take 8d8 poison damage and be paralyzed for 1d4 days. On a success, the creature takes half as much damage and is not paralyzed. The spoon can't poison or remove poison from more than 1 gallon of liquid. Once the spoon has inoculated or removed poison, it can't be used for the same purpose until the next dawn.



Room E: The Pit

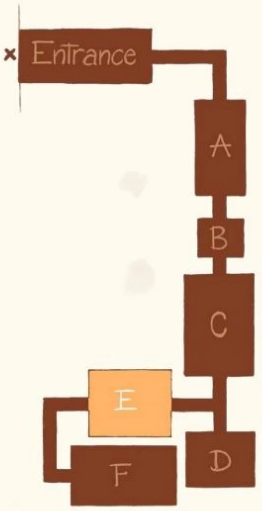
"After arriving at a fork in the path, you go left, and as you do a faint smell reaches you. It doesn't stay faint for long, and as you approach an archway that leads to another room, you find where all these apes have been relieving themselves. You enter a chamber that might have been another chapel at some point, but the floor has partially collapsed. There's a 20-foot-wide pit in the middle where the smell is coming from. The pit is 10 feet deep.

"Someone, probably the apes, has tied a vine from one end of the room to the other to cross the chasm. Mushrooms seem to grow even more densely here, and the room is lit with a bright blue bioluminescent glow. On the other side of the room, you see an archway that leads to a flight of stairs that go down, deeper into the temple."

Mechanics:

Map: Room E

Enemies: 2 Swarms of Waste Beetles that appear once the bottom of the pit is disturbed. If the bottom of the pit is never disturbed, they don't appear at all.



Crossing the Pit: To cross the pit, each party member must succeed on a DC 14 Acrobatics check. On a failure, they slip on the slick surface of the vine and fall into the pit where the waste beetles are, triggering the encounter.

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Room F: The Altar of Offering

"You go down the stairs. The same luminous blue mushrooms light your way, but the small clusters of purple ones that you have been using to track the Mushroom King grow taller and denser as you descend. As you advance, it becomes harder and harder to see the bare stone of the floor, as it's completely covered by fungi. Glowing spores float all around you, and as you move, they sway lazily in the air.

"The stairs lead down into a ten-foot-wide archway that opens into a wide room. It looks like it was once a bigger chapel, with its own altar, columns, and another statue to the god to whom this temple was erected.

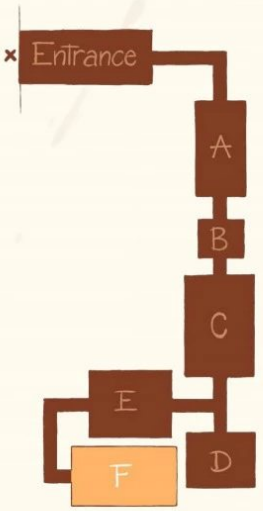
"There are three shapes in the center of the room. Two of them are Elven – or rather, they were. You can tell from their pale, dry skin and hollow eye sockets that they died long ago. Their faces are set in a perpetual silent scream. Bright purple mushrooms grow from their shoulder blades and the crowns of their heads.

"The other figure standing in the chamber is a 15-foot tall lumbering mass. Its cap is a bright purple, the same bright purple of the mushrooms that you followed through this jungle. On the top of the cap, long, thin fungi grow in a perfect circle, like a crown. From the thick stem, four stumps emerge, two for arms and two for legs.

"You watch as tendrils of bright purple spores leave the body of one of the Elven figures and are absorbed by the wide cap of the plant-like monster.

"It turns slowly to face you, and as it moves, bright purple spores fall from the underside of its cap. A horizontal slit in the middle of its stem opens into a mouth filled with sharp decaying teeth.

"You have entered the court of the Mushroom King."



Mechanics

Map: Room F

Enemies: Mushroom King, Fungal Elves

When the Mushroom King is killed, the players must roll a Survival check to get the necessary ingredients to cook him.
Only the Tracker can get a Quality or Finest Cut; any other class can only get a Good Cut or Scraps. The quality of the meat depends on the Survival check rolled.

Roll	Quality	Points added or lost
1 to 9	Scraps	- 10
10 to 14	Good Cut	+ 0
15 to 18	Quality Cut	+ 5
19 and above	Fine Cut	+ 10

Survival Check (Optional): If they know to, the players can collect the spores of the Mushroom King to cook them later and add them to their dish.

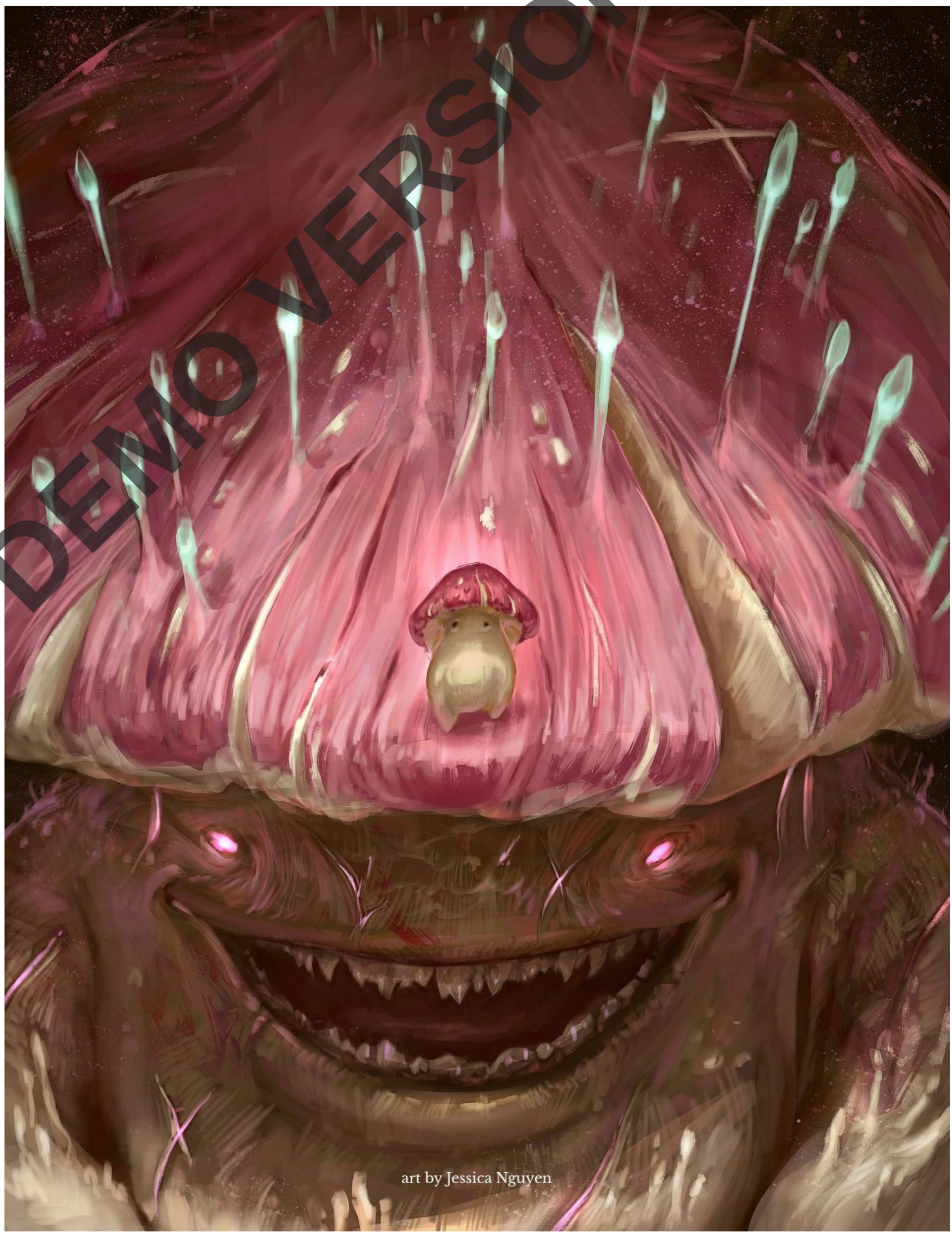
- **16 or higher**: They succeed in collecting enough spores and keep them in a bag.
- **15 or lower:** The spores are too small and dissipate in their fingers. Take 1d4 poison damage.
- Survival Check: This will determine the speed at which the players manage to get out of the jungle.
  - **9 or lower:** -1 hour
  - **10 to 15:** -45 minutes
  - **16 and higher:** -30 minutes

"The light from the sun is hard on your eyes after spending so long under the wide caps of the mushroom trees, but you finally emerge from the Fungal Wildwoods victorious. You make your way back to town to cook it, the cut of the monster you just slayed sitting comfortably in your bag."

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art by Lluís Abadías



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Monsters

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Sporeling

Sporelings are tiny fungi that feed on unsuspecting creatures. Though they are not inherently malicious, their poison is extremely deadly. Many unsuspecting adventurers have fallen into their trap after mistaking them for ordinary mushrooms.

Sporeling Tactics:

Sporelings use their False Appearance to act as mines. They wait for their prey to come close enough for them to activate their Spore Bombs and kill the target.

They are not intelligent and act out of instinct.

If in trouble, the Sporelings will focus on using their Siphoning Touch to heal themselves.

Sporelings cannot coordinate themselves to attack the same target. They don't understand the concept of magic and will not actively target magic users to break their concentration, but they won't stop using their Siphoning Touch when a target is unconscious if the Sporeling is missing more than half its HP.



