

ARCANA



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on lui avoien
lettres de haute
nans de sce pro
unice. un les
dortelle. Il fut ad
un que... en un an d'adnat

Enfance s'estou rebelle contre lui.
Jeunnes combien que le roy se fust
deu le sus. toutesvoies il n'en fa
atal. Saugie meurtre retourner son
chamin pour de viter et d'uy. unie
ledit sauneluf mes si puint la
semer annee de n'ne a d'anal
et d'uy. unie remane. Sauneluf

LETTER FROM THE EDITOR

Holy smokes. We did it. We put out 11 issues of *ARCADIA* this year, which is one issue a month, except for April, when we took some time to assess if we should keep making the magazine after three test issues (and release the illrigger class). Turns out, the answer was a resounding yes.

Not only did MCDM release 11 *ARCADIAS* (or maybe it is *ARCADIAE*), which is over 300 pages of content, we also put out a brand-new class with *The Illrigger* and the PDF of *Kingdoms & Warfare* (with the physical book coming in 2022). On top of that, we managed to put out a second new class and rules for any player character to have a companion in *The Beastheart and Monstrous Companions*. It's been a busy year!

Since it's holiday time, and we're supposed to tell the truth according to Rick Grimes in *Love Actually*,¹ I want you all to know how much the entire *ARCADIA* team appreciates you reading the magazine. Getting your messages on social media, via email, in Discord, on Reddit, and other places makes putting out this magazine worth it. There is no thrill for a creator quite like learning that someone is enjoying your content, especially if they're using it at the table.

ARCADIA 11 is also a nice year-ender for us in that it has some familiar faces. Sadie Lowry, editor of many issues and author of *ARCADIA 1's* "Uqaviel the Recreant," is back with more celestial goodness in "Angelic Ancestries." This time players get a chance to play one of Sadie's blessed creations! Justice Ramin Arman from

ARCADIA 3's "The Dreamkin" also returns, this time with "Good Fences Make Good Neighbors," which is something totally different from his previous work for us. If you like buying or selling stolen goods or you just want a place to buy some firearms, this is the article for you. But we also have a new face in this issue: Rudy Basso brings you "I Cut Off Its Snout." If you're looking for a holiday brunch feast of owlbear eggs, hydra five ways, and a side of shambling mound, then we've got the article for you!

Like this issue, 2022 for *ARCADIA* will have lots of familiar creators and many new faces. If 2021 was figuring out if we could pull off *ARCADIA*, then 2022 is figuring out how far we can push it. Next year includes some of the most ambitious articles yet, including drop-in puzzles, rules for Tiny and Large characters, and a new class meant for one-player and one-GM playing published adventures meant for more than a single character. Plus even more adventures, encounters, monsters, magic items, and character options!

It has been a privilege to bring you content from some of the tabletop roleplaying game industry's best folks over the last year. Giving creators a platform to share some of their favorite ideas makes me excited to sit down at my desk every morning. You all coming to read that content is what keeps me smiling all day long. Thank you.

Ex animo,
James Introcaso
Managing Editor

¹ Seriously, what was Rick doing here? Don't hit on your monogamous married friends. Not cool. Turns out this movie doesn't hold up for a lot of reasons. Ted Lasso did it better.



THE CALL OF DIVINITY: ANGELIC ANCESTRIES

THE DIVINITY IN YOUR BLOOD BECKONS—
HEAVEN IS NOT FOUND ABOVE, BUT WITHIN.

by Sadie Lowry

A hooded figure with old, knowing eyes speaks peace to a dying elf on a blood-drenched battlefield, their clasped hands glowing blue. A hymn resounds in deep tonal glory from an armored warrior, flooding his allies with ethereal light. Framed by her saber-blade wings, a stern woman thrusts out her hand; light-forged chains erupt from the air around her, binding a fleeing cultist to the floor.

For as long as mortals have walked the Material Plane, the great cosmos of the multiverse have weaved around each other in an eternal dance. As the energies of celestial planes infuse the Material Plane, thundering down in godly rebuke or trickling into the daily prayers of the devout, some mortals' spirits reach back and join the supernatural dance—and thus, a scion is born, with divine power thrumming in their blood and purpose deep within their soul.

Purpose defines scions. As their calling roars to life in their veins, they are drawn to wartorn ruins, refuges of the persecuted, simmering rebellions, and recovering communities—places where evil must be purged and good defended. Scions receive guidance and aid from higher celestial beings. Many become emissaries of holy figures, or proclaimers of higher ideals, but ultimately each scion must interpret and define for themselves the divine power of their birthright.

This article presents four new scion character ancestries:

- **Godsong** scions, or “godsingers,” sing hymnal verses to empower those around them.
- **Chthonic** scions, or “ferriers,” are solemn guides, the gentle couriers from life to death.
- **Primordial** scions, or “primordials,” are agents of destiny, using old magic to shape fate, time, and future.
- **Vindicator** scions, or “vindicators,” are the bounty hunters of the heavens, meting out justice.

SCIONS

Called “scion,” or “descendant,” those born with celestial blood are heirs to divine power. These bloodlines can lie dormant, manifest anew, or pass from inheritor to inheritor. Scions can be born in any community, but their connection with the celestial planes is immediate and strong; from a young age, scions have a deep sense of purpose and self.

VISUAL MANIFESTATIONS

Scions can look like elves, dwarves, genasi, dragonborn, or beings of any lineage, reflecting their parentage as well as their divinity. Other features manifest as they age: supernaturally bright eyes, faint halos, symbols of light on their skin in runic Celestial script. Some scions manifest more otherworldly features than others (chthonic scions typically bear remarkably few), but one trait shared across every scion is their wings.

A scion's wings are both a symbol and a birthright—they only appear when the scion wields celestial power, marking the scion as an heir to divine might. They can't be used to fly (unless otherwise noted in a feature), but like an ethereal crown, the unfurling wingspan of a scion unfurling says, “*I am awakened. I am inherent. I am divine.*”

PROGENITORS

With a scion's formidable inheritance of power comes purpose and duty—as well as the guidance to see it through. Each scion's Celestial progenitor keeps a close relationship with the scion throughout their life. Through visions and dreams while the scion slumbers, they receive assign-

ments, commands, guidance, comfort, and direction. Occasionally, the scion will even hear a voice or receive a visitation while awake.

Many scions are “descendents” of angelic Celestials (devas, planetars, and solars) who send these messages, while others find themselves with visions from great couatls, ki-rins, or similar divine creatures.

SCION TRAITS

SIZE

Scions have the same range of height and weight as Humanoids. Your size is Medium or Small (your choice).

SPEED

Your base walking speed is 30 feet.

DARKVISION

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

CELESTIAL RESISTANCE

You have resistance to necrotic damage and radiant damage.

LANGUAGES

You can speak, read, and write Celestial and Common.

GODSONG SCIONS

“I’ve only met a godsinger once. It was at the moment she awoke—I ain’t never heard anything like it, and I might never again.”

—Nilmuan Malrinn, dragonborn naval captain

There is power in music. Choruses have thrummed through celestial realms since the first sounds echoed across the great vastness of space and existence. When a mortal is born with a divine song in their blood and a connection to an empyrean chorus, they are called a godsinger.

Godsong scions are hymnal, drawn to where they can join their voice with others’ voices for a higher calling. They can be found among soldiers, adventurers, rebels, refugees—wherever their song can reach, empower, embolden, and aid others, that is where they lift their voices highest, heard above the thunder of tyranny and suffering.

THRUMMING APPEARANCE

Avatars of intangible power, godsingers bear manifestations of untouchable radiance as they sing. When they manifest, their wings are made of light, glistening currents of wind, or reverberating colors. Music notes, wafting glints of light, or visible tremors in the air surround them when their voice resounds. Their power is wholly apparent in their divine appearance, just as it is in their song.

JOINING THE CHORUS

Godsingers are not soloists. Music has bound together communities, workers, clergy, sailors, and more throughout history, and godsong scions revel in the bonds created by workers’ songs, shanties, and hymns. While a godsinger may seek to find their individual song, their music is inherently communal—their holy calling is to be around people, to bolster others, to administer aid to those in need.

Godsingers who use their songs only for glory, selfish recognition, or vapid or frivolous entertainment find that their inspiration and their connections to the songs that came before them rapidly wane. They forget songs they have known since birth and struggle to write arrangements or improvise ditties as they once did. They don’t lose their powers, but they lose their *artistry*. As their divine virtuosity dwindles, their Celestial progenitor reminds them that the most holy use of their voice is to uplift others as much as themselves, and returning to their calling opens the font of inspiration once more.

AWAKENING THE SONG

From birth, godsong scions display complex vocal aptitude—even their infant cries are melodious—and they innately know the choruses that Celestials have sung for millennia.

But each godsinger also has an individual song, a melody imprinted in their very soul. Some know that song intrinsically, while others spend their lives searching for their divine hymn. When a godsong scion discovers their unique song, they achieve their awakening. An awakened godsinger feels connected with their divine origins, confident in their holy calling, and certain of themselves in the vast cosmos. They know they are the universe’s gentle, coaxing lullaby, its resounding rallying cry, or its sweet crooning on a warm summer’s eve.

Most godsong scions awaken at a moment when they feel certain in their identity and purpose—the moment they realize, “This is who I am and why I’m here.” It is an empowering experience, one that many godsingers ache for as they join the choruses of scions before them.



THE AWAKENING

GMs with unawakened godsong scions in their campaigns should work with their players to find a moment of awakening. Such a moment could occur in combat against a personal foe, when the character achieves a long-sought goal, when they finally meet their Celestial progenitor, or any other affirming, triumphant moment. Or, the godsigner may awaken during a quiet moment—perhaps, on the verge of breaking and despair, they hear a soft melody that reminds them who they are.

At the GM's discretion, a godsong scion's awakening could provide temporary boosts to their traits. For example, Bolstering Hymn could gain a range of 60 feet instead of 30 feet for 7 days (or, if near the end of the campaign, until the end of the story). Boundless Voice could last an hour instead of 10 minutes. Tying even a small mechanical boon to the moment of awakening can greatly increase the impact of such a moment, creating catharsis and triumph.

GODSINGING AND ADVENTURING

Granted holy gifts of voice and song, and heir to the empowering songs of those who came before, godsong scions are naturally suited to roles of leadership, communication, and diplomacy, becoming battlefield paladins and inspiring bards. But many famous godsingers of legend found unconventional ways to adventure and lead others. The godsinger rogue Cora Elaina snuck into prison encampments and aided rebellions with her low, raspy songs of solidarity and hope. Owain Cogswright, the scion artificer whose warbling tenor voice echoed through his workshop and inspired a burst of innovation, is credited with advancing technology decades forward over the span of a few years.

