

Antonia Lúpri's  
**Ravenloft Cookbook**

A Ravenloft supplement created for the world's greatest roleplaying game  
by Mistfactor Press.



Recipes for every adventuring party. Taste the dread!







This supplement was created by Mistfactor Press for the Dungeon Masters Guild as an April fool's product. This content is not designed for use in regular games, and may affect overall balance and gameplay. Take caution when using this material. It is recommended that you run this supplement in Ravenloft Barovia. The PCs will meet Antonia Lúpri, a female halfling who could not decide between cooking and drawing so she chose both. This supplement contains her cookbook with actual recipes for food and drinks, you can create yourself, for your players to taste, a menu handout with all the delicacies that you can print and share and some interesting quest ideas.

This supplement can be easily implemented into any campaign without restrictions of location, Antonia's tavern can be found wherever the DM desires to place it.

## Credits

Made by MistFactor Press Exclusively for the DMsGuild

**Lead Design and Development:** George Komis

**Script Development:** Lúthien Price

**Statblock Design:** Asha J. Panesar

**Graphic Design and Layout:** Anne Gregersen

**Cover Illustrator and Interior Art:** Lúthien Price

**Stock Art and Public Domain Art:** Caspar David Friedrich, George Caleb Bingham

**Editor / Proofreader:** Dionysios Christoforidis

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild. All other original material in this work is copyright 2019 by MistFactor Press and published under the Community Content Agreement for Dungeon Masters Guild



## Table of Contents

|                                    |           |
|------------------------------------|-----------|
| <b>Backstory</b> .....             | <b>4</b>  |
| <b>Side Quests</b> .....           | <b>7</b>  |
| <b>The Cornucopia Tavern</b> ..... | <b>8</b>  |
| <b>Cookbook</b> .....              | <b>10</b> |
| Food Recipes.....                  | 10        |
| Drink Recipes.....                 | 23        |
| <b>Magical Side-Effects</b> .....  | <b>25</b> |
| Food Side-Effects.....             | 25        |
| Drink Side-Effects.....            | 28        |
| <b>Tavern Map</b> .....            | <b>29</b> |
| <b>More From Us</b> .....          | <b>30</b> |



# Backstory

Antonia was an only child. Antonia was a lonely child.

Raised by her parents, Miriam and Theo Pook, on the outskirts of civilization, in their small hut in the depths of Lluirwood, she was lovingly but meticulously trained as a ranger from a very young age. She was taught how to hunt for her food and prepare it with deliberation, protect herself and her family from any harm that might come their way, and always be mindful of what she could achieve in life as opposed to what she wanted.

The only thing she did that she hadn't been taught to, was draw. She filled sketchbook upon sketchbook with images of landscapes and creatures she had never seen, but aspired to. The only companions she had were her parents and Scruffy, her pet boar, but she wanted to meet more. When she reached her teens, she knew she could survive on her own if she had to, and she could draw every plant and being she had ever encountered, but she wanted to learn more. She loved Lluirwood, their hut and Crimel, the small village nearby they sometimes visited as a family, but she wanted to see more. In the end, she simply wanted to be more, that's why, on the day she became an adult, she bid

a tearful farewell to her beloved parents and Scruffy, and left for Beluir, Luiren's largest city.

There she learned that families like hers were extremely uncommon and that very few of her kind chose to live in the Long Forest these days. She also found out that, due to her fair skin and unruly curly brown hair, she was considered blessed by Brandobaris, a fact she hardly liked as she was beginning to learn the ways of Yondalla, but nonetheless made it easier for her to find work, first as a maid, then as a cook's apprentice and, eventually, as a cook at one of the most successful inns in Beluir, the 'Cold Duck'. There she lived and worked for twenty years, honing her skills as a cook, still painting in her spare time, visiting her childhood home whenever she could, and leaving her days as a hunter and a recluse behind. Antonia was not lonely anymore, she had friends, a fulfilling life, and she was happy.

And then the Spellplague came.

She barely survived the flood that drowned all of Luiren along with her parents, Scruffy, and everything and everyone she ever knew and loved. Having no other choice, she began her journey northwards through a devastated Faerûn. The horrors she had already witnessed and the ones ahead, changed her into a cruel being, driven by





her newfound hate for magic – even within herself – and her now tainted desire for more. She changed her name to Antonia Lúpri, renouncing her past, and fought, maimed and killed her way towards her final destination, Sespech, a city where magic was banned – or so she'd heard along the way. Once settled there, she continued her work of hunting and abolishing magic wherever she could find it, without asking questions nor caring for the motives behind it. As a result of her increasingly radicalized views, she found herself a pariah after three years in Sespech.