Sporeling

Tiny plant, unaligned

Armor Class 14 (natural armor)
Hit Points 26 (4d4 + 16)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	6 (-2)	18 (+4)	1 (-5)	12 (+1)	1 (-5)

Damage Immunities poison

Condition Immunities charmed, poisoned, frightened

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 11

Challenge 1/2 (100 XP)

False Appearance. While the sporeling remains motionless, it is indistinguishable from an ordinary fungus.

Spore Bomb. Each time it receives any piercing or bludgeoning damage, the sporeling releases a spore cloud. Creatures within a 5-foot radius must make a DC 14 Constitution saving throw or take 3 (1d6) poison damage.

Actions

Multiattack. The sporeling makes 2 Siphoning Touch attacks.

Siphoning Touch. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) necrotic damage. The Sporeling then heals for half the damage inflicted on the target.

Fungal Ape

Apes that have come in prolonged contact with the Mushroom King's spores turn into Fungal Apes. They lose their free will and act as servants of the Mushroom King, obeying its every whim. The fungi that grow out of their bodies are a sign of the Mushroom King's control over them.

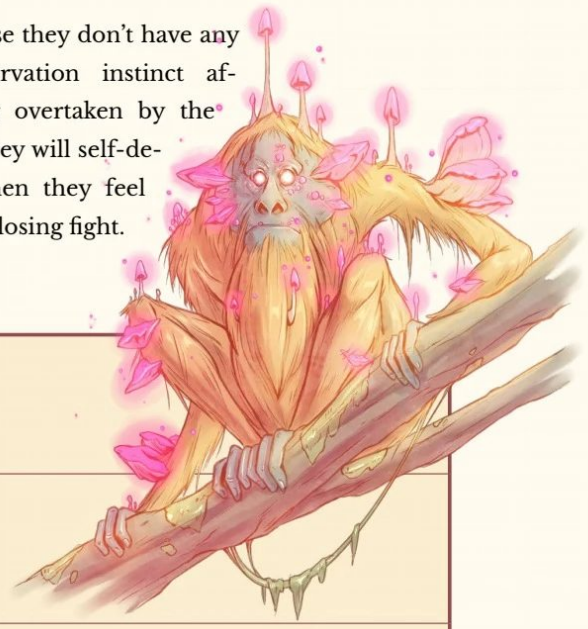
Fungal Ape Tactics:

Fungal Apes have no preservation instinct and will fight until the very end if their task is to defend something. If they are posted as a guard, they will try to run away and alert the others.

They do not understand magic, but if attacked by a magical attack, they will identify it as a threat and, if possible, attack the magic user.

They hunt in packs and use their numbers to overpower their enemy, zeroing in on one specific target.

Because they don't have any self-preservation instinct after being overtaken by the spores, they will self-destruct when they feel that it's a losing fight.



Fungal Ape

Medium beast, chaotic evil

Armor Class 14 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	14 (+2)	6 (-2)	12 (+1)	6 (-2)

Saving Throws Str +5, Dex +4

Skills Athletics +5, Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., blindsight 120 ft., passive Perception 13

Challenge 4 (1,100 XP)

Pack Tactics. The fungal ape has advantage on an attack roll against a creature if at least one of the fungal ape's allies is within 5 ft. of the creature, and the ally isn't incapacitated.

Self-Destruction. Once the fungal ape is at ¼ of its maximum HP (8 HP), the mushrooms controlling it explode, killing the fungal ape instantly. Any creature in a 5-foot radius of the fungal ape must succeed on a DC 12 Constitution saving throw or take 7 (2d6) poison damage , or half as much if they succeed.

Actions

Multiattack. The fungal ape makes 3 fist attacks or 2 rock attacks.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

DEMO VERSION

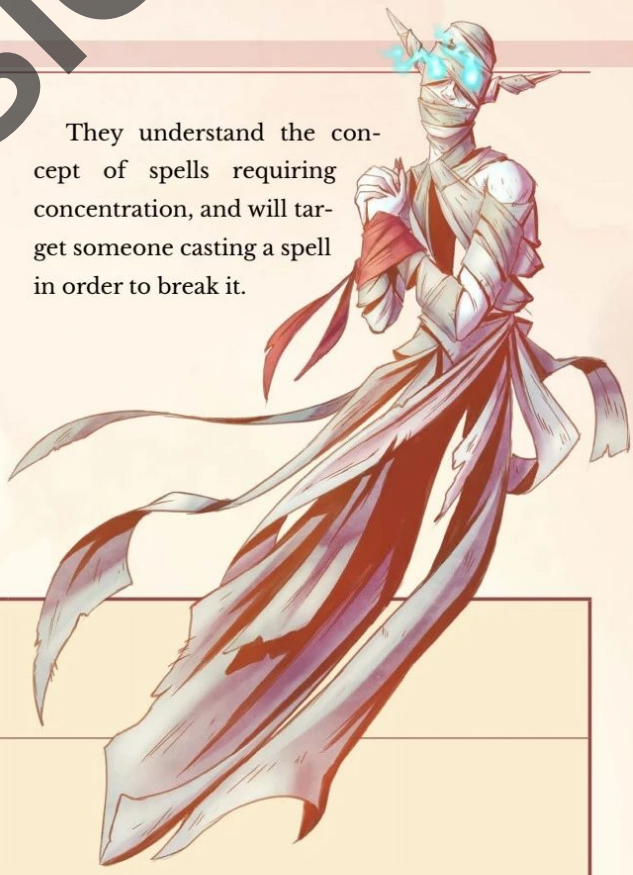
Restless Follower

Restless Followers are souls of pious individuals that have died while praying. Their hands are tied together in a perpetual praying pose. They look for those that would join them in their prayers, even if it's by force.

Restless Follower Tactics:

The Restless Follower will attack the party member with the least HP first.

They understand the concept of spells requiring concentration, and will target someone casting a spell in order to break it.



Restless Follower

Medium undead, chaotic evil

Armor Class 12
Hit Points 16 (3d8 + 3)
Speed 0ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	13 (+1)	6 (-2)	12 (+1)	8 (-1)

Skills Stealth +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 11

Challenge 1/2 (100 XP)

Amorphous. The restless follower can move through a space as narrow as 1-inch wide without squeezing.

Sunlight Weakness. While in sunlight, the restless follower has disadvantage on attack rolls, ability checks, and saving throws.

Actions

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) necrotic damage. The target must succeed on a DC 11 Wisdom saving throw or its hit point maximum is reduced by an amount equal to the damage taken. The target dies if this effect reduces its hit point maximum to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

DEMO VERSION

Restless Priest

The Restless Priest is the tormented soul of a priest that used to perform rituals in an abandoned temple. Now, as a member of the undead, they kill any sentient being they come in contact with and turn them into a faithful acolyte of the god they once followed.

Restless Priest Tactics:

The Restless Priest will position itself so its Cursed Sermon hits the most targets.

The Restless Priest will attack clerics, paladins, and any other devout followers of a god that isn't theirs. If nobody is a devout follower, they will attack the party member with the least HP first.

Restless Priest

Medium undead, lawful evil

Armor Class 11 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	15 (+2)	6 (-2)	14 (+2)	12 (+1)

Saving Throws Con +4, Wis +4

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

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

Senses darkvision 60 ft., passive Perception 12

Languages All languages that it knew in life.

Challenge 3 (700 XP)

Incorporeal Movement. The restless priest can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Sunlight Weakness. While in sunlight, the restless priest has disadvantage on attack rolls, ability checks, and saving throws.

Congregation of Shadows. If a creature dies in the presence of the restless priest, the creature turns into a restless follower.

Actions

Multiattack. The restless priest makes 3 rotting claw attacks or 1 Rotting Claw attack and 1 Haunting Prayer.

Rotting Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 3 (1d6) necrotic damage.

Cursed Sermon (recharge 5-6). The restless priest exhales shadowy energy in a 15-foot cone. Each creature in that area must make a DC 12 Wisdom saving throw, taking 16 (4d6+2) necrotic damage on a failed save or half as much damage on a successful one.

Haunting Prayer. The restless priest targets one creature it can see within 60 ft of it. If the target can hear the restless priest, it must succeed on a DC 12 Wisdom saving throw or become frightened until the end of the restless priest's next turn. A target that succeeds on the saving throw is immune to the Haunting Prayer for the next 24 hours.

DEMO VERSION



DEMO VERSION

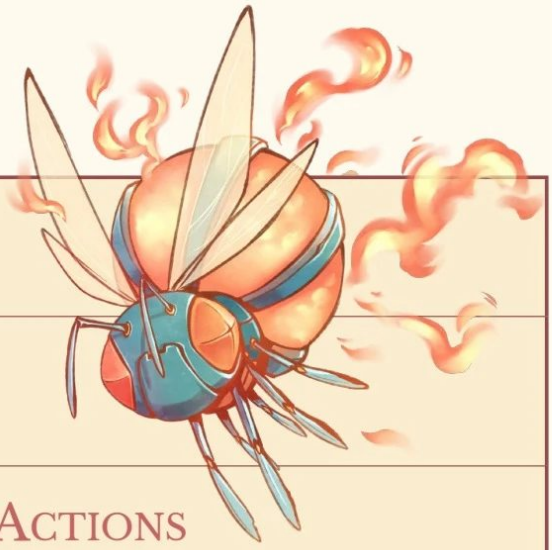
Waste Beetle Swarm

Waste Beetle Swarm Tactics:

Waste Beetles are fiercely territorial. They won't attack if no one enters their territory, but once someone does, they won't stop until they leave.

