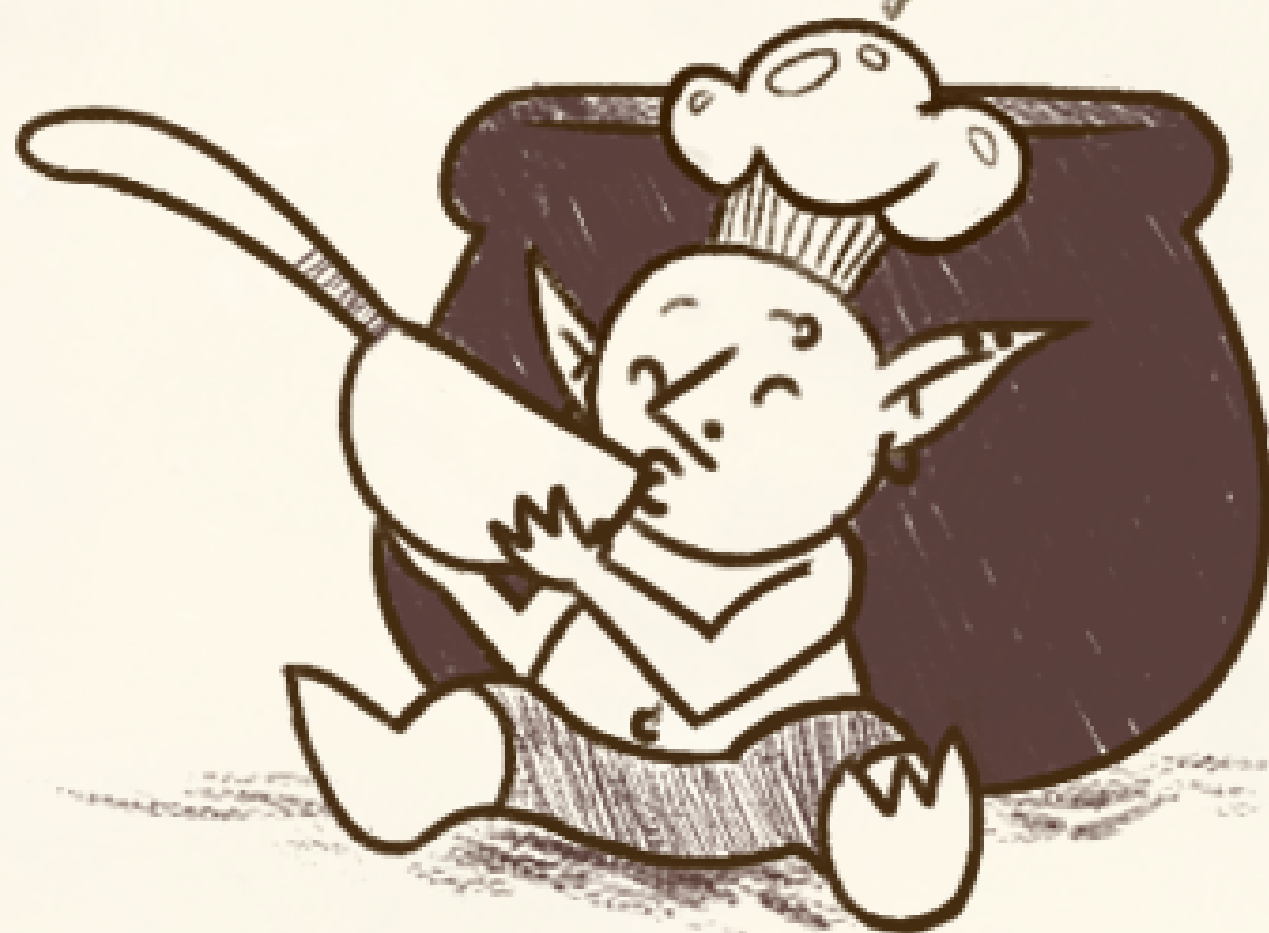


The Dungeoneer's Cookbook

Roasts, Bakes, and More
for The Practical Adventurer



THE DUNGEONEER'S COOKBOOK

Roasts, Bakes, and More for The Practical Adventurer

A tasty tabletop role-playing game for 2-6 players about preparing a meal with your party.