HEAVENLY MUSIC

A godsinger's music can take any form—"hymnal" and "holy" singing does not necessitate a single style of music, a single genre, or a single atmosphere. Any style of music befits a godsong scion. Godsinging is and has always been united—a chorus for anyone to join, no matter who they are and what they love. When godsingers find their niche, beautiful and impossible things come of it.

GODSONG SCION TRAITS

Your godsong scion has the following traits.

Ability Score Increase

Your Charisma score increases by 2, and one other ability score of your choice increases by 1.

ABILITY SCORES

While each scion ancestry provides suggested ability score increases, you are encouraged to increase one ability score of your choice by 2 and another by 1 if you wish, just as many fifth edition supplements now support.

Age

Godsong scions mature at the same rate as humans, but they can live up to 150 years.

Alignment

Like other scions, most godsingers are good. However, they can fall anywhere between the extremes of diligently lawful and rebelliously chaotic.

Virtuoso

You learn the *guidance* cantrip. In addition, you gain proficiency in the Performance skill.

Boundless Voice

As an unparalleled orator, you can use a bonus action to make your speech intelligible to any creature for 10 minutes. For the duration, creatures can magically understand you, regardless of the language you speak. Once you use this trait, you can't use it again until you finish a long rest.

Bolstering Hymn

You are a beacon of song—those around you bask in the light of your voice and your eternal hymn. Starting at 3rd level, you can use your action to unleash the divine energy within yourself, emanating light and radiance to your allies and empowering them with your godsong. When you transform, friendly creatures within 30 feet of you that can hear you gain temporary hit points equal to your level.

Your transformation lasts for 1 minute or until you end it as a bonus action. At the start of each of your turns during this time, you can choose a friendly creature within 30 feet of you that you can see. That creature can deal extra radiant damage to one target when it deals damage to it with an attack or spell before the end of its next turn. The extra radiant damage equals your level.

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

CHTHONIC SCIONS

"Captain." The elf's voice pierces the dull roar of warfare over the hills. Metal shrieking against metal, boots pulling from the muck, a rallying call strangled with fear. If they'd just been faster—

"Captain." Her lieutenant, Cian, is more insistent. Captain Jivanna drags her eyes from the wreckage to follow his gaze.

"What? I already told you, leave them behi—"

"Look."

Cian gestures to a solitary figure that descends on the massacre of bodies and beasts. Murky wings of water fold into the figure's back as they crouch over a soldier whose breath rattles in cold resignation.

He draws a blade with bloodied hands. "Get off them! We have to take their body ba—"

Jivanna seizes his wrist, her eyes on the figure. "Leave them. They're in the hands of a ferrier now."



Chthonic scions are called to the most solemn of all tasks: easing the traversal from life to death. Found in warzones, dungeons, rebel battlefields, and at the gates of unholy necropoli, these angelic ferriers prevent undue death, defy necromantic evil, ease the suffering of the dying, and soothe the fear of what comes after.

SOLEMN FERRYMEN

Chthonic scions are subtle by nature. There is no calling of glory, power, or triumph—they are often quiet presenc-

es, notable as celestial inheritors only when they display their full wingspan or in the moments before a creature's death.

A chthonic scion is an overseer of passing souls: they possess the ability to take on a visage of comfort. Their voice, frame, and face adopt features a creature finds comforting in its final moments, and return to their original form when the soul has passed. A small-town farmgirl may see an elderly, maternal figure whose voice croaks comfortingly like the village elders she knew, while a soldier or

a mercenary may find a weathered combatant easing their final moments, offering camaraderie and strength.

These ferriers' wings are not splendorous, but made of shifting materials that a dying creature finds familiar. Creatures from druidic cultures may find that their ferriers appear with wings of leaves or blossoms, while creatures from a seafaring culture may see their ferrier with wings of water or brewing storm clouds.

SOUL SHEPHERDS AND ADVENTURING

Many chthonic scions become clerics, druids, and rangers, drawing on their connections to the planes, the natural cycles of life and death, and the healing and peace that can be administered through magic. But more than anything, successfully fulfilling your role as a ferrier requires empathy—something suited for any class. A solemn fighter knows how to protect those who have more yet to do and how to peacefully end those whose lives are over. A chronicling bard may write the stories of those they help pass on as a way to remember them. There are many ways for a ferrier to do their job respectfully and sincerely.

Notably, however, many chthonic scions are drawn to practice magic, finding a natural curiosity in studying the soul. What a soul is, where it comes from, where it goes, why it seems to be the strongest well of a person's power—these are questions magic seeks to answer. And chthonic scions have great interest in understanding the soul.

When a creature dies, the chthonic scion is one of the only beings able to physically hold the tangible manifestation of their soul and direct it forth. Many of these scions travel with adventurers, studying the souls they come across and the different mortal understandings of souls. Adventuring ferriers try to determine their place in the multiverse as one of the only beings allowed to touch a soul.

SACRED DEATH

Chthonic scions need only do one thing to earn the ire of their Celestial connections: defile death.

Given a solemn charge over the passage from life to afterlife, ferriers are granted an enormous amount of trust, and expected to embody kindness, empathy, and calm. They can't betray this trust without devastating consequences. Chthonic scions who turn to ruthlessness, cruel apathy, and death-tainting magics find themselves swiftly hunted by vindicator scions or other divine beings.

However, most ferriers have a deep disdain for necromancy and undeath, as it interferes with their work and defiles the dead, keeping them from finding peace.

CHTHONIC SCION TRAITS

Your chthonic scion has the following traits.

Ability Score Increase

Your Wisdom score increases by 2, and one other ability score of your choice increases by 1.

Age

Chthonic scions mature at the same rate as humans, but they can live up to 150 years.

Alignment

As silent wardens of the dying, chthonic scions prioritize respect and empathy above all else. They tend toward lawful or neutral good.

Requiem of the Fallen

When a creature with a soul dies within 60 feet of you, you can catch in its soul and keep it with you in a small container. You can't collect another soul until you finish a long rest, and you can only keep one soul this way at a time.

During a long rest, you can ritually connect with the soul, drawing on your connection with death to ask it up to three questions. Speaking with the soul does not require that you share a common language, but the soul is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy.

You can keep the soul for as long as you want, but it will only answer three questions in total. When you make an ability check, attack roll, or saving throw, you can release this soul to gain advantage on the check.

DYING WITHOUT DYING

Some creatures don't die when reduced to 0 hit points. Fiends, for instance, return to their plane of origin when reduced to 0 hit points on the Material Plane. If a chthonic scion tries to take a soul from a devil or a demon, they may instead find that the soul vanished back to the Hells along with the creature.

Of course, in your game's world, perhaps fiends and other such creatures die permanently. Talk to your GM about the chthonic scion's Requiem of the Fallen trait and make sure you have an understanding of which creatures die when reduced to 0 hit points. If you're a GM with a chthonic scion in your group, ensure that the character gets to use this trait frequently enough to be satisfying.

Sentinel's Denial

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, causing shadows to deepen and stretch about you as a chill wind stirs the air.

Your transformation lasts for 1 minute or until you end it as a bonus action. For the duration, you have a flying speed of 30 feet, and once on each of your turns, you can deal additional necrotic damage to one target when you deal damage to it with an attack or a spell. The additional necrotic damage equals your level.

In addition, once per turn when you successfully hit with an attack or a spell, one unconscious creature within 30 feet of you of your choice automatically succeeds on a death saving throw.

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

PRIMORDIAL SCIONS

The dagger glints in the air, a silent oncoming death aimed for the young prince's spine. Before it can strike the child's back, his nursemaid snatches it out of the air, furious grey eyes snapping up to meet the gaze of the assassin.

"Miss Mawcy?" the young prince babbles—but the assassin does not look down at his target.

"Oh, Hells."

Fearful eyes locked on the nursemaid, the assassin steps back as she moves forward, the prince's toys clattering around their feet. He gags on the threat he tries to speak, hurled into the air, unseen forces dragging him from the luxurious carpet. From the dark ceiling, the whites of his terrified eyes flash.

She slams him down into the plush floor. A crushing weight descends on the assassin—unable to stand, he kneels before the nursemaid and her eerily calm expression.

He grates out hoarse words, panicked, to his allies on the balcony.

"She's a primordial! Run, she's—"

"Look away, Your Highness," the nursemaid says quietly, her hand snapping out. The assassins on the balcony are wrenched toward her, falling into a pile. The last thing they see is her form consumed in light.

Few creatures can trace their ancestry back to the dawn of time, but primordial scions are inextricably tied to the first angels. As some of the oldest worldwalkers, these angels give their scion mortals a glimpse of the grand inner workings of the universe—the eternal clockwork of time, kismet, and the unknowable energies that connect the planes. These scions become agents of fate, working to nudge the world in the direction it's supposed to go.

WELLS OF DEEP MAGIC

Primordial scions are a striking example of deceptive appearances. They resemble humanoids until they tap into a deep well of power, in which their thrumming connection to the world's beginning manifests. As they swing weapons, wield magic, and bring their might to bear, their connections to fate, time, gravity, and life itself quake the air around them. Their eyes become one single color of blinding light, their veins glow, or their voice reverberates deeply. They might hover for a few moments as they command their gravitational ties, blur as they seem to move through time, or cause tremors in the ground with each confident step.

These qualities manifest as the height of a primordial scion's power and the intensity of their drive. Unfortunate foes who face a primordial as they awaken are dismayed to realize that they're confronting an ancient power made manifest.

AGENTS AS ADVENTURERS

Primordial scions are the great balancers of fate and time, but their methods vary immensely. For some, balance means taking a position of leadership and making decisions for those they lead that are in line with the fates and futures they see. For others, balance means a life of careful assassinations—ridding the world of lichens, archmages, monsters, tyrants, and great evils that drag the world from the course it's meant to take. And for others still, balance is achieved through fortune-telling or positions of faith—guiding individual lives as they become lost and confused—while others choose defense and counteraction, taking positions of protection over people who are destined to be important.

These are but some of the ways that primordials protect the course of the world. The realms benefit from having so many invisible tacticians at play, covering so many facets and creating an infinite web of safety against encroaching darkness. Primordials who are adventurers could find their destiny in fulfilling a prophecy with their party, protecting allies with their own fateful roles, or hunting down a cosmic evil.

COSMIC QUARRELS

Celestial beings attuned to fate don't foresee *false* events, but that doesn't mean they can't *interpret* the future in different ways. It's possible that a primordial scion may disagree with their divine guide in an interpretation over fate's intent, as they, too, have old magic thrumming in their veins. They may feel, think, or sense a different future meant for the world, or believe that fate has schemes at play underneath what is plainly visible.