If someone leaves, the Beetle Swarm won't chase them.

The beetles are protective of their territory, which is where they lay their eggs. If they find themselves in a losing fight, they will use the methane present in their natural habitat to destroy themselves and take the intruder with them.



Waste Beetle Swarm

Medium swarm of Tiny beasts, unaligned

Armor Class 14 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	1 (-5)	14 (+2)	1 (-5)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 12

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa; the swarm can move through any opening large enough for a tiny insect. The swarm can't regain hit points or gain temporary hit points.

Actions

Multiattack. The swarm makes 2 bite attacks.

Bites. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, or 6 (1d6 + 3) slashing damage if the swarm has half of its hit points or fewer.

Self-Destruction. The swarm rubs their legs together, producing a spark. Provided there's a source of combustible gas nearby, it produces a fiery explosion. Each creature in a 10-foot radius sphere centered on that point must make a DC 13 Dexterity saving throw. A target takes 14 (4d6) fire damage on a failed save or half as much damage on a successful one. The fire spreads around corners. The swarm is instantly killed.

DEMO VERSION

DEMO VERSION

Fungal Elf

Fungal Elf Tactics:

Fungal Elves are corpses reanimated by the Mushroom King's spores. They lack any self-preservation instincts and are incapable of thinking. If they spot a target, they will fight it to the death.

The only tactic they follow is to defend their king. If someone attacks the king, they will attack that person or use the Spore Scream to both heal and attack.

A fungal Elf can decide to use the Spore Scream just to heal the Mushroom King.

There's no way to reverse the Mushroom King's control over the undead Elf's body, since this is not a form of charm or possession, but the mushrooms literally controlling the corpse. Any attempts by the party to convince the fungal Elf to stop helping the Mushroom King are futile since it literally cannot think or reason. It's just an empty husk.



Fungal Elf

Medium undead, chaotic evil

Armor Class 13 (natural armor)
Hit Points 30 (4d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	3 (-4)	18 (+4)	3 (-4)

Saving Throws Str +5, Wis +6

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., blindsight 120 ft., passive Perception 14

Challenge 2 (450 XP)

Self-Destruction. Once the fungal Elf is at 1/4th of its maximum HP (8 HP), the mushrooms controlling it explode, killing the fungal Elf instantly. Any creature in a 5-foot radius of the fungal Elf must make a DC 13 Constitution saving throw, or take 7 (2d6) poison damage, or half as much if they succeed.

Actions

Multiattack. The fungal Elf makes 2 fist attacks or 1 fist attack and 1 rock attack.

Fist. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

Spore Scream (Recharge 6). The fungal Elf screams, and the mushrooms on its body shake, releasing spores around it. Any creature within 5 feet of the fungal Elf must make a DC 13 Constitution saving throw or take 6 (1d6+3) poison damage, or half as much on a successful save. On a failed save, the creature is also frightened until the end of its next turn.

Mushroom King

Mushroom King Tactics:

If the Mushroom King is attacked in its lair, it will try its hardest to kill the intruders.

The Mushroom King relies on AOE attacks and weakening its enemies before attacking them with brute force.

If the Mushroom King uses Blinding Spores or Stunning Spores during a turn, it will always use them before it makes a slam attack.

The Mushroom King understands the concept of magic and will try to break the concentration of a spellcaster.

If there are Fungal Elves in the room, the Mushroom King will not hesitate to use them as meat shields against enemy attacks.

Tips on Running the Mushroom King:

The Mushroom King does not have ranged attacks. With good positioning, the spellcasters and ranged fighters in the party might not take any damage.

The Mushroom King has a lot of HP for a CR 5 creature, but it also has an extremely common damage vulnerability, which will eat at its HP very, very quickly.

DEMO VERSION

Mushroom King

Large plant, neutral evil

Armor Class 16 (natural armor)
Hit Points 152 (16d10+64)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	18 (+4)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Con +7, Wis +5

Damage Vulnerabilities fire

Damage Immunities poison

Condition Immunities blinded, poisoned

Senses darkvision 60 ft., blindsight 120 ft., passive Perception 12

Challenge 5 (1,800 XP)

Poison Absorption. Whenever the Mushroom King takes poison damage, it takes no damage and regains a number of hit points equal to the poison damage dealt.

King's Court. When a creature the Mushroom King can see targets it with an attack, the Mushroom King chooses a creature loyal to it within 5 feet of it. The chosen creature becomes the target instead.

DEMO VERSION

Actions

Multiattack. The Mushroom King makes 2 Slam attacks or 1 slam attack and 1 of its spore attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Blinding Spores (Recharge 5-6). The Mushroom King shakes its cap and releases bright yellow spores in a 5-foot radius around it. All creatures in the 5-foot radius must succeed on a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed save or half as much damage on a successful one. On a failed save, the target becomes blinded until the end of the Mushroom King's next round.

A creature under the Mushroom King's control is immune to the damage and the blinding effect.

Poisonous Spores (Recharge 5-6). The Mushroom King shakes its cap and releases bright blue spores in a 5-foot radius around it. All creatures in the 5-foot radius must succeed on a DC 15 Constitution saving throw, taking 2d6 poison damage on a failed save or half as much damage on a successful one. On a failed save, the target becomes poisoned for one minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

A creature under the Mushroom King's control is immune to the damage and the poison effect.

Controlling Spores (Recharge 6). The Mushroom King shakes its cap and releases bright purple spores in a 5-foot radius around it. All creatures in the 5-foot radius must succeed on a DC 13 Wisdom saving throw, taking 2d6 poison damage on a failed save or half as much damage on a successful one. On a failed save, the target becomes charmed until the end of the Mushroom King's next round.

A creature under the Mushroom King's control is immune to the damage and the charm effect.

Lair Actions

On initiative count 20 (losing initiative ties), the Mushroom King takes a lair action to cause one of the following effects; the Mushroom King can't use the same effect two rounds in a row:

Storm of Spores. The fungi in the room begin to shake, releasing a storm of spores into the air. All creatures are effectively blinded for one turn.

Healing Spores. Tendrils of purple spores lift from the mushrooms in the lair into the Mushroom King. The Mushroom King heals for 11 (2d8+2) HP.

Heal Dampen. The mushrooms in the room shake and release bright purple spores into the air. Any creature that heals while this effect is still active will only take half the amount of the HP healed, with 1 being the minimum possible amount to be healed.



DEMO VERSION

Cooking Portion



Cooking Trial Adventure:

The Mushroom King

The Cooking Portion

Here's how to run the cooking portion of a Cooking Trial. Before starting each phase, explain to your players what they are supposed to do so there's no confusion. The players should arrive at the cooking portion of the Trial with a recipe and a plan on how to cook it.

We have included all the material necessary to run the first cooking Trial, which is meant to be run after the hunting portion.

The cooking portion of the Trial is where all the hard work during the hunting phase pays off — or fails spectacularly!

You, the GM, will keep track of successes for each check as well as the actions the players take to increase their score (use specific ingredients besides the monster they haunted, plate their dish beautifully, etc.), then tally the points, and compare the players' score to the rival team's score. The winner is the one with the highest score.

For a Cooking Trial to work, it must feel like a race against the clock. If a team finishes early, they get extra points depending on the time they have left. If a team is scrambling to finish on time, they have to think on their feet, see what corners they can cut, and how they can decrease the cooking time.

A Cooking Trial entails a whole lot of checks, so the enemy team's score is extremely simplified for you to calculate. You just need to keep track of the players' score. All scores are multiples of 10 (10, 20, 30, etc.), so if you keep a calculator nearby, following will not be an issue.

Cooking Trials are divided into two sections: Preparation and Presentation. Preparation is about cooking the dish. Presentation is talking about the process to the judge. Let's look at these sections one at a time, as well as how to figure out the rival team's score.

Preparation:

The Preparation section is a hectic series of checks that will decide the quality of the dish they cook.

Ask the players in what order they wish to proceed, then ask the first player what exactly they are doing. Once they have stated what they want to do, ask them to roll the check corresponding to the particular action. If it's a success, add the amount of points that particular action gives them to their total score and move on to the next player.

Players can work on more than one step at a time as long as one step does not depend on the other. For instance, if Step 1 is cooking the rice and Step 2 is cutting mushrooms and vegetables, both of those can be done at the same time, but if Step 2 is cutting mushrooms and vegetables and Step 3 is marinating them, you need to finish step 2 before starting Step 3.

The type of check depends on the action. Cutting and mixing are either Strength or Dexterity checks – the player can choose which one. Incorporating ingredients, baking something at a specific temperature for a specific time and so on, are either Wisdom or Intelligence checks.

Food falls into three categories: Sweet, Spicy, or Plain. At the end of the dish's preparation, the Baker and the Seasoner can make a dish or part of a dish sweet or spicy, respectively, and the Presenter can plate a dish and make it look as good as possible if they spend 10 minutes on it. All these actions can be done simultaneously.

Adding flavor and describing how they masterfully go through a particular step, or how they spectacularly fumble, adds a lot to the player's experience.

DEMO VERSION

Presentation:

The Presentation section is a high-stakes social encounter.

You, as the judge, will ask several questions regarding the dish. At the end of each question, the presenting player may make an Insight check to see what the judge is looking for, or a piece of intel that would be useful to incorporate in the player's response.

As a GM, you need to judge the player's actual answer. If the judge would find this answer agreeable and satisfying, it's counted as a Success. The player does not get to roll Persuasion or Deception at this point.