SET-UP

What are you making?

Who are you making it for?

How are you making it?

Decide roughly, and prepare an ingredient list for the recipe with enough for 2-3 per player. You can invent your own ingredients, or roll on the tables provided on pages 5+6. Repeats are OK: just treat them as separate entries when playing.



PLAY

Starting with the player who most recently baked a good, take turns selecting an ingredient from the list. You're going to attempt to procure/prepare this ingredient - roll a d6 to find out if you did:

5-6: Success! You have exactly what you need.

Where did you get it? What did it cost you?

3-4: You have... something!

You're using a substitute: What is it?

Give at least one reason why your replacement should work, and one why it might not.

1-2: Uh oh! You botched it.

Was it too expensive? Too rare?

Too difficult to prepare?

Keep track of the result for each ingredient, and continue taking turns until an attempt has been made for each.



If you're having trouble inventing a substitute, try checking the tables on pages 5+6 for similar ingredients.

AIDING

If you rolled lower than you'd like, someone who still has ingredients to roll can offer to help out - they may roll another d6:

4-6: Success! Add +1 to your roll.

How did they come to your rescue?

1-3: Uh oh!

Too many cooks spoil the broth: Your roll stays the same, and they take -1 to their next roll.

Was there a mishap? A miscommunication?



ORDER UP

Once an attempt has been made for each ingredient, it's time to put it all together:

Tally up the successes and failures, treating each success as a **+1** and each failure as a **-1**.

Substitutions may go either way.

For each substitution, ask the group if it worked: if at least one person says it failed and describes why, treat it as a **-1**; otherwise it's a **+1**.

The total at the end is how well the recipe turned out. It's going to vary with the number of ingredients, but a zero will always be a perfectly adequate meal: nothing to write home about, for better or worse!

How did your preparation compare?



ROLL INGREDIENT

- 1 Fire Salt
It's like regular salt, but more... fire-y.
- 2 Phoenix Yolk
Must be beaten thoroughly, or it will simply reform before it's cooked.
- 3 Ghost Spice
Not to be confused with powdered ghost peppers.
- 4 Ground Pixie
The pixies are free-range and grass-fed.
- 5 Perigon
A dried, ground herb that lends an earthy flavour to dishes.
- 6 Dragon's Spit
Supposedly a specialized secretion from their elemental throat sacs, not saliva. Supposedly.

ROLL INGREDIENT

- 1 Marinated Treant Bulb
Like a really big caper.
- 2 Forest Mushroom
Hopefully not the poisonous ones.
- 3 Electropod
Don't worry, they've been deshocked.
- 4 Dynasty Tomato
A purple-ish tomato grown atop the highest mountains.
- 5 Grey Joillus Apple
A sharp, crisp apple with an off-putting colour.
- 6 Dread Carrot
Oft grows so large that it can't be carried by a single person.



ROLL INGREDIENT

- 1 Ground Owlbear
A bit gamey, and you might find a feather or two in there.
- 2 Giant Rat Sirloin
A local delicacy, you're told.
- 3 Roast Rust Monster
Careful what you use to cut it.
- 4 Wyvern Sausages
They use the patagium as casing.
- 5 Shank of Dire Wolf
There's a whole cookbook dedicated to preparing this beast.
- 6 Imitation Ribs
The jury's still out on whether mimics are vegan.



ROLL INGREDIENT

- 1 Satyr Milk
A lot like goat milk... we hope.
- 2 Dryad Honey
Thicker and sweeter than Naiad Honey.
- 3 Silke Cream
A shimmering thick cream blessed by a holy nun of the Moon Church.
- 4 Galvanized Cheese
An old, soft cheese covered in a coat of hardened minerals.
- 5 Gelatin
Of the cubic variety.
- 6 Wartbloom Oil
An expensive oil flavoured with wartbloom root.