A primordial scion's power isn't dependent on their connection with their Celestial progenitor. They can dis-

agree and even fight to help tip the world in the way they think things may fall, but they never lose their connection with the deep magic of their birthright. However, when a primordial pushes the world toward a future they desire rather than one decreed by fate, other scions act against that maverick. If a Celestial feels the fate of the world is threatened, they send a primordial scion to act in their name—or to descend on the iconoclast for a divine clash that bards will write about for centuries.

PRIMORDIAL SCIONS TRAITS

Your primordial scion has the following traits.

Ability Score Increase

Your Constitution score increases by 2, and one other ability score of your choice increases by 1.

Age

Primordial scions mature at the same rate as humans, but as some of the oldest scions to exist, they can live up to 250 years.

Alignment

As agents of fate, primordial scions work for the ultimate good of the world's course—but that can lead them to believe that the ends justify the means. They tend toward good or neutral, but their decisions can manifest as chaotic, lawful, or firmly between the two.

Manipulate Gravity

You can manipulate one of the oldest forces in the world: gravity. As a bonus action, you can cause a creature you can see within 60 feet of you to make a Strength saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. On a failed save, you can move that creature up to 10 feet in any direction, including upward.

You can use this trait a number of times equal to your Constitution modifier (minimum of once). You regain all expended uses when you finish a long rest.

Divine Arbiter

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, heightening the natural effects around you as you become an avatar of world magic itself.

Your transformation lasts for 1 minute or until you end it as a bonus action. During it, as a reaction, you can cause one creature you can see within 30 feet of you to reroll its damage dice after it makes a successful attack. The creature must use the new rolls.

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

VINDICATOR SCIONS

“‘Judicator.’ That is the word they spit at us. They have snarled spittle at me as I chain them, seething, ‘Blasphemous judge, lightsworn scourge.’ But think on the word—vindicator. To clear someone. Prove them to be right. Advocate for them. We purge darkness and determine the truth, yes, to prove the goodness of mortalkind and champion them into the light.”

—Iradeza, vindicator paladin

Those with vindicator heritage have the bloodiest charge of all: to exterminate evil. In the eternal war of goodness against corruption, vindicator scions are holy bounty hunters, inquisitives, spies, and bloodhounds for truth and justice. When they receive a target from the Celestials that guide them, they stop at nothing, overturning the world for the sake of purging wickedness.

ADORNED IN IRON

A vindicator's wings extend in metallic blades, from large feathers of bulky claymore blades down to the thinnest rapier spines, some even curving like a cutlass or a saber. No two vindicators share the same wingspan, and unlike the wings of other scions, their wings are almost always present—a declaration of intent. At the height of the vindicator's fury, these bladewings glow, much like the light-forged chains they summon to ensnare their targets. And when some Celestials would conjure a halo, a vindicator manifests a crown of iron and steel above their head.

Their silhouette is an omen—with bladed wings spread wide, a jagged crown of iron hovering above, there can be no doubt that you have incurred heaven's holy ire.

JUDGE, JURY, EXECUTIONER

A vindicator scion doesn't hunt everyday sinners and common criminals. Vindicators seek the most dangerous of targets—those who use magic to avoid capture, those who escape death and rise eternal, and those who have amassed a power like unto divinity. Often, the target's guilt is obvious when the vindicator arrives. The scion need only act as tracker, captor, and, if necessary, executioner.

Vindicators are remarkably discerning. They aren't dogs, hunting without reason. They are agents for divine justice. If guilt is not determined—if there is even a *chance* that a target is innocent—then the vindicator must stay their hand. Celestial progenitors form deep relationships with their vindicators, trust them immensely, and listen if doubt forms in the scion's mind about the target—whether or not they agree with the vindicator's opinion.



VINDICATORS AS ADVENTURERS

Like many scions, some vindicators find that adventuring carries out their purpose. They need not be given names to act in the name of truth and justice—enough evil is found merely by taking jobs from mortals, traveling, seeking treasure, and helping others. As long as a vindicator scion roots out evil and purges it, they fulfill their holy calling.

However, when their progenitor assigns the vindicator scion a name, that task demands their focus. A vindicator who dawdles knows the radiant ire that awaits them if they fail to answer the call.

THE CALL TO HUNT

Once or even twice a campaign, giving a vindicator a name to hunt down while the party is entrenched in another important task can create a fantastic tension in the party. Will the group stop what they're doing to help the vindicator find their quarry? Will the vindicator risk divine retribution to delay the hunt and stay with their allies? Will the party split to accomplish both? What is the punishment if the vindicator delays? However, this is only effective on a rare and tense occasion. When used repeatedly, it becomes frustrating for the table, and the effect is lost. Use sparingly—and if in doubt, consider discussing the possibility of such an arc with the players outside of the game.

VINDICATOR SCIONS TRAITS

Your vindicator scion has the following traits.

Ability Score Increase

Your Strength score increases by 2, and one other ability score of your choice increases by 1.

Age

Vindicator scions mature at the same rate as humans, but they can live up to 150 years.

Alignment

Vindicator scions tend toward good, neutral, and lawful alignments. As they work closely with Celestials to enact their justice, they value fairness, discipline, boldness, and action. When they begin to justify the means of their justice, that is when evil or chaotic alignments manifest—and that may cause them to be stripped of their holy calling.

Light of the Hunter

As an action, you target a creature you can see within 60 feet of you, stabbing a golden sliver of light into its soul. The target must make a Wisdom saving throw (DC equals 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the creature is marked with a hunter's beacon for 8 hours. While the creature is marked, you know its location as long as its on the same plane of existence as you. While you have this knowledge, the target can't become hidden from you, and if it's invisible, it gains no benefit from that condition against you.

You can only have one target marked in this way at a time.

Chains of the Vindicator

Starting at 3rd level, you can use your action to unleash the divine energy within yourself, imbuing yourself with the fires of justice.

Your transformation lasts for 1 minute or until you end it as a bonus action. For the duration, you gain the following benefits:

- You have a flying speed of 30 feet.
- As a bonus action, you can summon light-forged chains and hurl them at a creature within 30 feet. That creature must make a Strength saving throw (DC equals 8 + your Wisdom modifier + your proficiency bonus). On a failed save, the target is restrained until the end of your next turn.
- Once during each of your turns, you can deal additional radiant damage to one target when you deal damage to it with an attack or a spell. The additional radiant damage equals your level.

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

USING SCIONS

Scions' stories of souls, fate, justice, and song are rife with potential, making them fantastic NPCs as well as player characters. The following two NPCs—Ryvan, a chthonic scion, and Zindri, a vindicator scion—can be easily incorporated into any campaign.

RYVAN

Ryvan is a chthonic scion with a conundrum: something is wrong with the last soul he tried to guide.

A young half-elven man, not yet twenty years old, Ryvan has dark hair that already seems to be graying and eerily pale blue eyes. He has a solemn demeanor, only showing rare flashes of humor in wry mutters and mumbles, and his voice has a gravelly rasp to it. The hunch to his shoulders hides a decent height, and his ever-present cloak conceals most of his features—spindly arms and legs, a smattering of freckles on his shoulders, and tattoos of prayers on his arms in many languages. These sacred tattoos glow whenever he casts a spell.

Clasped to his waist by a chain, often hidden by his cloak, is a very important bottle. It contains a soul.

Ryvan hasn't yet performed a funeral rite to help the soul pass, for the wispy silvery light has a black, festering taint in the middle of it. "If I send it along now," Ryvan explains, "there's no telling if it'll end up where it's supposed to. I *can't*. Not until I...fix it." He's uncertain what *fix it* means—the young boy's solar progenitor is mysteriously silent on this front, and it's Ryvan's problem to solve. He hopes the characters, as accomplished adventurers, can help him bring the soul to peace.

The following plot hooks could be used to explore this tainted soul:

- The soul belonged to a spellcaster who died halfway to becoming a lich—their soul lingers, neither dead nor undead. Ryvan bitterly stewes as they search for a way to purify it. "People would rot themselves and others just to conquer death."
- The soul was cursed by the vengeful touch of an archmage, who won't release it without recompense for an old betrayal. Ryvan is visibly shaken by the encounter. "I thought only ferriers could touch souls. Are mages learning to grip them, too?"
- The soul's owner has unfinished business. In her journals, which the characters can find, she describes how she and her daughter were separated by war years ago. Her soul won't move on until she knows the daughter is safe. Ryvan reflects quietly, "This is how I know our souls are *us*. Her heart clung to this world with all its might, even in death, until she knew."

RYVAN

Medium Humanoid (Scion), Neutral Good

ARMOR CLASS 16 (Blessing of the Ferrier)

HIT POINTS 52 (8d8 + 16)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	12 (+1)	18 (+4)	15 (+2)

SAVING THROWS Dex +5, Wis +7

SKILLS Insight +7, Persuasion +5, Religion +4

DAMAGE RESISTANCES necrotic, radiant

SENSES passive Perception 14

CHALLENGE 5 (1,800 XP)

PROFICIENCY BONUS +3

Blessing of the Ferrier. While Ryvan is wearing no armor and wielding no shield, his AC includes his Wisdom modifier.

Requiem of the Fallen (Recharges after a Long Rest). When a creature with a soul dies within 60 feet of Ryvan, he can catch its soul in a small container. He can't collect another soul until he finishes a long rest, and he can only keep one soul this way at a time. During a long rest, he can ask the soul up to three questions in total, though it is under no compulsion to offer a truthful answer if Ryvan is hostile to it or it recognizes Ryvan as an enemy.

ACTIONS

Multiattack. Ryvan makes two attacks with his Culling Touch.

Culling Touch. Melee Spell Attack: +7 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) radiant damage.

Tolling Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. **Hit:** 14 (4d6) radiant damage, and the next attack roll made against this target before the end of Ryvan's next turn has advantage.

Spellcasting. Ryvan casts one of the following spells, requiring no material components and using Wisdom as the spellcasting ability (spell save DC 15):

At will: *guidance, light, thaumaturgy*

3/day each: *bless, hold person*

1/day each: *death ward, gentle repose, spirit guardians*

Sentinel's Denial (Recharges after a Long Rest). Ryvan transforms into a manifestation of life and death for 1 minute or until he ends it as a bonus action. During the transformation, he has a flying speed of 30 feet, and he deals 5 additional necrotic damage to targets he damages with an attack or a spell. In addition, once per turn when he successfully hits with an attack or spell while transformed, one unconscious creature of his choice within 30 feet of him automatically succeeds on a death saving throw.

BONUS ACTIONS

Ferrier's Succor (Recharge 4–6). Ryvan or one creature of his choice within 60 feet of him regains 6 (1d4 + 4) hit points.