The Presentation ends with a short speech from the player. The player needs to use what they've learned about the judge before the Trial, as well as what they've learned during it, to tailor this speech. If, as the GM, you think this speech has satisfied the judge, offer a Persuasion (or perhaps Deception, if that's more apt) to the player. If the player is a Presenter, they get to roll this check with advantage.

Rival Team:

A Cooking Trial is a competition between two teams. In order to know the score of the rival team, we'll just roll a d20 for each step and add their Cooking Skill, a value between 1 and 5 that represents their skill in the kitchen. The higher the value, the tougher the team will be to beat.

We provide a suggested score for the rival team to save you time and preparation, but if you wish to roll to get your own score, here's the method:

In this adventure, there are 11 specific checks for the whole Trial, so you need to roll 11d20 and add their Cooking Skill modifier to each roll, which here is +2, to see if they pass the DC and gain the points. You also get to decide if they have succeeded in making the dish sweet, plain, or spicy according to the taste of the judge, or if they have added special ingredients to boost their score.



DEMO VERSION

DEMO VERSION

Mushroom King Cooking Portion

Here's how to run the last portion of the Cooking Trial.

You can choose to make the rival team arrive whenever you want. We recommend not spacing their arrival out from the players' too much. If the players have mostly missed their checks during the hunting portion (for example, their check to make their way out of the Fungal Wildwoods failed), the rival team can already be there, whereas if they have succeeded most checks, the rival team might be a bit behind the players' team.

We have added sections called "**For the Players**"; these are sections to let players know exactly how the rules work for the two specific parts of the cooking portion. You can choose to read these verbatim, or you can use your own words to explain the information inside, as long as the players understand what they must do.

"As the wagon that took you from Talaba to the Fungal Wildwoods makes its way back to town, the patches of mushrooms give way to farmlands and small green forests. It doesn't take long for Talaba to appear in the horizon, and as you approach it, you hear music.

"The streets are packed with residents and tourists, and as your wagon rolls by, they turn around and watch. Some clap, some shout words of encouragement, and some run towards the Manor Park, as your arrival marks the beginning of the last portion of the Trial, the cooking portion.

"The park is teeming with people chanting your names. The two guards driving the wagon have to push the crowd aside to lead you to the stage. Sitting in a beautifully ornate chair is the judge, Lady Hestia Foresti, and to her right and left are two shining cooking stations. At this very second, the rival team, the Wild Roses, enters the park through the opposite entrance.

"Lady Foresti clears her throat and the crowd turns in unison to look at her, expectantly:"

"Our first team has arrived, and the other team is not far behind. Both teams have _ minutes left. Let the cooking portion commence!"

For the Players:

You can choose to read this following section to your players or explain it in your own words.

"Cooking Trials are as intense as combat.

"You must coordinate yourselves in order to cook the best dish possible.

"Most cooking recipes have several steps that can be done at the same time by two different people, and every cooking class has specific skills and expertise that help in cooking the best possible dish.

"Players who are tactical with their cooking can create amazing successes, minimize mistakes, and prepare an incredible dish in the least amount of time possible.

"Cooking Trials are divided into two sections: Preparation and Presentation. We're gonna start with the Preparation phase right now."

DEMO VERSION

Preparation

For the Players:

You can choose to read this following section to your players or explain it in your own words.

"The Preparation phase is all about how you cook the dish. I'm gonna ask each of you who is going first and what that person is doing, then you'll describe what you do and will roll a specific check to see if you succeed.

"The type of check used depends on the action you are trying to accomplish. If it's about cutting ingredients or stirring something energetically, it will be a Strength or Dexterity check. If it's about slowly bringing something to a boil or carefully adding ingredients, it will be a Wisdom or Intelligence check. Don't worry, you can choose which stat you want to use between Strength and Dexterity or Wisdom and Intelligence!

"While one step is being taken care of by one member of the team, the others can start another step, just make sure that one step doesn't depend on the other. If step 1 is cooking the rice and step 2 is cutting mushrooms and vegetables, both of those can be done at the same time, but if step 2 is cutting mushrooms and vegetables and step 3 is marinating them, you need to finish step 2 before starting step 3."

Here's the recipe along with the times and the checks and DC necessary to perform every action:

1. Bring rice and water to a boil in a saucepan over high heat. Reduce heat to medium-low, cover, and simmer until rice is tender and all liquid has been absorbed. (25 minutes) (Intelligence/Wisdom DC 12) +10 points

1. Cut the Mushroom King cap in thin, even slices and toss them with salt. (5 minutes) (Strength/Dexterity DC 12) +10 points

2. Combine soy sauce and brown sugar in a small bowl; stir energetically until smooth. (5 minutes) (Dexterity/Strength DC 13) +10 points

3. Mix the spices, ginger, garlic, and red pepper into a sauce; coat the Mushroom King slices with this marinade and refrigerate for at least 15 minutes. (10 minutes) (Intelligence/Wisdom DC 13) +10 points

4. Heat 1 tablespoon sesame oil in a large skillet over medium-high heat. Cook the bell pepper, water chestnuts, broccoli, carrots, and onion until just tender, about 5 minutes. Remove vegetables from skillet and keep warm. (5 minutes) (Intelligence/Wisdom DC 13) +10 points

5. Remove the Mushroom King slices from marinade, reserving liquid. Heat 1 tablespoon sesame oil in skillet over medium-high heat. Cook the Mushroom King slices until the slices turn opaque and pink on the inside, about 2 minutes per side; return vegetables and reserved marinade to skillet. (5 minutes) (Intelligence/Wisdom DC 15) +10 points

6. Bring to a boil; cook and stir energetically until the Mushroom King slices are no longer pink in the middle and vegetables are tender, 5 to 7 minutes. Serve over rice. (10 minutes) (Strength/Dexterity DC 13) +10 points

· Food can be either Plain, Sweet, or Spicy. A Seasoner can turn food Spicy and a Baker can turn it Sweet. Each of these actions take 10 minutes each, and matching the flavor of the dish with the preferred flavor of the judge will add to the final score.

(+10 minutes) +10 points

· When a plate is done, a presenter can spend 10 minutes making the dish look as amazing as possible and will add to the final score of the dish. (+10 minutes) +10 points

· If the group has a Tracker, and the Tracker has managed to obtain a **Quality Cut** from the monster, they gain +5 points. If the Tracker has managed to obtain a **Finest Cut**, they gain +10 points. However, if when getting the cut, they rolled poorly and are cooking with **Scraps**, they lose -10 points

Presentation

For the Players:

You can choose to read this following section to your players or explain it in your own words.

"The Presentation phase is a high-stakes social encounter where you must convince the judge that your dish is the best.

The judge will ask you questions. If your answers convince the judge, it'll count as a success. You won't roll Persuasion or Deception here; it's just you, the judge, and your answers.

"After Lady Hestia Foresti asks each question, you'll get to roll an Insight check. On a successful roll, I'll give you a piece of intel that your character manages to glean from the judge. Maybe something they want, maybe something about them. Use that in your answers!

"When the questions end, you'll get the chance to close the presentation with a short speech. If the judge is happy with your speech, you'll get to roll a Persuasion (or Deception) check, and on a Success, you'll gain even more points."

Here are the questions that Lady Foresti will ask the person presenting the dish, their accompanying Insight check DCs, the information that can be gleaned on a successful roll, and the final Persuasion check DC for Lady Foresti.

Foresti's Questions:

1. Present your dish.
2. How does this dish represent your group?
3. How would you improve this dish if you were to make it again?
4. Tell me more about the presentation of the dish. What made you plate it in such a way?

You have spent quite some time now in our beautiful town. How has the town of Talaba inspired your choices when cooking this dish?

Speech: Is there anything you'd like to say before I taste your dish?

Foresti's Insight Checks:

1. **After Question 1 - Insight Check DC 11:** Lady Foresti cares deeply about decorum and social rules.
2. **After Question 2 - DC 13:** Hestia Foresti appreciates level-headedness and someone with a good head on their shoulders.
3. **After Question 3 - DC 15:** Lady Foresti doesn't appreciate being complimented on things like her physical beauty or her riches but enjoys compliments on her leadership and wisdom.
4. **After Question 4 - DC 18:** The most important thing is the honor and standing of her family.

Persuasion Check for the Speech: DC 14

DEMO VERSION

The Rival Team

The rival team that opposes the players in the Mushroom King Trial are a family that own a traveling restaurant, specializing in the cooking of monsters, and the winners of last year's Trial.

Cooking Skill: +2

Suggested Final Score: 80 (11d20+2)

Ending of the Cooking Trial

Once both teams have finished cooking, the judge will declare a winner for the Cooking Trial. Make this an event for your players, whether they win or lose. Perhaps let them interact with the other team. If you have chosen the characterization of the opponents proposed by the adventure, they'd be kind and understanding, some excited to meet other talented cooks and warriors, others sad they couldn't win this year's tournament, but they will all remain sportsmanly.

Lady Hestia Foresti will approach the winning team, holding an oversized golden key with a rose on one end and hand it to the winners as she congratulates them.

If the winning team is the players' team, Otto approaches them as they leave the stage. He's ecstatic and almost forgets to hand them the pouch with 500 platinum pieces. He congratulates them and tells them to come find him at the town hall whenever they want to have their audience with the Foresti family.

If the players win, they will be celebrities in the small town of Talaba. You can knock down a few gold pieces off of every item they want to buy, have the townsfolk whisper when they walk around, maybe even have someone ask for an autograph from a player who did something impressive during the cooking portion.