That's when the Mists surrounded her, and through them, she entered Barovia.

The first days were hard, even for a survivalist like Antonia, and she collapsed from malnourishment and exhaustion. She was found and taken in by a Vistani caravan and nursed to health by a weaver named Agani. Having nowhere else to go, she stayed with the caravan for a while, earning her keep by drawing designs for Agani's creations. They became reluctant friends, but the time came when the clan had to move, and it was made perfectly clear that she could not follow. So she did what she thought best, and left them one night before they did. Upon leaving, she stole what she had come to believe was Agani's most valuable – and not even once used – possession, a small wooden box, with three pots and a brush inside. She didn't know it yet, but Antonia had stolen a box of Marvelous Pigments that made real whatever was drawn with them. Agani woke up as Antonia was leaving but, instead of stopping her, she cursed her to never be able to use the pigments inside the box without making someone unhappy. Antonia soon came to regret her decision to steal from the Vistani, but however hard she searched, she was never able to find the clan and return the box to Agani.

She finally settled to the village of Barovia and after days of surprised and even hostile looks, she managed to get a job as a cook at a local tavern and made it her own after the tragic death of the previous owner.

Many years have passed since then. Antonia has found her way back to Yondalla, and has found a glimmer of hope in this dark dark place. Every day she is striving to bring a sliver of joy to her patrons, and simultaneously trying to atone for her past crimes. Through constant trial and error she has found a way to imbue her offerings to her customers, not only with the unhappiness Agani's curse had promised, but her own good intentions as well.

One day, she is hoping she shall be able to take the Pook name once more with pride, but she is content with the life she has built for herself and the comfort she gives to the Barovians - however small.

**Race:** Halfling - Stout (Strongheart)

**Class:** Ranger - Beast Master

**Favored Enemy:** Beasts

**Favored Terrain:** Forest

**Fighting Style:** Archery

**Background:** Outlander - Hunter-Gatherer

**Languages:** Common, Halfling, Dwarvish

**Musical Instrument:** Gittern

**Weapon:** Light Crossbow

**Skills:** Athletics, Nature, Perception, Performance, Survival, Stealth

**Personality Trait:** Nowadays, she only ever becomes violent in the face of unprovoked and mindless violence towards herself or others.

**Ideal:** Atonement. Everyone must have a second chance, no matter their crimes, provided they have repented.

**Bond:** She desperately wants to return the box she has stolen to Agani.

**Flaw:** She is secretly terrified to leave Barovia and return to Faerûn.





## ANTONIA LÚPRI

*Small humanoid (halfling), lawful good*

**Armor Class** 14 (leather armour)

**Hit Points** 55 (10d8+10)

**Speed** 25 ft

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 10 (+0) | 12 (+1) | 17 (+3) | 13 (+1) | 12 (+2) | 16 (+3) |

**Saving Throws** Con +5, Wis +4, Cha +5

**Skills** Athletics +2, Nature +3, Performance +5, Perception +4, Stealth +3, Survival +4

**Damage Resistances** poison

**Senses** passive Perception 14

**Languages** Common, Dwarvish, Halfling

**Challenge** 4 (1100 XP)

**Chef's Bravado.** Antonia Lúpri has advantage on saving throws against being frightened.

**Chef's Resilience.** Antonia Lúpri has advantage on saving throws against poison.

**Chef's Senses.** Antonia Lúpri has advantage on Wisdom (Perception) checks that rely on smell.

**Halfling Nimbleness.** Antonia Lúpri can move through the space of any creature that is of a size larger than her.

**Spellcasting.** Antonia Lúpri is a 4th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Antonia Lúpri has the following ranger spells prepared:

1st level (3 slots): *cure wounds*, *goodberry*, *speak with animals*, *animal friendship*

### ACTIONS

**Spoon Brush.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning damage and 3 (1d6) acid damage

**Light Crossbow.** *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Note: Antonia has a Marvelous Pigments box in her equipment that she uses only for cooking.





## Side Quests

Here is a list with five side quest ideas you can use to expand upon. Antonia, might want to task them with a quest before cooking for them or maybe the players cannot pay with electrum so a small favour will do just fine.