Incendiary Prayer. Ranged Spell Attack: +7 to hit, range 60 ft., one target. **Hit:** 8 (1d8 + 4) fire damage.

Through Ryvan's Requiem of the Fallen trait, he can ask the soul up to three questions. When the characters meet him, Ryvan could have already asked the soul his questions, or he could choose three questions with input from the characters when they decide to aid him. Either way, incorporating this trait is a fantastic way to showcase Ryvan's abilities and lay the foundations for the quest.

Ryvan refuses to use his Requiem of the Fallen trait to release the soul for his own gain until after his quest is completed. When the soul has been sent on, Ryvan either goes on his way to a place of suffering or, seeing the characters' frequent encounters with death, decides to stick around a while.

ZINDRI

A vindicator scion of notable power, Zindri earned the nickname “Falchion Death” in her decade traversing the continent. Her dark hair is tightly tied back, her eyes are a warm orange-brown, and her wings are hundreds of falchion blades spanning an impressive length, burning with crimson light at her most furious. She spent most of her twenties voraciously ensnaring liches, and now, with great trust placed in her, she has a new task: hunt heavenly traitors.

Her first target is a primordial scion, Vivienne, who went rogue and assassinated a sovereign who was on the cusp of signing a peace treaty. Now two kingdoms bear teeth and sword at each other as tensions rise and anger frays the trembling armistice. Zindri received a vision of Vivienne a month ago, but she’s had little success finding the primordial—aside from one brief, bloody encounter, when Vivienne left her with a scar across her cheeks and nose before absconding.

Zindri is convinced of Vivienne’s guilt and recruits the characters to help her find the primordial and keep her

from escaping again. But if the characters agree to help, they find that Vivienne’s crime was motivated by good intentions.

The following plot hooks could be used to drive this betrayal:

- Vivienne foresaw that the sovereign would’ve betrayed the treaty in three years by making a dark deal with a conquering nation. For some reason, she’s the only one who sees this future.
- The sovereign she assassinated was a doppelganger, and she’s currently under a tight time limit to find the real sovereign before evil forces claim the throne and ruin the treaty.
- The peace treaty was a cover: the sovereign was a lich intending to gather a large army by manipulating the strength of both nations.
- Vivienne’s deva has fallen, and is using the *modify memory* spell to lead the primordial scion astray.

The characters can support Zindri or Vivienne, or try to negotiate peace between the two quarreling scions.

VIVIENNE’S PRIMORDIAL TRAITS

Depending on what level you wish to introduce Vivienne, you can use the **assassin**, **archmage**, or another humanoid stat block of your choosing with these changes and additions:

- She has resistance to necrotic and radiant damage.
- She has darkvision out to 60 feet.
- She knows Celestial and Common.
- She gains the following trait:

Manipulate Forces (3/Day). As a bonus action, Vivienne can cause a creature she can see within 60 feet of her to make a DC 14 Strength saving throw. On a failed save, the creature is moved up to 10 feet in a direction of Vivienne’s choice, including upward.

- She gains the following action option:

Divine Arbiter (1/Day). Vivienne becomes an avatar of primordial magic for 1 minute or until she ends it as a bonus action. During the transformation, she can use a reaction to cause one creature she can see within 30 feet of her to reroll its damage dice after it makes a successful attack. The creature must use the new roll.

ZINDRI

Medium Humanoid (Scion), Neutral Good

ARMOR CLASS 15 (studded leather)

HIT POINTS 91 (14d8 + 28)

SPEED 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	14 (+2)	12 (+1)	20 (+5)	10 (+0)

SAVING THROWS Str +9, Con +6, Wis +9

SKILLS Athletics +9, Intimidation +4, Perception +9, Stealth +7

DAMAGE RESISTANCES necrotic, radiant

SENSES Perception 19

LANGUAGES Celestial, Common

CHALLENGE 9 (5,000 XP)

PROFICIENCY BONUS +4

Indomitable (2/Day). Zindri can reroll a saving throw she fails. She must use the new roll.

Light of the Hunter. Zindri can mark a creature she can see within 60 feet of her. The target must make a DC 17 Wisdom saving throw. On a failed save, it is marked for 8 hours. While the creature is marked, Zindri knows its location as long as it's on the same plane of existence. While she has this knowledge, the target can't become hidden from her, and if it is invisible, it gains no benefit from that condition against her. Zindri can only have one target marked in this way at a time.

ACTIONS

Multiattack. Zindri makes three attacks with her greatsword or shortbow, one of which she can replace with one use of Chains of the Vindicator.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 7 (2d6) radiant damage.

Shortbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) radiant damage.

Chains of the Vindicator (Recharge 4–6). Zindri hurls light-forged chains at a creature within 30 feet of her. The target must make a DC 17 Wisdom saving throw. On a failed save, the target is restrained until the end of Zindri's next turn, and she deals 9 additional radiant damage whenever she deals damage to it with an attack or a spell.

GOOD FENCES MAKE GOOD NEIGHBORS

by Justice Ramin Arman

The fruits of adventuring are often unmarked: rare gemstones, shiny gear, and, of course, gold! Occasionally, however, treasure carries a degree of liability. Maybe you lifted a precious heirloom from an undead-infested tomb and it bears an unmistakable family crest, or you're the new owner of a one-of-a-kind painting originally gifted to a recently deceased tyrant. Maybe you simply have wandering fingers and need to dispose of one of the many items you, uh, "found" along the way.

A wise adventurer knows their market. When you need to get rid of a hot item, you don't saunter down to a local shopkeep, place your plunder on their counter, and hope to charm your way out of an arrest. Instead, you find a fence.

This article provides optional rules for interacting with fences, including a heat system for stolen goods and their associated complications. It also contains three unique NPC fences to use in your game.

WHAT'S A FENCE?

Respected members of the criminal underground, **fences** are neutral third parties who purchase stolen goods from thieves and other unscrupulous clientele then resell the goods for a profit to buyers who can tolerate the risk.

Because their daily operations are high-risk, fences can demand hefty discounts from criminals looking to wash their hands of ill-gotten gains. Any reputable fence conceals their business behind the façade of an honest profession (also known as a front), peppering everyday transactions with under-the-table deals and copious amounts of thieves' cant. The local tailor might have an exclusive

fitting room where clients can try on stolen apparel, while a coffin maker in another land smuggles illegal spirits in elaborate caskets under the nose of a theocratic despot.

HONOR AMONG THIEVES

Criminals take care of their own. When interacting with a fence, all must abide by a few unspoken rules of conduct:

- Never expose a fence.
- Never cheat a fence (but haggling is okay and even expected).
- Never harm a fence.

Fences do business with a range of criminals: ruffians, expert thieves, and high-caliber assassins with short tempers. Threatening a fence angers their extensive network of lawbreaking contacts, and those who abuse fences spend the rest of their short lives looking over their shoulders. Even law enforcement hesitates to get involved with fences, granting them a degree of immunity to avoid retaliation from local criminals.

HEAT

The likelihood that an item will attract unwanted attention is known as **heat**. The more someone willing to harm the characters wants the item—usually the law or another criminal—the hotter it is.

Hot items are usually stolen or illegal. The GM can decide at any time that items in the characters' possession

give them heat, such as when a rival or antagonist wants those objects. However, hot items and their associated complications should be reserved for situations that lead to memorable stories. If you roll on the Heat Complications table every time a character pilfers a coin from an NPC's pocket or comes across 1d4 dusty art objects in an abandoned warehouse, your players may feel punished by these optional rules, rather than excited by their risk.

Stealing an item is the most direct way for an item to gain heat, but it's not the only way. Other reasons for an item to gain heat include the following:

- The item belongs to an individual of great import, such as a noble.
- A faction, deity, or powerful creature covets the item.
- The item is outlawed in the area or contains an illegal substance or material.

HEAT LEVEL

Parties who have one or more hot items have a designated **heat level**, which represents the likelihood of experiencing a complication related to the items in their possession.

CALCULATING HEAT

To calculate a party's heat level, consult the following item characteristics, adding their relative **heat point** values (in parentheses) when applicable to the hot items in the party's possession.

Appearance (2 Points). The item is a one-of-a-kind piece or otherwise unique in appearance.

Hard to Conceal (3 Points). Whether it's big, loud, or won't stop glowing, this item isn't something you can hide easily on your person.

Magic (Varies). Sorry, pal. Those wizards want their stuff back. Add 1 point for each level of rarity above common. For example, a *belt of dwarvenkind* (a rare item) would add 2 heat points.

Notoriety (Varies). Sometimes it's not just the law on your tail. Add 2 heat points for each faction searching for the item, not counting local authorities.

Proximity (3 Points). The item's rightful owner is within a 5-mile radius. No, the demiplane in your *bag of holding* doesn't mean it's off-world.

Time (3 Points). The item was stolen within the past 48 hours.

Wanted (5 Points). A witness saw the characters shortly before or after the item went missing. They reported the characters to the local authorities.

STICKY FINGERS

If the characters carry more than one hot item, their heat level is equal to the heat level of the hottest item in their possession + 2 heat points for each additional hot item they possess.

LOSING OR GAINING HEAT

By default, the party loses all heat when they use all hot items, dispose of all hot items, or experience a **heat complication** (detailed in the following section).

In addition, at the GM's discretion, the party may lose or gain heat by disguising the item, leaving the area in which it was stolen, or evading capture long enough. Conversely, if a rogue brazenly returns to the scene of the crime, the GM may rule that such a choice increases the party's heat level.

SUBSTITUTING REALISM FOR SIMPLICITY

These heat rules emphasize simplicity and ease of use. While it may be more realistic for an item's heat level to gradually decline after days or even weeks, tracking such inventory is tedious and rarely rewarding.

HEAT COMPLICATIONS

If the characters have one or more hot items, roll on the Heat Complications table at the end of each long rest and add the party's heat level to the result. When a complication triggers (except the close call complication), the party's heat level is reduced to 0, and no further rolls on the table are necessary until the characters acquire another hot item.

Complications don't necessarily occur on the day they are triggered. For example, if the characters are exploring an ancient tomb, you probably don't want to shoehorn in a guard checkpoint and might save it for later. If the complication instead resulted in an assassin catching up to the party, you might have the assassin strike as the characters begin a boss fight to ramp up the tension.

Heat complications are detailed in order of urgency.

HEAT COMPLICATIONS

d100	COMPLICATION
01–59	No complication
60–70	Close call
71–80	Checkpoint
81–90	Infamy
91–99	Agent
100+	Catastrophe

CLOSE CALL

The characters have a brush with destiny, but, whether by fate or pure luck, it looks like they might just get away with it—as long as they play it cool. Roll on the Close Call table to determine their risky encounter.