Rewards:

These are the rewards the players will obtain if they win the Cooking Trial:

5.000 gp/500 gp from the town of Talaba.

The Key to Talaba: An oversized golden key that is a symbolic gesture, meaning that the team will always be welcome in the town of Talaba.

Private audience with the Foresti family, if they so desire, where they can discuss any matter with the lord of the town and his mother.

The last reward, an audience with the Foresti, is a very good way to hook the end of this adventure into another adventure. We'll present some hooks you can use in the next section.

Hooks to Greater Adventures

In this last section, we'll present some hooks you can use to tie the end of this Cooking Trial Adventure to the rest of your campaign. You can create your own hooks that work specifically with the campaign you are currently running, or you can use this adventure as the starting point of a brand-new campaign. It's up to you!

We have included hooks both for a party that has lost the Cooking Trial and a party that has won it, as well as some neutral ones that could work for both.

HOOK 1: Foresti's Favor

Foresti needs the party's help. His mother has tried and failed too many times to marry him off to another noble and has given up on him. She has said that if he doesn't marry someone soon, they'll disown him. He asks the party to either convince the neighbouring noble to give him another chance and consider marrying him, or visit his mother and convince her to allow Foresti not to marry anybody.

DEMO VERSION

DEMO VERSION

HOOK 2: In the Name of Commerce

Bailey, the owner of Talaba's general store, asks the party for a favor. There was a time when the Fungal Wildwoods was not a mushroom forest at all but a normal forest. Everything changed when a group of Elves settled in and started worshipping a mysterious deity. Nowadays, the forest has grown so dense that trade routes are being affected. Talaba is in danger of being cut off from the rest of the country if the Wildwoods keep expanding. Bailey is scared that their stock won't be able to reach Talaba soon, and their business will crumble

HOOK 3: A Witch's Wish

As the party leaves Talaba, a small figure wearing a hood, and what appears to be a lot of cats, steps in front of them. It's Old Onela, the goblin witch that lives in the woods of Talaba. She saw their performance during the Trial and was quite impressed. She does not trust the townsfolk, but since the people in the party are all foreigners, she's decided to ask for their help. Long ago, she was part of a coven of good hags that tended to a forest, but a tribe of Elves arrived and forced them out of their forest, killing most of the coven in the process. That forest is now the Fungal Wildwoods. She wants the party to help her restore the woods to their original state.

HOOK 4: The Judge's Final Sentence

As Otto opens the door to Foresti's quarters where he's supposed to receive the party, they find him dead. A who-dunnit murder mystery!

HOOK 5: The Big Leagues

The townsfolk ask the party if they are going to try their luck at the Cooking Competition that happens every year at the capital. They've won Talaba's Cooking Trial, so why not go against the best of the best? They might have better luck there than in Talaba!

HOOK 6: An Interesting Invitation

News of their victory travels fast, and the next morning, they receive a letter by a noble from a land not too far away. She wants them to cook some pretty unorthodox dishes for her, and she's offering an obscene amount of money in exchange. When the party asks the townsfolk about the noble, they get a funny look on their faces and change the subject or flat out refuse to talk more.

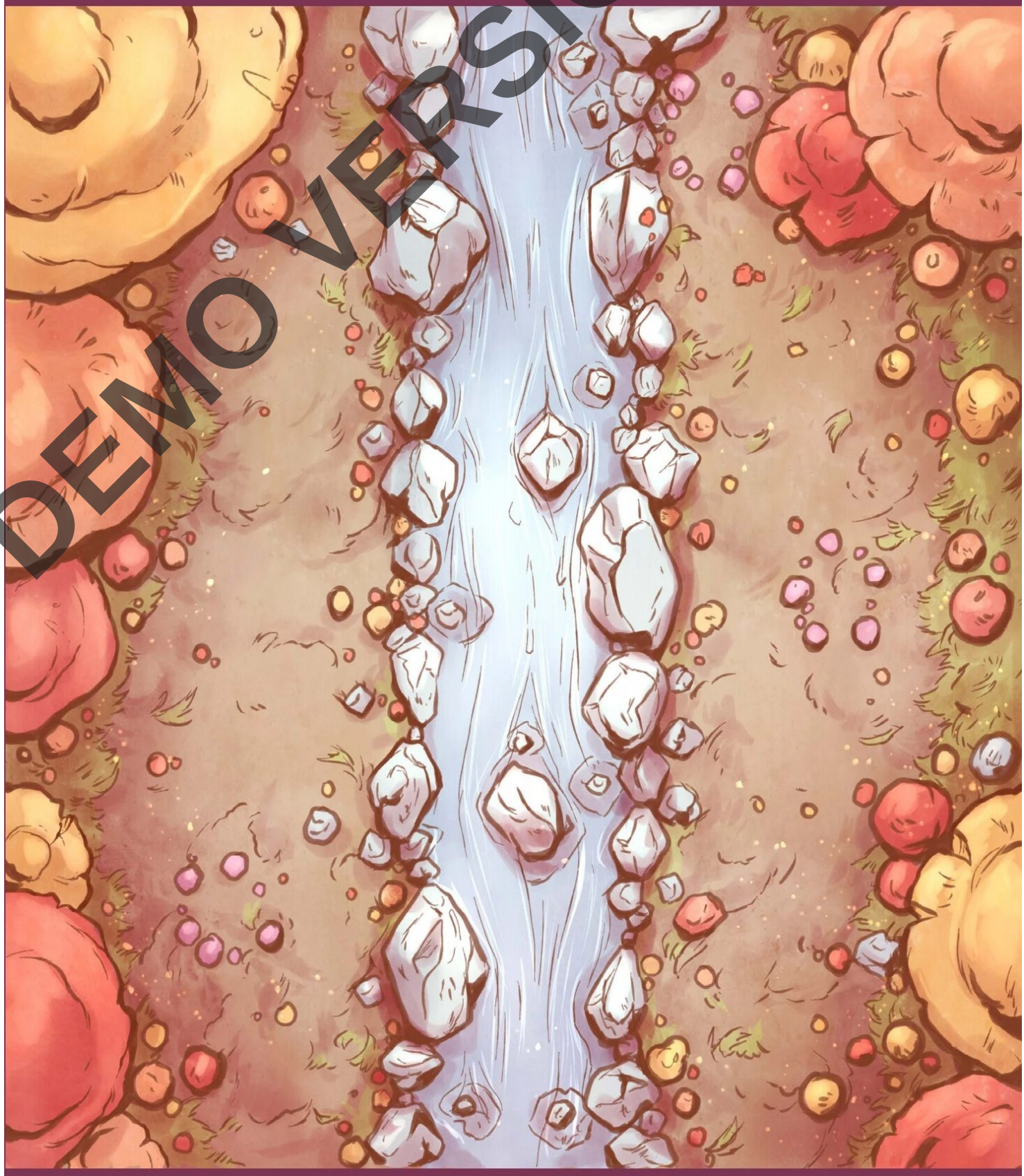
Thank you for playing Dragon Stew: The Cooking Trial!



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Battle Maps

Outside River



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Outside Entrance



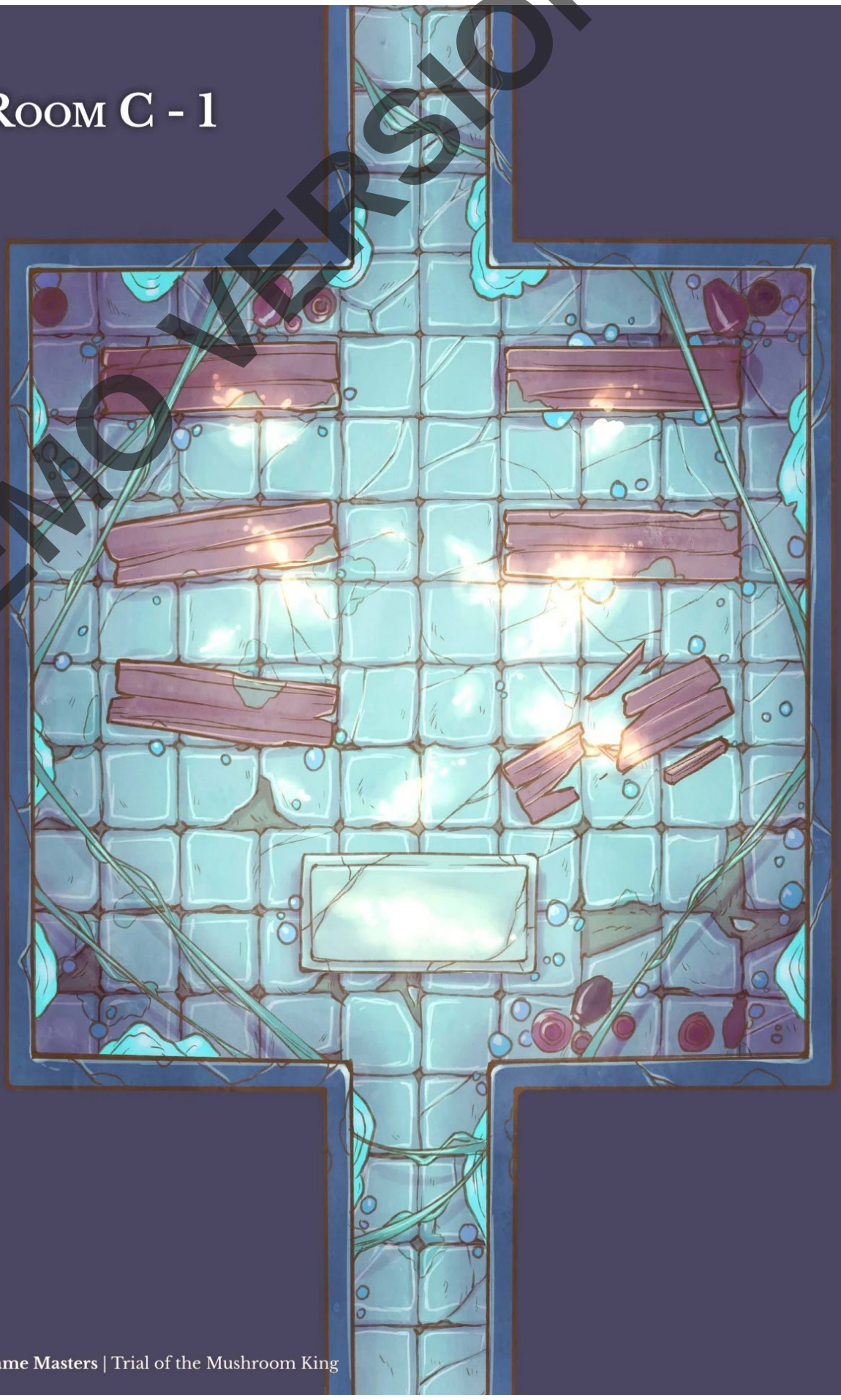
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Room A