### 1. Fetch me some ingredients!

*Ah! A great choice! Sadly, I cannot prepare this dish since the required ingredients run out quite some time ago. To be honest with you I was hoping you would help fill my stock, If you decide to help me I will repay you handsomely, with Electrum coins and a free meal for each one of you. What do you think? it'll be worth your troubles.*

### 2. I am looking for someone...

*Here adventurer, come sit with me and listen to this sad story of my past. When I first arrived in this accursed land, a vistana found me and saved me. Her name was Agani and she was all I could ever ask for. But I was an idiot. One night, I betrayed her. I knew her*

*caravan would leave the next morning and that she was possessing a magical box of high value. I stole that box. I thought that it would guarantee a decent living and I knew that she was barely using it herself. When I stole it, she noticed me. I went pale and the only thing I could do was to run away full of shame and guilt. Agani cursed me with all her might and soul. If you haven't guessed, that box is the same box I use to draw my paintings that become food. Her curse lives within the food and that's why there are negative effects. If you can find Agani, so that I can return the box to its rightful owner, I would be in your debt...*

**Notes:** Agani wanted to gift that box to Antonia, but Antonia not knowing this detail stole it. If the adventurers find Agani and convince her to lift the curse, she will inform them that Antonia can keep the box as it was meant for her and that she is glad that she has not followed an evil path.

### 3. FIND THE CULPRIT

*Hey adventurer. Please, lend me your hand.*

*A vile creature has crept up in my garden. People have reported that they saw a short*



*creature wielding claws in its hands and having spikes in its hide. This creature has been stealing herbs and ingredients from my garden, which is located just behind my tavern. This could get out of control very quickly and ruin my business. Adventurer, seek the vile creature and deal with this miserable being that survives by stealing from me and ruining my garden.*

*I'll be able to reward you decently, it's nothing fancy, but it'll be worth your while.*

**Notes:** The culprit can be any creature that eats herbs or maybe a child dressing up as one to steal vegetables for its poor family.

#### **4. The dog ran away.**

*Please, adventurer, I could use your help.*

*A friend of mine trusted me with safekeeping their pet dog, somehow it decided to run away. I'm sure it has to be wandering around here somewhere, but I cannot leave the tavern to look for it. Would you mind to go out and search for it? It couldn't have gone far, it's probably just hiding in fear, and I fear too, that if someone else finds it, they will harm it... What is this? You fear that it will be dangerous for you? Don't be ridiculous it won't bite. I think...*

#### **5. There is a mysterious man...**

*You see that man in noble outfit over there? Sitting on his own at the shadowy corner? He visits my tavern frequently but never ordered anything. He just sits there observing the people eat. I think he means trouble, maybe he is a vistani in disguise or even worse, someone who wants to steal my recipes and open their own tavern! Can you please deal with this nuisance?*

**Note:** The man in disguise can be the lord of this land himself, trying to find out what makes Antonia's cooking so unique. It is a good opportunity to have Strahd appear and scare the adventurers. Otherwise, the man can be any NPC you would like to introduce.

## **The Cornucopia Tavern**

From the outside it looks like all of the other Barovian buildings, gloomy and almost abandoned. Wooden walls made from once thick, hardwood logs make up most of the building's outer structure. A wooden label hangs right above the entrance. "The cornucopia" words can be read and they look as they have been drawn with colors and paints.

It's tough to see through the windows, as they appear to be covered with a thin layer of moisture but the smell of various delicacies and excitement of the customers waiting to be served from within can be felt outside.

As you enter the tavern through the old, metal door, you're welcomed by clapping hands and amazing, but unknown scents.

The tavern's owner is quite busy, but still manages to welcome you with a wave.

The inside is more alluring than the outside, proving once more that appearances can be deceiving. Stone beams support the ceiling and candles attached to the walls illuminate the area giving the environment a feel of comfort. The walls are full of paintings, all in a different style.

The tavern itself is packed. Travelers seem to be the primary clientele here, which is often a good sign but Barovian husks can be seen sitting amongst the others. Several long tables are occupied by several smaller groups of people. The other, smaller tables are also occupied by people who are indulging in great food and drinks, while some do try to strike a conversation, others can barely speak a word between eating what must be delicious food. Even most of the stools at the bar are occupied, though nobody seems to mind more company.

You did hear rumors about this tavern, supposedly it's famous for something,



but you can't remember what for. Though judging by the amount of paintings in this tavern's walls and the ones that you can see on each table filled with dishes, it probably has something to do with them. You manage to find a seat and prepare for what will undoubtedly be a great evening.

**Main Area:** When you enter the tavern you find yourself in the main area which is filled with plenty of tables and stools used by the customers. Paintings can be seen everywhere on the walls which depict various types of food. A lit fireplace is found on the north-west corner of the room.

**Bar:** Here, a customer can order and pay for the food and/or drink that they are about to be served. 5 tall stools are in front of it which can be used by the customers. From here, a creature can see Antonia preparing

the food they have ordered in a maniac frenzy of passion and creativity.

**Kitchen / Atelier:** This area is where Antonia draws all of the food she prepares, on canvases. The floor is messy and is filled with ingredients and spilt dyes. A small service window is on the north side of the room which is being used by customers to pick up their food when it is ready. Antonia is mostly found in this area.