This complication doesn't reset the party's heat level. After it occurs, the party instead gains 1d6 heat points.

CLOSE CALL

d4	CLOSE CALL
1	A nosy commoner accidentally catches a glimpse of the item.
2	Two guards ask the characters to halt for an inspection, but they're called away for an emergency before the inspection can go any further.
3	A renegade flock of animals causes a character to briefly drop the item.
4	The characters catch a street urchin (non-combatant) trying to steal the item.

CHECKPOINT

Whether it's a group of guards set up near the city gates or a pack of gnolls laughing it up outside the dungeon, a barrier stands in the characters' way.

Assuming the item is small enough to conceal, a character can attempt to hide it from the checkpoint guardians by making an opposed Dexterity (Sleight of Hand) check against the highest Wisdom (Perception) check made among the guards. On a failure, or if the characters don't attempt to conceal the item, the item is seen, and the characters can resolve the checkpoint in one of four ways:

Bribery. The characters can bribe the checkpoint guardians with an amount of gold equal to 10 x their character level—each. At the GM's discretion, the characters can bribe the checkpoint guardians with items worth the equivalent cost.

Beating. The characters take a beating or otherwise tussle with the checkpoint guardians to progress. Each character gains one level of exhaustion. This is in lieu of a formal combat encounter; no initiative rolls are necessary.

Combat. The characters battle the checkpoint guardians.

Confiscation. The characters surrender all their hot items and pay a modest fine of 10 gp per item confiscated.

INFAMY

A local baron, mayor, or other prominent leader puts out a call for the item, decrying it as an act of thievery if appropriate. Law enforcement distributes person-of-interest notices that bear an eerie resemblance to the characters.

For the next week, or until the characters dispose of their hot items, they have disadvantage on Charisma checks made to influence citizens of the area. Depending on your campaign, this area could be a village, a city district, or an entire kingdom.

At the GM's discretion, if the characters fail three or more Charisma checks during the week, a group of guards questions them about the notices and item.

AGENT

An agent pursuing the item catches up with the characters. They might work for the item's owner or a faction that wants it. Roll on the Agent table to determine the agent that comes looking for the item.

AGENT

d4	AGENT
1	A hard-headed enforcer (such as a berserker or a hill giant) ordered to beat the item out of the characters
2	A spy intending to report the characters' location back to their employer
3	An assassin prepared to pry the item from the party's cold, dead fingers
4	The item's owner or rightful inheritor

CATASTROPHE

Some items are more important than they appear, coveted by powerful beings across the multiverse. Roll on the Catastrophe table to determine the creature that comes looking for the item.

CATASTROPHE

d6	CATASTROPHE
1	An efreeti believing the item rightfully belongs in its palace
2	A roc soaring overhead to snatch the item for its nest
3	An adult red dragon desiring the item for its treasure hoard
4	A planetar tasked with obtaining the item on behalf of their god
5	A pit fiend repossessing the item as collateral for a broken infernal contract
6	A lich intending to use the item as a vessel for souls

ADDING CONTEXT TO CATASTROPHES

The Catastrophe table presents epic consequences to seemingly innocuous actions. While it's easy to imagine why a lich would be interested in a powerful artifact, it may be more difficult to determine a cosmic being's desire for seemingly mundane objects. To justify these arrivals, consider adding secret histories to hot items. The rogue's newly acquired dagger can be used in an unholy ritual. A gem-encrusted crown once adorned the head of a righteous and beloved monarch. The stained final page of a pilfered spellbook contains the first letter of an archmage's true name.

HOT ITEMS AND FENCES

At some point in their thieving career, a character is bound to do business with a fence. Whether they're pawning off an item that's a little too hot or looking to buy something illegal, transactions with fences have strings attached.

BUYING FROM A FENCE

Haggling notwithstanding, fences are generally willing to sell a hot item at a percentage discount equal to twice the item's heat level. A fence selling a *potion of healing* (valued at 50 gp) with a heat value of 5 will let you take it off their hands for 10 percent off, or 45 gp.

SELLING TO A FENCE

When washing your hands of a hot item, the fence discounts the item even more steeply, dropping the price by a percentage equal to three times the item's heat level. For example, if you're selling a stolen suit of splint armor (valued at 200 gp) with a heat value of 10, the fence won't offer more than 140 gp. Earning a not-so-honest living is hard work.

THREE FENCES

This section details three NPC fences for use in your game. In addition to their background, game statistics, and role-play information, each entry includes a sample inventory and a special service.

A fence's **inventory** contains items available for sale to the characters at any given time, assuming the characters can be trusted. These lists are not exhaustive. Add, substitute, or remove items as necessary. Similarly, the prices are suggestions; you may find them too high or too low for your world's fictional economy. At your discretion, a

fence's inventory may contain one or more items with a starting heat value of 5, giving them a discount of 10 percent (see "Buying from a Fence"). Alternatively, you can roll 2d4 to determine the starting heat value of any item.

To simplify the availability of magic items, assume that the maximum stock of any given consumable magic item (such as a potion) a fence has in stock is equal to the inquiring character's proficiency bonus, while the default stock of any permanent magic item (such as a magic weapon) is one. How long it takes a fence to replenish their inventory depends on the pacing of your campaign, but 1–2 weeks is a good baseline for adventures without long stretches of downtime.

Each fence also has a **special service** they can offer the characters. These services help make each fence and their fronts feel distinct.

DARIEN ASHBROW

Elegant, bright, and charming, Darien Ashbrow is the son of Cas Ashbrow, a dwarf military general of modest renown. Since his father's passing, Darien has transformed Cas's extensive curio collection into a thriving antique store. Ashbrow's Oddities draws the attention of museum archivists, historians, and rich nobles seeking conversation pieces for their showrooms.

Darien makes a point to never publicly reveal the full contents of his father's collection, vexing entitled fat cats who yearn for never-before-seen pieces at Darien's private auctions. Truthfully, the Ashbrow family treasure is more myth than material, a meager stock of clan weapons, bangles, and other heirlooms Darien mostly sold off decades ago in pursuit of his business. However, the mystery allows the mustachioed dwarf to shroud his crimes, touting burgled goods as exclusive pieces to eager, unwitting buyers.

Normally a dwarf of few words, Darien lights up at opportunities for show and tell, especially those related to weapons, armor, or the history of warfare.

Darien uses the **veteran** stat block with the following changes:

- His walking speed is 25 feet.
- He has advantage on saving throws against poison and resistance to poison damage.
- He has darkvision out to a range of 60 feet.

Personality Trait. "I offer unprompted, verbose musings on the history of my antiques."

Ideal. "All is fair in love and war."

Bond. "I have borrowed from my ancestors to build a treasure of my own. My legacy must be monumental."

Flaw. "I sometimes embellish my wares with white lies to increase their value."

INVENTORY

Following in the steps of his father, Darien has amassed a collection of his own. He can sell the characters any non-magical armor, shield, or weapon at normal cost. At the GM's discretion, he may be willing to sell some of these items at a discount if they have heat.

Darien also has several magic items available for sale, as outlined in the Ashbrow's Arms and Armor table.

ASHBROW'S ARMS AND ARMOR

ITEM	PRICE
<i>Adamantine armor</i>	500 gp
<i>Mithral armor</i>	750 gp
<i>Flame tongue</i>	5,000 gp
<i>Wand of the war mage, +1</i>	1,000 gp
<i>Weapon, +1</i>	1,000 gp

SPECIAL SERVICE: FIREARMS

Darien's interest in all things warfare exposed him to black powder. A rarity among criminals of any caliber, Ashbrow's Oddities carries a secret stash of firearms and black powder weapons.

At the GM's discretion, Darien has the firearms listed in the Firearms table available for sale, all of which are martial ranged weapons.

Ammunition. Bullets and black powder are sold packaged together (10 rounds for 2 gp).

Blunderbuss. The blunderbuss uses three bullets instead of one and targets all creatures in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, the DC of which is equal to 8 + your Dexterity modifier + your proficiency bonus. A creature takes 2d4 piercing damage on a failed save, or half as much damage on a successful one.

Pistol. At the GM's discretion, characters with the Two-Weapon Fighting fighting style can wield a pair of these one-handed ranged weapons simultaneously. When you take the Attack action while wielding two pistols and attack with a pistol you hold

in one hand, you can use a bonus action to attack with the pistol you hold in the other hand.

Reload. A weapon with the reload property can be fired a number of times equal to its reload score before you must spend an action or a bonus action to reload it.

Powder Kegs. Darien also discreetly offers powder kegs. When a barrel takes fire damage, it explodes in a 30-foot-radius sphere. Creatures in the area must succeed on a DC 13 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much on a successful one.



FIREARMS

WEAPON	COST	DAMAGE	WEIGHT	PROPERTIES
Pistol	200 gp	1d8 piercing	5lb.	Ammunition (range 30/90), reload (6 shots)
Blunderbuss	300 gp	2d4 piercing	8 lb.	Ammunition (special), reload (1 shot), two-handed
Rifle	400 gp	2d6 piercing	10 lb.	Ammunition (range 60/180), reload (4 shots), two-handed
Powder keg (barrel)	500 gp	Special	100 lb.	Special

MADAME WHEATWOOD

On the surface, Adelaide Wheatwood looks like any other sweet old human lady with one too many cats. She’s warm and charming, gracing visitors with homemade confections and her doll-like, joyful countenance.

Unless you’re a thief.

Behind her delicate ruse, Madame Wheatwood is a 65-year-old badass: a dauntless world-class animal trainer with the voice of a chain-smoker. In her heyday, Madame Wheatwood was an elite cavalrywoman who could tame any beast for battle, but her devil-may-care attitude and blatant disregard for orders made her a liability for the regiments she served. Unemployed and out of options, a young Addy Wheatwood leveraged her talents outside the bounds of the law. It turned out to be quite lucrative.

In addition to her duties as a fence, Madame Wheatwood runs Rock Bottom Ranch: an underground operation for breeding, training, and trading unusual and monstrous mounts. She even offers riding lessons to those who can stomach her ruthless training regimen.

Madame Wheatwood uses the **bandit captain** stat block and never leaves home without a *spell scroll of feather fall*.

Personality Trait. “Animals welcome. People tolerated.”

Ideal. “I always help an animal in need.”

Bond. “Rock Bottom Ranch is my home and the only place I can be myself.”

Flaw. “Some call it tough love. I call it little patience for weakness.”

INVENTORY

Madame Wheatwood can provide the characters with virtually any piece of equipment related to mounted combat, such as saddles, barding, or lances. She sells them at normal cost but advertises them as “rock-bottom prices.” At the GM’s discretion, she may be willing to sell some of these items at a discount if they have heat.