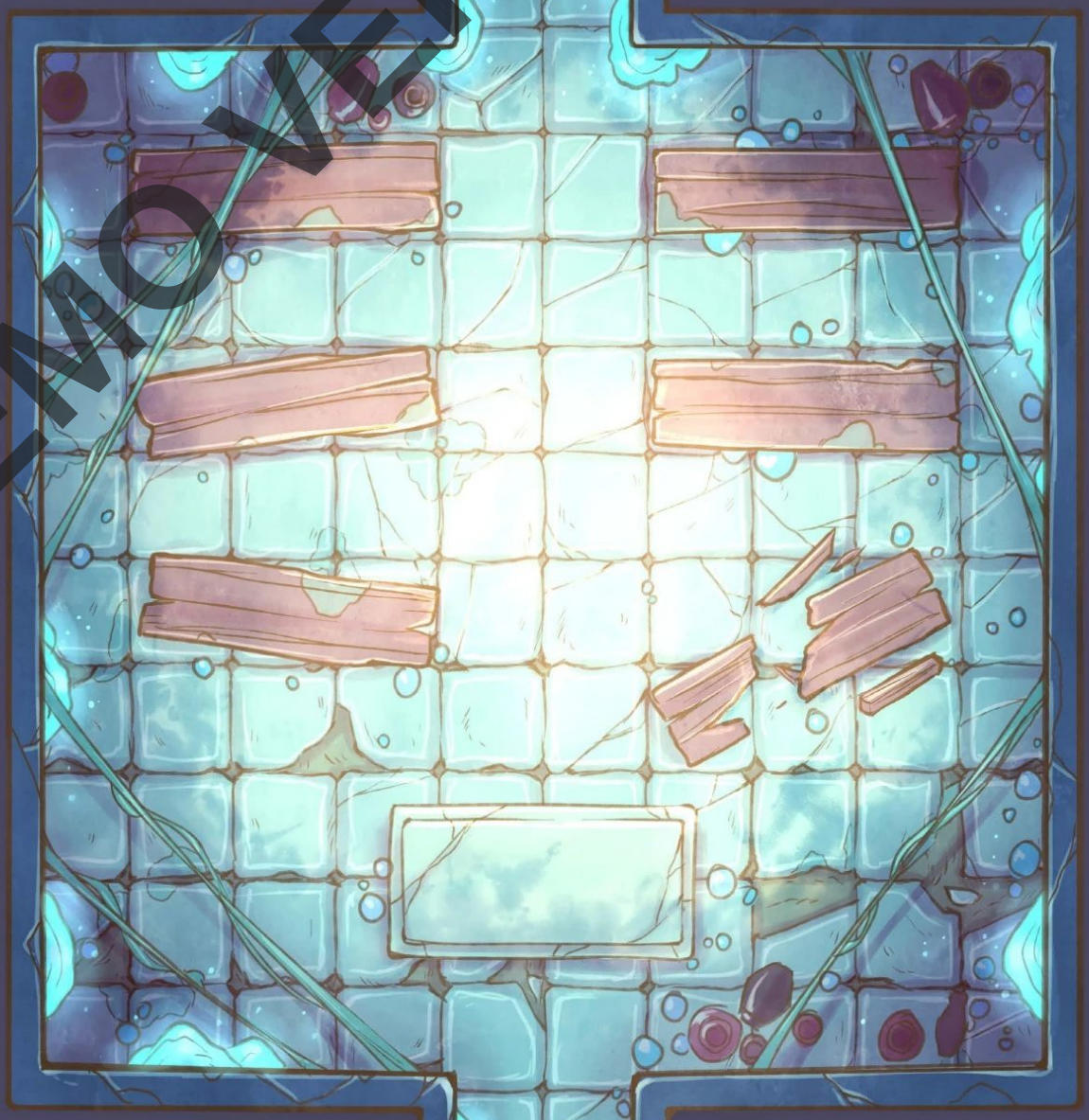
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Room C - 1



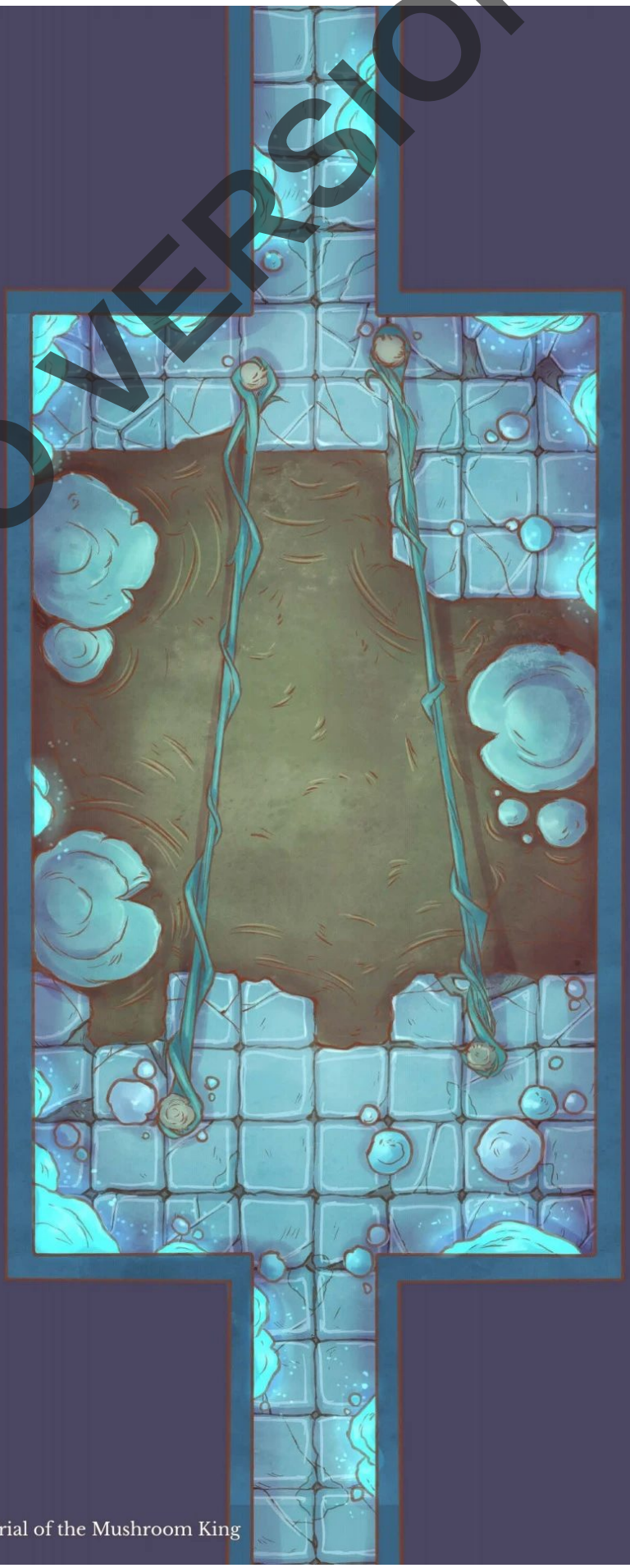
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Room C - 2



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Room E

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Room F

Judges

In this section, you'll find several judges you can use to run the Cooking Trial. Each of the judges has their own stat block, as well as their personality traits and taste in food. If you wish to change the written judge for any of the two adventures, make sure to change mentions of the judge in the adventure and include information on the judge that the players will be able to find in the trial. The two prewritten judges are also included in this section for ease of access while running the adventures.

Lord Flavio Foresti

Lord Foresti is the current ruler of Talaba and the only son of Lady Hestia Foresti. He's an impeccably dressed human man, with long flowing locks of gold that reach the back of his knees, who enjoys his position as a local celebrity among many younger Talabasians. He is the default judge of the Bookwyrm Cooking Trial.



Lord Flavio Foresti

Medium humanoid (variant human), neutral good

Armor Class 12 (padded armor)
Hit Points 9 (2d8 + 8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Cha +6
Skills Insight +4, Persuasion +6
Senses passive Perception 12
Languages Common, Elvish, Halfling

Information on Lord Flavio Foresti:

- Foresti enjoys spicy food.
- Foresti enjoys a mix of flavors; he likes when a dish is spicy, but the side is sweet.
- Foresti likes charismatic people.
- Foresti is very proud.
- Foresti hates people who make him look dumb or less than stellar.
- Foresti loves Talaba and hates when foreigners speak ill of the town.
- If he finds out there's a more powerful noble nearby, he will tense up and get anxious.

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Lady Hestia Foresti

Lady Hestia Foresti is the previous ruler of the town of Talaba and the head of the Foresti Family. She's a stern woman, who holds respect for tradition in the highest regard, and is extremely dedicated to preserving the honor of the Foresti name. Older folks in Talaba remember her rule fondly. Her dedication to the town and attention to her duties brought the town of Talaba to a new era of prosperity. She's concerned about her son, Flavio Foresti, and wishes he were less frivolous and more mindful of his station. She is the default judge of the Mushroom King Cooking Trial.



Lady Hestia Foresti

Medium humanoid (variant human), neutral good

Armor Class 11 (padded armor)
Hit Points 3 (1d8 - 1)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	10 (+0)	8 (-1)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Wis +6, Cha +5
Skills Insight +6, Perception +6, Persuasion +5
Condition Immunities charmed
Senses passive Perception 16
Languages Common, Dwarvish, Elvish, Halfling

Information on Lady Hestia Foresti:

- Lady Foresti enjoys a mix of sweet and spicy flavors in her food.
- Lady Foresti likes wise, level-headed people.
- Lady Foresti is very proud of her family.
- Lady Foresti hates ostentatious, loud people.
- Lady Foresti particularly enjoys music and appreciates a talented musician; it's the only artistic talent she has allowed herself to cultivate.
- Lady Foresti keeps a secret her family has been hiding for generations: They have an elven ancestor. Even though the elvish blood has been diluted over the generations, this could be seen by other noble families as something to bring them shame.

Archited

Character Concept by Tony Austin

Archited is a Tiefling Drunken Master monk. The perpetual disappointment of a royal family, Archited often turned to taverns for relief. After being kicked out of town for various bar fights and drunken shenanigans, he found a monastery where a drunken master took him in as a student. Since then, Archited has become a monk famed for his skill in combat, though he doesn't let this go to his head. He keeps a cheerful attitude, but particularly arrogant people can bring out his serious side.



Archited

Medium humanoid (tiefling), chaotic good

Armor Class 15 (unarmored defense)
Hit Points 38 (7d8 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	12 (+1)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Str +2, Dex +6

Skills History +3, Insight +2, Intimidation +5, Persuasion +5

Damage Resistances fire

Condition Immunities Charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Information on Archited:

- Archited enjoys a mix of plain and spicy flavors in his food.
- Archited hates arrogant people.
- Archited makes his own alcohol as a form of meditation. He enjoys the use of good alcohol in the making of dishes that he's served.
- Archited does not like reckless alcoholics.
- Archited likes very creative thinking, the crazier the better.
- Archited loves gossip.

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Justyn Thyme

Character Concept by Joshua White

Justyn is a powerful spellcaster, specializing in the manipulation of time through magic. He was once part of the famous adventuring party, "The Jezebels," along with his companion Zeeld. Justyn failed to protect Zeeld during a particularly gruesome encounter with a powerful devil, causing Zeeld to turn evil. He failed not only his companion, but the organization he'd been a part of, known as the Timekeepers. The Keepers decided to send Justyn back in time to relive his past and be taught again how to be a Keeper. He now spends his days traveling between timelines looking for rifts and problems, while also keeping those who might disrupt time in line. His duty to keep the integrity of time is only rivaled by his sweet tooth, which is the reason he decided to act as a judge for a culinary competition. Not for long, however—he's in a hurry.



Justyn Thyme

Medium humanoid (human), lawful neutral

Armor Class 12 (15 with mage armor)
Hit Points 45 (10d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	19 (+4)	18 (+4)	9 (-1)

Saving Throws Int +6, Wis +6
Skills Arcana +6, History +6, Insight +6, Investigation +6
Senses passive Perception 14
Languages Common, Elvish

Information on Justyn Thyme:

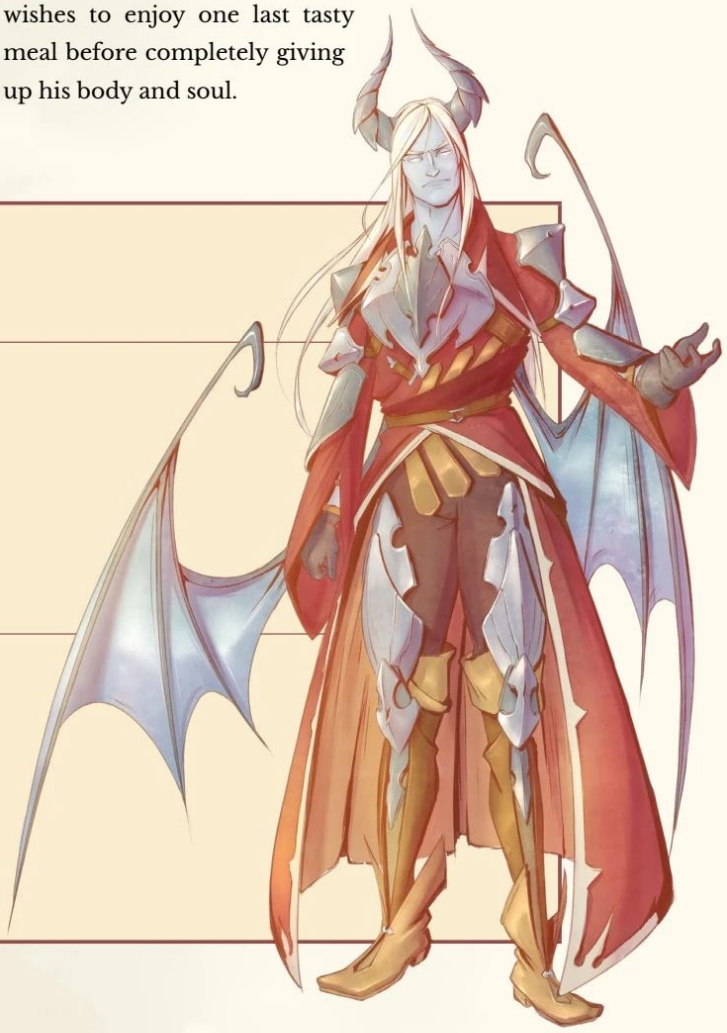
- Justyn has an enormous sweet tooth. He enjoys sweet dishes the most.
- Justyn loves new and exciting books. He finds books to be the best way to explore new worlds or learn new skills. The bigger the book, the more excited he is to read it. He always judges a book by its cover—literally.
- Justyn loves recognition and praise, even for things he had nothing to do with.
- Justyn hates Warlocks, Paladins, Clerics, and anything godly as he wants people to impress him without outside intervention. He judges people who fall within these categories more harshly.
- Justyn believes things that can't be accomplished in a timely manner are a waste of time. He does not care for tardiness and won't be kept waiting for anybody.
- Justyn hates children, to the extent of even disliking "cutesy" small races whose appearances remind him of children.

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Zeeld

Character Concept by Edzel Luico

Zeeld used to be a cheerful, jovial spellcaster belonging to the famous adventuring party, "The Jezebels." This changed irrevocably when he decided to end a particularly gruesome fight against a powerful devil by fusing with the fiend. His joyful side withered as his ambitions grew stronger, setting his sights on lichdom. He's gathered all the necessary materials for the ritual to become a devil-lich but wishes to enjoy one last tasty meal before completely giving up his body and soul.



Zeeld

Medium humanoid (tiefling), lawful evil

Armor Class 11 (14 with mage armor)

Hit Points 65 (10d6 + 30)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	12 (+1)	17 (+3)	19 (+4)	10 (+0)	16 (+3)

Saving Throws Int +6, Wis +2

Skills Arcana +6, Investigation +6, Perception +2, Religion +6

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 11

Languages Common, Infernal

Information on Zeeld:

- Zeeld enjoys complex dishes. His favorite meals are those that combine sweet, spicy, and plain flavors.
- Zeeld is very proud; he will always try to maintain proper manners and food etiquette and expects others to do the same.
- Zeeld is idealistic. He thinks the world is better off being ruled by him, so he can give equality and peace to all creatures. He can't tolerate those who believe themselves to be above other creatures.
- Zeeld hates bullies and those without manners.
- Zeeld is very patient; he will wait any amount of time necessary as long as he is rewarded properly for his patience. He does not like to be rushed and has no time for impatient people.
- Zeeld likes cute and adorable creatures.

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The Cooking System

Rules to Cook your own Monster Dishes

The Cooking System is a way for GMs to incorporate cooking into a campaign. You can use these cooking rules for any campaign and for any monster, canon or homebrew. They encourage coordination between players, offer something to do during the party's downtime, and add a new reward/incentive to monster encounters, making them more exciting/important for players.

Monster Dishes grant temporary bonuses to the adventurers who eat them. The bonuses in question depend on the monster that has been used in the dish.

When running a campaign or adventure with these rules, you'll have to be mindful of what the players could achieve by cooking a monster they encounter. With a bit more thought when crafting encounters, the key to defeating the Big Bad of your campaign could very well be to cook the right dish before the final fight!