Madame Wheatwood also sells a selection of magic items useful in mounted combat, as outlined in the Wheatwood’s Wonders table.

WHEATWOOD’S WONDERS

ITEM	PRICE
<i>Horseshoes of speed</i>	3,500 gp
<i>Potion of animal friendship</i>	125 gp
<i>Potion of water breathing</i>	250 gp
<i>Horseshoes of a zephyr</i>	5,000 gp
<i>Spell scroll of feather fall</i>	50 gp



SPECIAL SERVICE: MOUNTS

Business booms at Rock Bottom Ranch. In addition to the mounts available for purchase in the core rules, Madame Wheatwood offers a selection of exotic mounts to trusted clients. She has a strict “You break it, you buy it” policy for adventurers who rent her mounts for dangerous missions.

See the Rock Bottom Mounts table for available mounts and prices. Availability fluctuates at the GM’s discretion.

ROCK BOTTOM MOUNTS

MOUNT	CR	RENTAL PRICE (PER DAY)	PURCHASE PRICE
Axe beak	1/4	30 gp	300 gp
Giant bat	1/4	75 gp	750 gp
Giant lizard	1/4	50 gp	500 gp
Giant owl	1/4	125 gp	1,250 gp
Giant toad*	1	100 gp	1,000 gp
Hippogriff*	1	250 gp	2,500 gp
Nightmare*	3	750 gp	7,500 gp
Owlbear*	3	300 gp	3,000 gp
Pegasus	2	500 gp	5,000 gp
Rhinoceros	2	200 gp	2,000 gp

*Expanded rules for controlling this and other mounts can be found in *Jumping on Mounted Combat* (ARCADIA 1) and *Swimming Through Sand and Speed: More Mounted Adventuring* (ARCADIA 4) by Willy Abeel.

SAMHOP PUCKERBELT

The bubbly gnome proprietor of Samhop's Sours has satiated sweet-toothed customers for nearly a century. While Samhop carries more traditional treats—cakes, short-breads, and other run-of-the-mill pastries—they're known for colorful confections so sour they turn your face inside out. And when you need something with an even stronger punch, Samhop has you covered.

Samhop is a skilled poisoner. Early in life, the one-foot-tall gnome learned how to compensate for their small stature, refusing to bow to bullies with spare weight to swing

around. Every candymaker is, at heart, a bit of a scientist, and Samhop is no exception. Synthesizing a deadly poison is surprisingly similar to cooking a batch of candy. There's lots of boiling and extracting, and you must be careful not to burn it. Just don't taste it at the end. Someone else does that.

Personality Trait. "I'm always experimenting with new recipes. Here, try this one!"

Ideal. "The bigger they are, the harder they fall."

Bond. "I look out for the underdogs."

Flaw. "I hold grudges against those who make light of my stature."

SAMHOP PUCKERBELT

Tiny Humanoid (Gnome), Chaotic Neutral

ARMOR CLASS 12

HIT POINTS 27 (11d4)

SPEED 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

SKILLS Deception +5, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +4, Stealth +4

SENSES darkvision 60 ft., passive Perception 16

LANGUAGES Common, Gnomish

CHALLENGE 1 (200 XP)

PROFICIENCY BONUS +2

Candy (3/Day). Samhop carries three magic candies, which they can eat or give to another creature. A creature that uses an action to consume a candy regains 1d4 hit points and has advantage on the next ability check it makes within the next hour. The candies lose their magic at dawn each day, and Samhop creates three new candies.

Sneak Attack (1/Turn). Samhop deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of Samhop that isn't incapacitated and Samhop doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Samhop makes two melee attacks.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage and 3 (1d6) poison damage.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. **Hit:** 4 (1d4 + 2) piercing damage and 3 (1d6) poison damage.

BONUS ACTIONS

Cunning Action. Samhop takes the Dash, Disengage, or Hide action.

INVENTORY

Samhop has many delightful potions available for sale, as outlined in the Puckerbelt's Potions table. Each elixir is also available as candy, for those that desire a chewable arcane experience. At the GM's discretion, Samhop may be willing to sell some of these items at a discount if they have heat.

PUCKERBELT'S POTIONS

ITEM	PRICE
<i>Potion of diminution</i>	300 gp
<i>Potion of fire breath</i>	150 gp
<i>Potion of gaseous form</i>	500 gp
<i>Potion of healing</i>	50 gp
<i>Potion of resistance</i>	250 gp

SPECIAL SERVICE: POISONS

Samhop sells the poisons in the core rules at normal cost. For an additional 1 gp, they can inject any ingestible poison into a whimsical candy mold, such as a gummy owl-bear filled with truth serum or a deadly torpor truffle.

Samhop also has a poison of their own design: ghostfinger extract. One dose costs 300 gp.

Ghostfinger Extract (Ingested). A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target can't cast spells with somatic components, and any weapons or items they wield are treated as if they had the two-handed property.



I CUT OFF ITS SNOUT

RULES FOR THE PREPARATION AND CONSUMPTION OF WILDE BEASTS

by Rudy Basso

I MEAN, WE ALREADY KILLED IT. WHY DON'T WE JUST EAT IT, TOO?

—GORAX THE HUNGRY

From the most diminutive halfling to the most hulking goliath, every adventurer needs to eat something before they can fight a dragon or delve into a dungeon. This necessary aspect of life is often overlooked in our games, which is unfortunate—some of the most vivid and striking moments in fantasy media revolve around food. As any food enthusiast can tell you, there is a magic to sharing or preparing a meal with friends.

This article's culinary rules reflect that magic by granting abilities and bonuses through homemade meals and unique delicacies. The gourmards in your gaming group will feel right at home collecting ingredients, reviewing recipe lists, and detailing exactly how to make the perfect bite.

HARVESTING AND COOKING

Culinary rules introduce two new skills: **Harvesting** and **Cooking**. A character can gain proficiency in either of these skills during character creation in place of another skill proficiency gained through a background or class.

Dexterity (Harvesting) is the act of collecting usable ingredients, either from the earth or from a dead creature. The DC for harvesting usable ingredients from a dead creature is 10 + the creature's challenge rating.

The DC can be adjusted at the GM's discretion, taking into account the frailty of the ingredient, the complexity of the creature's anatomy, and the setting (butchering in a freezing wasteland is more difficult than in a temperate grotto).

A Dexterity (Harvesting) check determines the number of harvested portions, which refers to the amount of an ingredient needed to contribute to a recipe, not an individual serving for a creature. A successful Harvesting check yields one portion. If the check succeeds by 5 or more, it yields two portions. If the d20 roll for a check is 20 and the check succeeds, it yields four portions.

Larger creatures also yield more portions. A Large creature multiplies the portions harvested by two, a Huge creature by four, and a Gargantuan creature by eight. For example, if a Huge creature's Harvesting DC is 14 and the result of the Dexterity (Harvesting) check is 19, the harvest yields eight portions.

A character attempting to harvest a dead creature must use a knife, or the check is made with disadvantage. Harvesting plants does not require any special equipment.

Wisdom (Cooking) is the act of preparing, seasoning, and sautéing, baking, stewing, or otherwise turning harvested ingredients into food. Each recipe has its own DC for the Wisdom (Cooking) check required to make it based on its complexity.

A successful Wisdom (Cooking) check grants a benefit to creatures who eat the prepared food. If the check succeeds by 5 or more, the recipe is *delicious*, granting an alternate benefit a creature may choose instead. If the d20 roll for the check is 20 and the check succeeds, the recipe is *extra delicious*, granting both previous benefits or a third alternative (as noted in the recipe).

Unless otherwise noted in a recipe's description, recipes must be eaten immediately after cooking to impart any benefits. All the recipes in this article make enough to feed up to six hungry adventurers.

A character attempting to cook a recipe must use cook's utensils, or the ability check is made with disadvantage. If you're using the Cooking skill in your game, it can replace the tool proficiency with cook's utensils, and a character who would gain proficiency with cook's utensils from a background or other source can choose a different tool proficiency or proficiency in the Cooking skill.

If an ability check that uses Cooking or Harvesting fails, the ingredients are discarded or ruined. Another attempt cannot be made with the same ingredients. You can't unburn food or rebutch an animal, so give yourself every advantage you can before attempting a meal!

VARIANT RULES: HOT AND FAST

Cooking and Harvesting are a fantastic way to add an extra layer of depth to a food-focused campaign, but if you don't want to add new skills, use Wisdom (Survival) checks instead of Harvesting and Dexterity checks using cook's utensils instead of Cooking. All harvesting and recipe DCs remain the same. A campaign that isn't focused on cooking but uses these rules can also ignore the shelf life of ingredients to give the characters fewer numbers to track.

VARIANT RULE: CULINARY STUDENT

Most adventurers are home cooks. They use memory, improvisation, and trial and error to prepare dishes. If a character wishes to have culinary education in their background, they can use Intelligence instead of Wisdom for any ability checks made to cook a recipe.

PERFECTION TAKES TIME

Unless otherwise noted, cooking a recipe or harvesting an ingredient requires 1 hour of uninterrupted work, which can coincide with a short or long rest. During this time, other creatures can help with cooking or harvesting, recover hit points, or hover annoyingly over the cook's shoulder. A creature attempting cooking or harvesting (and any creature assisting them) can't rest during this time. Characters should always be encouraged to roleplay when others cook or harvest!



SIGNATURE DISH!

Any character proficient in the Cooking skill can choose one recipe as their personal specialty. Whenever a character makes their signature dish, they can treat a d20 roll of 9 or lower as a 10. They can change their signature dish with the GM's permission.

PANTRY STAPLES

While living off the land is always a viable option for any well-traveled adventurer, filling your pack with pantry staples before undertaking a major excursion is a smart move. The ingredients on the Food Staples table below are the backbone of many recipes and can be purchased in any town or city market (but can rarely be resold, as few people are interested in purchasing them from adventurers). Each entry in the table is enough for one portion, or the amount needed to contribute to a recipe.

The pantry staples are broken down by category, but the GM (or the players) should specify the exact item of-

fered based on the region, culture, or climate (for example, in the Kingdom of the Giant Bee People, honey is the available sweetener for purchase).

SHELF LIFE

Ingredients that aren't cooked before they meet their shelf life become spoiled. Shelf life begins immediately when an ingredient is purchased or harvested by a character. An ingredient's shelf life is either short, medium, or long. Ingredients with a short shelf life last for one week, ingredients with a medium shelf life for one month, and ingredients with a long shelf life for four months.

Water is always accessible unless the party is in specific environments, such as a desert or a dungeon in the depths of a castle. If water is unavailable, the DC of a Wisdom (Cooking) check increases by 4.