This set of rules is different from the one used in the Cooking Trial adventures included in this book, where the cooking rules center around a timed challenge. This set of rules is designed to be implemented in any campaign.





Here are some important things to consider when cooking and eating Monster Dishes:

- The amount of food that can be prepared using one monster depends on the monster's size. This is because usually it's not the entirety of the monster's body that produces the benefits the characters wish to acquire. For example, several people could be fed by cooking a young red dragon, but only one can eat the cooked fire-producing organ of the dragon. This rule is here to limit the buffs that the entire party can gain from cooking a monster, as well as add an additional layer of strategy. This way, the party will have to choose carefully who eats what.
- A character can enjoy the magical effects of eating a Monster Dish once a day; eating more than one dish a day proves to be too much for the character's stomach. If a character eats more than one Monster Dish a day, the dish consumed last is replaced by the effect granted by the latest dish consumed. They take one level of exhaustion, and they must make a Constitution saving throw against the Monster Dish's skill check DC. The character takes 1d12 poison

damage on a failed save, or half as much damage on a successful one. This, of course, does not apply to normal, non-magical dishes, even ones made of monster meat.

- Cooking a Monster Dish takes half an hour in a proper kitchen, or 1 hour in an outdoor kitchenette.
- Once a Monster Dish is cooked, it lasts for 1 day before it goes bad. The players can prolong the life of a dish by clever use of spells or equipment to the discretion of the GM, but we advise to never allow the extension of a dish's shelf life for more than one week. This is to prevent the party from constantly cooking dishes and keeping them indefinitely in a bag of holding.

The rules for cooking a Monster Dish are simple. When trying to cook a Monster Dish, there are four important aspects of a monster to consider:

The Monster's Creature Type, which will determine if the monster can be cooked into a dish or not.

The Monster's Immunities and Resistances, which will define the effect the dish grants to the player.

The Monster's Size, which will define the duration of the effect the dish grants to the player and the number of players that could benefit from cooking it.

The Monster's CR, which will define the skill check a player needs to pass in order to cook the Monster Dish successfully.





Creature Type:

Every creature belongs to a specific type. There are creatures that simply cannot be cooked because of the intrinsic characteristics of its type. The following creature types cannot be cooked if you choose to follow these rules, and if a character tries to eat a dish made with these creatures, you can use the same rules as if they had eaten two Monster Dishes on the same day.

However, we encourage every GM to make this ruleset theirs and change it to suit their individual needs. If you want to allow your players to cook these creatures, you are welcome to do so.

Constructs: Most constructed bodies are not made of biological matter, which makes them impossible to cook. Those made from biological matter are too tainted by arcane energy for them to be cooked into a satisfying, or even edible, dish.

Fiends: Demons and Devils don't leave bodies behind when they die; they either disappear or decay incredibly rapidly. If someone managed somehow to cook and eat one, the pure evil that created their bodies would certainly not agree with anyone's stomach.

Undead: The undead are either ethereal, and therefore incredibly hard to chew, or made of rotting flesh that has been animated by the darkest of

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magics. These characteristics don't often make for the best ingredients to use when cooking a delicious meal.

A Note on Sapience: Eating a sapient being is generally looked down upon. We suggest that GMs use their discretion to ascribe sapience and to think about the implications of cooking and eating sapient beings carefully. At the very least, someone that cooks and eats a sapient being cannot be of any good or even neutral alignment if you use alignments in your game. If that act was discovered, they would be shunned by the rest of society or outright condemned and killed. Ask yourself the tone you're going for in your campaign before ruling on these kinds of issues.

Immunities and Resistances:

When a character successfully cooks a Monster Dish, they gain one Damage Immunity or Damage Resistance that the monster possessed. There are only two rules to determine what a character gains when eating a specific Monster Dish, and they are very simple:

- A Monster Dish gives the player only one Immunity or Resistance, not several and not one of each. If a monster has several Immunities or Resistances, the GM either chooses, randomly selects one, or leaves it up to the players to choose which one they want the dish to give.
- Damage Immunities take precedence over Damage Resistances. If a monster has both Damage Immunities and Resistances, the GM chooses one Damage Immunity that the dish will grant (or randomly selects one Damage Immunity).

Size:

The Size of a Monster determines the amount of time that the magical effect of a Monster Dish lasts once eaten, and how many magical Monster Dishes can be prepared from said monster.

Any creature that is of size Tiny or smaller, including swarms, cannot be cooked into a useful Monster Dish.

Time:

Size	Effect Duration
Small	1 minute
Medium	5 minutes
Large	10 minutes
Huge	1 hour
Gargantuan	1 day

Amount:

The number of dishes that can be cooked depends on the size of the monster. One must remember that it's not the entirety of the body of a monster that produces the desired magical effect, but only one or a few organs. Therefore, even creatures that are considered Huge only produce four servings of food. A creature of a Gargantuan size could probably produce enough Monster Dishes to feed an entire town or more because of their extreme rarity and the campaign-boss nature of these creatures. So, we leave the specifics of how many Monster Dishes (if any at all) can be cooked to the GM.

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Size	Amount of Food
Small or Medium	1 serving
Large	2 servings
Huge	4 servings
Gargantuan	Up to the GM

Challenge Rating:

The Challenge Rating of a monster determines the difficulty of cooking a Monster Dish using that monster. The higher the Challenge Rating, the harder it is to cook that dish successfully. The Challenge Rating of a monster gives us the Original Skill Check DC of a Monster Dish.

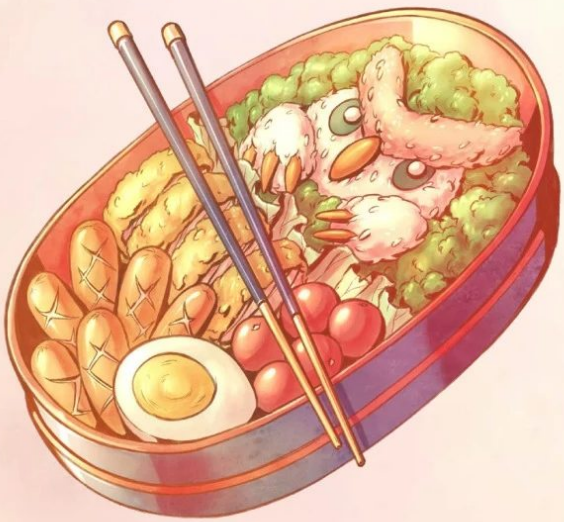
It's extremely simple to calculate the Original Skill Check DC of a specific Monster Dish:

10 + CR of Monster

In the section below we will explain exactly what the players need to do to cook a Monster Dish.

Cooking a Dish:

The process of cooking a dish can start once the monster has been defeated, and the players have access to a kitchen. We recommend that the GM tell the players the DC they'll have to beat.



Cooking a dish is done in two parts. A maximum of four players can work together to cook, three in Part 1 and one in Part 2.

Part 1:

Up to three players must explain how their character helps with the cooking process—taking care of the fire, cutting the ingredients, mixing, watching the fire to ensure an even heat distribution, etc. The GM then asks each character to make an ability check (d20 + ability score modifier), using the ability score that works best with the task they have described. More than three players can role-play their participation in the cooking process, but only three may make ability checks.

Example:

Player 1: "I'm going to watch over the fire to ensure an even heat distribution."

GM: "Perfect, I need you to make a straight Intelligence check; roll a d20 and add your Intelligence modifier."

Player 2: "I'm going to cut everything up, so it's diced before we boil it."

GM: "Okay, please roll a straight Dexterity check. Once again, roll a d20 and add your Dex modifier."

Player 3: "I'll mix every dry ingredient, so they're ready for the wet ingredients."

GM: "Awesome, please roll a straight Strength check."

If a player asks, "If I wanted to do X, what kind of check would that be?" we suggest you tell them and help them find an action that would suit their individual strengths.

The way to calculate the DC for these tasks is also simple:

10 + CR of Monster - PC's level

On a success, the overall Skill Check DC is reduced by 3; on a failure, it increases by 1. A critical success reduces the overall Skill Check DC by 6,

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and a critical failure increases it by 3.

Part 2:

Once the other players have made their rolls, and the new Skill Check DC for the dish has been established, the last player rolls a d20 and adds either their Strength, Dexterity, Wisdom, or Intelligence modifier. This is to ensure that anyone in the party can be part of the cooking process. If you would rather have that player roll, for example, a Dexterity check and not let them pick what ability they get to use because you want this to be more challenging, you are welcome to do so. If the roll is higher than the Skill Check DC, the Monster Dish has been cooked successfully!

Example:

A group of 4 **level 10** adventurers has defeated a **CR 13** creature. The creature has **Fire Immunity**, its creature type is **Beast**, and its size is **Large**.

Original Skill Check DC: 10+13 = 23

3 of the adventurers roll ability checks to help in the cooking process. Since they are level 10 and the CR of the creature is 13, this is their skill check DC:

Skill Check DC for the three tasks before the final roll: 10+13-10 = 13

They need to clear a **DC of 13** for each task. After rolling, they have **2 successes and 1 failure**, which means that the original Skill Check DC goes **down by 6** and **up by 1**:

Final Skill Check DC: 23 - 6 + 1 = 18

The last of the adventurers can now attempt to cook the dish. They decide to do a straight **Strength Check** to cook it, and they **roll a 19**. Success!

The party manages to cook **two Monster Dishes**, and now two of them can eat it to have **Fire Immunity for 10 minutes**—perfect for that pesky red dragon they're preparing to fight.





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