UNIQUE INGREDIENTS

Anything harvested from a fictional creature or plant is considered a unique ingredient. These are sold only by rare specialty dealers. The price per portion of unique ingredients is a number of gold pieces equal to the creature's challenge rating (minimum 1) times 10. These dealers may

FOOD STAPLES

INGREDIENT	MARKET COST	HARVESTING DC	WEIGHT	SHELF LIFE	NOTES
Beans	5 cp	8	2 lb.	Long	—
Broth	8 sp	+	2 lb.	Medium	From domesticated animal meat or vegetables
Cheese	6 sp	+	3 lb.	Medium	—
Eggs	2 sp	No check needed	3 lb.	Short	From any domesticated bird
Fats	5 sp	+	2 lb.	Medium	Butter, olive or vegetable oil, or rendered animal fat
Fish*	3 gp	10	5 lb.	Short	Tuna, trout, squid, salmon, crabs, scallops, etc.
Flour	5 cp	12	2 lb.	Long	—
Fruits or vegetables*	5 sp	No check needed	4 lb.	Medium	—
Herbs and spices	1 gp	12	½ lb.	Long	Salt, pepper, dried herbs, etc.
Meat*	2 gp	10	5 lb.	Short	Pig, <u>beef</u> , deer, rabbit, goat, bison, sheep, etc.
Grain	2 cp	8	2 lb.	Long	Barley, rice, wheat, etc.
Poultry*	1 gp	10	5 lb.	Short	Chicken, turkey, duck, quail, pheasant, etc.
Sweetener	7 sp	8	½ lb.	Long	Sugar, honey, agave, etc.

*Can be converted to broth (x4) or fats (x2) with a successful DC 8 Wisdom (Cooking) check.

+Cannot be harvested in the wild.

be interested in purchasing unique ingredients from characters at half the retail price, but not until trust has been established with rigorous vetting. Plant prices are determined by the GM.

The shelf life of all unique ingredients is 4d6 days due to the inherent magic or other rare properties imbued in them.

SPOILED INGREDIENTS

Very talented cooks can revitalize ingredients long past their shelf life. A creature can attempt to cook a dish with one or more spoiled ingredients, but the DC to make the dish is doubled for every spoiled ingredient used. Recipes made with spoiled ingredients can't be extra delicious.

Alternatively, throw out any spoiled food because yuck.

SLOW DOWN THERE, BUDDY

Unless they have the Extra Hungry feat (see page 31), a creature can only utilize the benefit of one recipe at a time and can only use one benefit per long rest. If a creature has an unused benefit when it consumes a second recipe, it can replace the previous benefit with the new benefit. Unless stated otherwise, a benefit can only be used once and is lost after finishing a long rest.

SIMPLE RECIPES

These recipes are the fare of the undiscerning palette: hearty, rustic, nostalgic. Easily prepared in the field, they use only pantry staples and are meant to fill the stomach. Unless stated otherwise (like jerky), recipes cannot be stored as leftovers.

CAULDRON BREAD WITH HONEY BUTTER

There's no better way to break a fast.

Bread

- 1 portion flour
- 1 portion fat

Honey Butter

- 1 portion fat
- 1 portion sweetener

Cooking DC: 10

Success: You can stand up from prone without spending any movement.

Delicious: You can use a bonus action to take the Disengage action.

Extra Delicious: You can use both of the above benefits.

FISH PIE

I'll take fish pie over apple pie any day of the week.

Pie Crust

- 1 portion flour
- 1 portion eggs
- 1 portion fat

Pie Filling

- 1 portion fish
- 1 portion vegetables
- 1 portion herbs and spices
- 1 portion broth

Cooking DC: 14

Success: You have advantage on a Strength or Dexterity ability check made while submerged in water.

Delicious: You can use a bonus action to gain a swim speed equal to twice your walking speed for 1 minute.

Extra Delicious: You can use both of the above benefits.

JERKY

For the busy adventurer on the go.

- 1 portion chicken, fish, or meat
- 1 portion herbs and spices

Cooking DC: 8

Success: You gain one additional Hit Die you can use to regain hit points during a short rest.

Delicious: You have advantage on a Constitution saving throw.

Extra Delicious: You can use both of the above benefits.

Note: After a successful Wisdom (Cooking) check, jerky takes 1d6 days to dry before it can be eaten. It makes six strips that each have a shelf life of 1d6 weeks and take an action to eat.

PEASE PORRIDGE

Stick-to-your-ribs goodness.

- 1 portion beans
- 1 portion herbs and spices
- 1 portion broth

Cooking DC: 8

Success: You can use a bonus action to take the Dash action.

Delicious: You can use a bonus action to take the Dash action. You can use this benefit twice before it disappears.

Extra Delicious: Until you finish a long rest, your movement speed increases by 15 feet.



A PERFECT ROAST

Any bonehead can throw a deer on a spit and burn it over a fire, but making meat taste good can be deceptively difficult.

- 1 portion meat
- 1 portion herbs and spices

Cooking DC: 15

Success: You gain advantage on a Strength ability check.

Delicious: You gain 5 temporary hit points.

Extra Delicious: You can use both of the above benefits.

STUFFED BIRD

Nothing reminds you of home and hearth better than this classic dish.

Roasted Bird

- 1 portion poultry
- 1 portion herbs and spices

Stuffing

- 1 portion grains
- 1 portion vegetables
- 1 portion herbs and spices
- 1 portion broth

Cooking DC: 12

Success: You can finish a short rest in a half hour instead of an hour.

Delicious: As a bonus action, you can spend 1 Hit Die and roll it to regain a number of hit points equal to the roll + your Constitution modifier.

Extra Delicious: You gain the benefits of finishing a long rest when you finish a short rest.

CREATING SIMPLE RECIPES

A simple recipe uses only pantry staple ingredients and shouldn't have a Cooking DC over 15. Simple recipes fortify a character's physical prowess; they should never grant magical abilities. For recipe inspiration, look to food served at renaissance faires, medieval cookbooks, or even diner menus.

SPECIAL RECIPES

These rare recipes, which require great skill to prepare, can only be made by adventurers with proficiency in Cooking (or, in games not using the new skill, proficiency with cook's utensils). They don't just sate hunger, they impress and increase morale. In addition to using multiple pantry staples, each recipe contains at least one unique ingredient.

BASILISK BURGERS

You ever see how much those things sleep? Perfect fat-to-meat ratio for burgers.

Bun

- 1 portion flour
- 1 portion fat

Burger "Batty"

- 1 portion basilisk meat
- 1 portion cheese
- 1 portion herbs and spices

Cooking DC: 14

Success: Until you finish a long rest, you can't be knocked prone.

Delicious: You can use a bonus action to make an unarmed strike with your teeth. On a hit, the target takes 2d6 piercing damage and an additional 2d6 poison damage.

Extra Delicious: You can use an action to force one creature that can see you to make a DC 12 Constitution saving throw. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

BIG WILD CHARCUTERIE BOARD

Jerky, but fancy-like.

Accoutrements

- 1 portion cheese
- 1 portion vegetables

Crackers

- 1 portion flour
- 1 portion fat

Cured Meats

- 3 portions meat, each harvested from a different giant animal

Honey

- 1 portion sweetener

Cooking DC: 10

Success: As an action, you move at least 20 feet straight toward a target and then make a melee attack against the target. If the attack hits, the target takes an extra 2d6 damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Delicious: You can take an additional Attack action on your turn.

Extra Delicious: Until you finish a long rest, you have advantage on an attack roll against a creature if at least one of your allies who has also eaten an extra delicious Big Wild Charcuterie Board is within 5 feet of the creature and isn't incapacitated.

BULETTE BANGERS AND MASH

This landshark is swimming in a sea of mash and gravy.

Bulette Sausage

- 1 portion bulette meat
- 1 portion grains
- 1 portion herbs and spices

Mash

- 1 portion vegetables

Gravy

- 1 portion flour
- 1 portion fat
- 1 portion broth

Cooking DC: 16

Success: You gain darkvision out to a range of 60 feet and tremorsense out to a range of 60 feet for 4 hours.

Delicious: You can use a bonus action to long jump up to 30 feet or high jump up to 15 feet, with or without a running start.

Extra Delicious: You can use both of the above benefits. Additionally, you can use an action to leap up to 30 feet. If you land in another creature's space, that creature must succeed on a DC 16 Strength or Dexterity saving throw or be knocked prone and take 3d10 bludgeoning damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of your space into an unoccupied space of the creature's choice.

CHIMERA CARPACCIO

Three tastes in one animal ... what's not to like?

- 3 portions chimera meat
- 1 portion fat
- 1 portion herbs and spices

Cooking DC: 12

Success: You can use a bonus action to make an unarmed strike with your forehead, dealing 1d12 bludgeoning damage on a hit.

Delicious: You can use a bonus action to make an unarmed strike with your teeth, dealing 2d6 piercing damage and 3d6 fire damage on a hit.

Extra Delicious: You can use an action to exhale fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 7d8 fire damage on a failed save, or half as much damage on a successful one.

Note: Each of the chimera's three heads yields a portion of meat. Each portion requires a separate Dexterity (Harvesting) check.

CHUUL BOIL

It's not a true beach party until someone breaks out the chuul claws.

Boiled Chuul Claws

- 2 portions chuul meat
- 2 portions herbs and spices

Sausage

- 1 portion meat
- 1 portion herbs and spices

Veggies

- 1 portion vegetables

Cooking DC: 14

Success: Until you finish a long rest, you can cast the *detect magic* spell at will.

Delicious: Until you finish a long rest, you can breathe air and water.

Extra Delicious: Until you finish a long rest, you are immune to poison damage and can't be poisoned.

DINO BBQ

Why have a regular BBQ when you can have a dinocue?

Barbecue

- 3 portions meat, each harvested from a different type of dinosaur

Barbecue Sauce

- 1 portion vegetables
- 1 portion herbs and spices
- 1 portion sweetener

Cooking DC: 14

Success: If you move at least 15 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, you can make another melee weapon attack against it as a bonus action.

Delicious: You can use a bonus action to let forth a magnificent roar. Each enemy within 60 feet of you that can hear you must succeed a DC 15 Wisdom saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success.

Extra Delicious: You can use both of the above benefits. In addition, until you finish a long rest, you gain a +1 bonus to your AC.

Note: Good BBQ takes time. This recipe requires 8 hours of uninterrupted work during which the cook can't rest.

GOOSSERT

I imagine they eat these desserts in Hell.

Black Pudding Pudding

- 1 portion black pudding ooze
- 1 portion sweetener

Gelatinous Cube Gelatin

- 1 portion gelatinous cube ooze
- 1 portion sweetener

Sugared Ochre Jelly

- 1 portion ochre jelly ooze
- 1 portion sweetener

Cooking DC: 16

Success: For 1 minute, you can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. No action is required to activate this benefit.

Delicious: Your sweat becomes acidic for 1 minute. For the duration, a creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d10 acid damage. No action is required to activate this benefit.

Extra Delicious: As a bonus action, you can make yourself dangerously acidic. When you successfully grapple another creature within the next minute, the grappled creature takes 3d6 acid damage. As long as it remains grappled by you, the grappled creature takes 6d6 acid damage at the start of your turn.

HYDRA 5 WAYS

Or 6, 7, or 8 ways, depending on how quickly you kill it.

Braised Hydra

- 1 portion hydra meat
- 1 portion herbs and spices
- 1 portion broth

Fondued Hydra

- 1 portion hydra meat
- 2 portions cheese

Hydra Salad

- 1 portion hydra meat
- 1 portion vegetables

Raw Hydra on Crostinis

- 1 portion flour
- 1 portion fat
- 1 portion hydra meat

Seared Hydra

- 1 portion hydra meat
- 1 portion herbs and spices
- 1 portion fat

Cooking DC: 18

Success: You gain an extra reaction this round that can only be used to make an opportunity attack.

Delicious: Until your next long rest, you grow two new limbs every time one is lost. Each new leg (to a maximum of six legs total) adds 5 feet to your walking speed. Each new arm (to a maximum of six arms total) gives you a +1 bonus to Strength (Athletics) checks. After the effect ends, the extra limbs remain but no longer work, giving you disadvantage on all Strength- and Dexterity-based ability checks, attack rolls, and saving throws

and no benefits. You can remove an extra limb without harm to yourself with a bladed weapon and a successful DC 10 Wisdom (Medicine) check. On a failed check, you remove the limb but also lose 1d10 hit points.

Extra Delicious: You can use a bonus action to make as many weapon attacks as you have limbs. Each attack must use a separate limb, and if there is no weapon wielded by a limb, you can use that limb to make an unarmed strike.

Note: Each of the hydra's heads yields a portion of meat. Each portion requires a separate Dexterity (Harvesting) check.

MIMIC TONGUE CHOWDER

No, it doesn't just taste like wood. It's grosser.

1 portion mimic tongue
1 portion vegetables
1 portion flour
2 portions broth

Cooking DC: 16

Success: You can use an action to polymorph into a creature of the same size. You retain your statistics, and any equipment you wear or carry isn't transformed.

Delicious: You can use an action to polymorph into a creature of the same size. You retain your statistics, and any equipment you wear or carry isn't transformed. You can use this benefit twice before it disappears.

Extra Delicious: You can use an action to polymorph into a creature the same or within one size category of your own. Other than your size, you retain your statistics, and any equipment you wear or carry isn't transformed.

Note: Mimic tongue must be harvested from a living mimic, as the monstrosity reverts to its amorphous goo form when destroyed.

OWLBEAR OMELETTE

Owlbear meat is surprisingly delicate for such a ferocious and, ah, durable animal.

Owlbear Steak Omelette

2 portions owlbear eggs
1 portion owlbear meat
1 portion fat
1 portion cheese

Toast

1 portion flour
1 portion fat

Cooking DC: 15

Success: Until you finish a long rest, you have advantage on Wisdom (Perception) checks that rely on sight or smell.

Delicious: You gain 10 temporary hit points.

Extra Delicious: You can use both of the above benefits.

SEARED SHAMBLING MOUND SALAD

Hot salad sounds wild, but it works.

Dressing

1 portion fat
1 portion herbs and spices

Shambling Mound Salad

2 portions vegetables
1 portion shambling mound mix

Cooking DC: 16

Success: You gain resistance to lightning damage until you finish a long rest.

Delicious: Until you finish a long rest, you regain 2d4 + 2 hit points when you consume a potion, in addition to the potion's other effects.

Extra Delicious: When you are reduced to 0 hit points, you can choose to instead be reduced to 1 hit point.

SKY AND EARTH STIR FRY

Old foes make great friends when cooked together.

1 portion ankheg meat
1 portion griffon meat
2 portions herbs and spices
2 portions vegetables

Cooking DC: 14

Success: Until you finish a long rest, you have advantage on Wisdom (Perception) checks that rely on sight.

Delicious: As an action, you can spit acid in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 3d6 acid damage on a failed save, or half as much damage on a successful one.

Extra Delicious: You can use both of the above benefits.

TARRASQUE HEART TARTARE

I—wha—yo— ... you ate what?!

1 portion tarrasque heart
1 portion herbs and spices

Cooking DC: 0

Success: You can use an action to take on a frightening appearance. Each creature of your choice within 120 feet of you and aware of you must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if you are within its line of sight, ending the effect on itself on a success.

Delicious: Until you finish a long rest, any time you are targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, you are unaffected. On a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Extra Delicious: If you fail a saving throw, you can choose to succeed instead. You can use this benefit four times or until you finish a long rest.

Note: Only creatures with the Extra Hungry feat can gain benefits from this dish.

CREATING YOUR OWN SPECIAL RECIPES

Special recipes must include at least one unique ingredient, and the benefits should be drawn from or inspired by the traits and actions of the harvested creature. All DCs should start at 10 (except for a completely raw meal, such as the Tarasque Heart Tartare), then increase in difficulty depending on the number of ingredients, the complexity of the cooking method, and the complexity of plating and serving.

For recipe inspiration, look at menus for fine-dining, farm-to-table, and modernist restaurants.

BACKWARD COMPATIBILITY

While it may break a cook's heart, sometimes a special ingredient must be compromised to fit a more mundane dish before it goes bad. As they say, "Use it or lose it." Luckily, any unique ingredient can replace the meat, chicken, or fish in a simple recipe.

A NOTE ON EATING INTELLIGENT CREATURES

In our many fantasy worlds, we often encounter beasts and monsters with a level of sentience we sometimes overlook. Players may find the concept of eating these creatures unethical and disturbing. Other players (or an evil party) may take a "you tried to eat me, now I'm going to eat you" attitude. If you plan to use these culinary rules, please discuss this aspect during your session 0 to clarify how everyone feels.

BAG OF COLDING

Wondrous Item, Uncommon

In the dank, humid conditions of the average dungeon, ingredients spoil at an alarming rate. To deal with this loss of product, a clever wizard modified a *bag of holding* to have the perfect internal temperature for cold storage. This item is identical to a *bag of holding* with one additional feature: any food items stashed in it have their shelf life quadrupled.

FEAT: EXTRA HUNGRY

When others were pushing away their trays, you were always reaching for seconds, thirds, or even fourths. You love cooking, but you *really* love eating.

- Increase your Constitution or Wisdom score by 1, to a maximum of 20.
- All food tastes good to you. You can choose the delicious benefit when you consume a recipe, even if it was made with a standard successful ability check.
- You can use the benefits of two recipes per long rest instead of one.

FOOD-FOCUSED CAMPAIGNS

While these rules can work in any fantasy world, setting your game in a food-obsessed city adds an extra layer of depth. Luckily, the great city of Gluttonia revolves around one thing: eating. Gluttonia is a society reminiscent of late-era Ancient Rome, both in style and government. Status among nobility is determined by the complexity of dishes served at banquets rather than the amount of gold in coffers, while street vendors take intense competitive pride in the food they offer to passersby.

The following challenges, written for campaigns set in and around Gluttonia, center food and politics in escalating adventures that culminate in thrilling and delicious triumph.

EXOTIC INGREDIENT HUNTERS

The most difficult treasure to chase down is the treasure you literally have to chase down. Gluttonia has a thriving black market that hungers for the rarest, most dangerous, and most delicious game, and pays exorbitant prices for it. Unique ingredients sell for double the normal cost on the black market. But the Gluttonia City Watch has been cracking down on illegal sales, so you never know when a raid might go down during an exchange...

Early Campaign Challenge. A rival hunting party seeks the same prey as the characters and stoops to any level to win it.

Mid-Campaign Challenge. A prominent politician notices the characters' hunting prowess and hires them to gather a list of unique ingredients for a niece's upcoming wedding. A rival politician wants to ruin the nuptials and

offers the characters more money to gather identical-looking but gross-tasting ingredients instead. The characters must decide which politician to support, and catch the other's ire.

Climactic Challenge. The hubris of Gluttonia will be its downfall. Dozens of hunted creatures band together under the leadership of a powerful druid, who knows the key to stopping the food industry is to take down Gluttonia's most prominent hunting party: the characters!

RESTAURANT OWNERS

Starting a restaurant is always an incredibly risky endeavor, but starting a restaurant in Gluttonia? It's not an uphill battle so much as an up-*mountain* battle. Characters must create a menu, source ingredients, and deal with snobby clientele as they attempt to make their restaurant a smashing success.

Early Campaign Challenge. After the restaurant opens, rumors abound that the editor in chief of *The Kobold Review*, the hottest food rag in town, will be coming to dine any day! A good review can make or break a new restaurant, so it's up to the characters to have stellar service and dishes.

Mid-Campaign Challenge. Another restaurant has opened directly across the street ... with the same recipes as the characters! Were the recipes stolen? Did a staff member leak this information?

Climactic Challenge. The Great Gluttonia Games are underway, and the characters received an invitation to compete! The highest-rated restaurants in the city go through a triathlon of food contests: racing to prep food,

identifying rare ingredients, and cooking a signature dish for a panel of judges! Will the characters win and forever be remembered in the Gluttonia Hall of Food Fame?

FOOD CART FOLLIES

Restaurants are competitive, but food carts are downright cutthroat. The characters must perfect their brand, stake out their turf, and make their mark on Gluttonia's street scene.

Early Campaign Challenge. The wheels and axle pop off the characters' cart one day, the cart's food is spoiled the next day, and the day after that, the cart horses are missing! All these events can't *just* be coincidences. Something smells rotten, and it's up to the characters to find out who is behind the sabotage.

Mid-Campaign Challenge. The annual Gluttonian Food Industry Convention provides endless opportunities for the characters to network, befriend, or beat up their peers! During the convention, many local vendors end up serving food that makes attendees sick. If the characters investigate, they find that food cart entrepreneurs from parts abroad looking to claim some turf in Gluttonia are to blame, and they're prepared to throw down to get it.

Climactic Challenge. The characters are invited to compete in the Gluttonian Food Cart Race! The exclusive event happens only once a decade. The cart that serves up the tastiest and most original dishes to the most people in town wins a fleet of magic food carts ready. With so much on the line, some competitors are willing to sabotage, steal, and murder to win.



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