**Bedroom:** This room is where Antonia sleeps and keeps her personal belongings. The door can be locked from within. A bed, a wardrobe, a mirror, a desk and a locked chest can be found within this room. Under the bed a worn red carpet can be seen. The room is decorated with various paintings, hanging from the walls which depict sunny fields and forests from a distant land.

**Garden:** This is the area where Antonia grows her vegetables, herbs and magical components she needs to cast her spells and draw her paintings. A wooden fence with a locked door protects it from the outsiders. This area is off limits for anyone other than Antonia or someone who has received her permission to enter.

**Restroom:** This is the restroom area for the needs of the tavern's patrons. Five toilet rooms which can be locked from within can be found here. There is also a huge mirror on the western side of the room. A big bucket of water and a towel is also placed in front of the mirror for people to wash their hands.





# Cookbook

In this section, you will find Antonia's cookbook filled with the recipes of the food and drinks she can paint and serve to her customers. All of the recipes found in this section can be cooked and served to your players as they are actual recipes of existing food.

## Food Recipes

|                                                              |    |
|--------------------------------------------------------------|----|
| 1. Deep Fried Crawling Claw Fingers.....                     | 10 |
| 2. Charcuterie Board.....                                    | 11 |
| 3. Honey Glazed Grilled Stirge Wings.....                    | 12 |
| 4. Chuul Bisque.....                                         | 12 |
| 5. Mandrake Soup.....                                        | 13 |
| 6. Azalin's Salad.....                                       | 13 |
| 7. Curly-Leaf Pondweed Salad with Red & Blue Slaad Eggs..... | 14 |
| 8. Harpy's Vocal Cords with Moss Pesto.....                  | 14 |
| 9. Wolf Steak with Sacrificial Lamb Blood Sauce.....         | 15 |
| 10. Intellect Devourer Flambé.....                           | 16 |
| 11. Kuo-Toa Head en Papillote.....                           | 17 |
| 12. Black Chicken Pie.....                                   | 18 |
| 13. Black Pudding Pudding.....                               | 19 |
| 14. Barovia Mess.....                                        | 20 |
| 15. Thornapple Pie.....                                      | 21 |
| 16. Sacrificial Lamb Blood Sauce.....                        | 22 |
| 17. Gray Matter Sauce.....                                   | 22 |
| 18. Twig Blight Syrup Mustard Sauce.....                     | 22 |

## Drink Recipes

|                             |    |
|-----------------------------|----|
| Black Orange Rum Punch..... | 23 |
| Blood and Bones.....        | 23 |
| Raven Wing's Cocktail.....  | 24 |
| Black Cauldron.....         | 24 |
| Vampire's Weakness.....     | 24 |

## Food Recipes

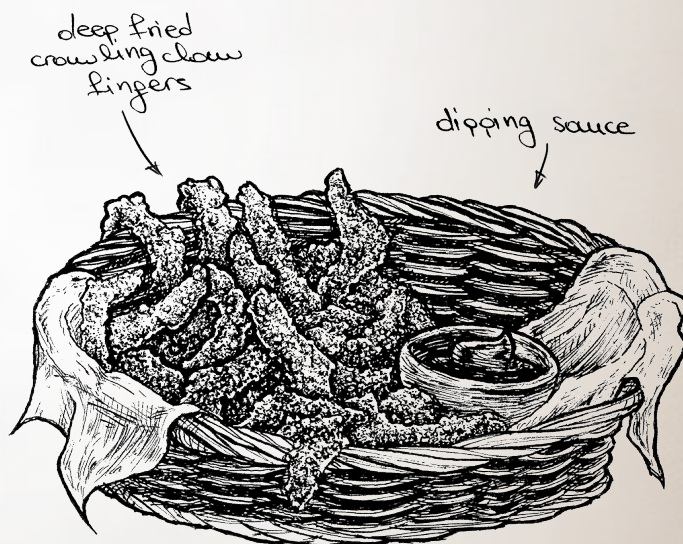
### 1. Deep Fried Crawling Claw Fingers

#### Ingredients:

- the fingers from two crawling claws (washed, dried, nails and hair removed) [sub: chicken wings (washed and dried)]
- ¼ pint flour
- salt, pepper to taste
- enough giant boar lard to cover [sub: cooking oil of preference]
- ⅛ pint dipping sauce of choice

#### Directions:

1. In a bowl, mix flour, salt, and pepper
2. Heat a deep pot with enough giant boar lard to cover the fingers
3. Dredge the fingers with the flour mixture and let to rest until the oil is hot
4. Fry the fingers until cooked through and crispy
5. Serve with a small bowl of dipping sauce on the side





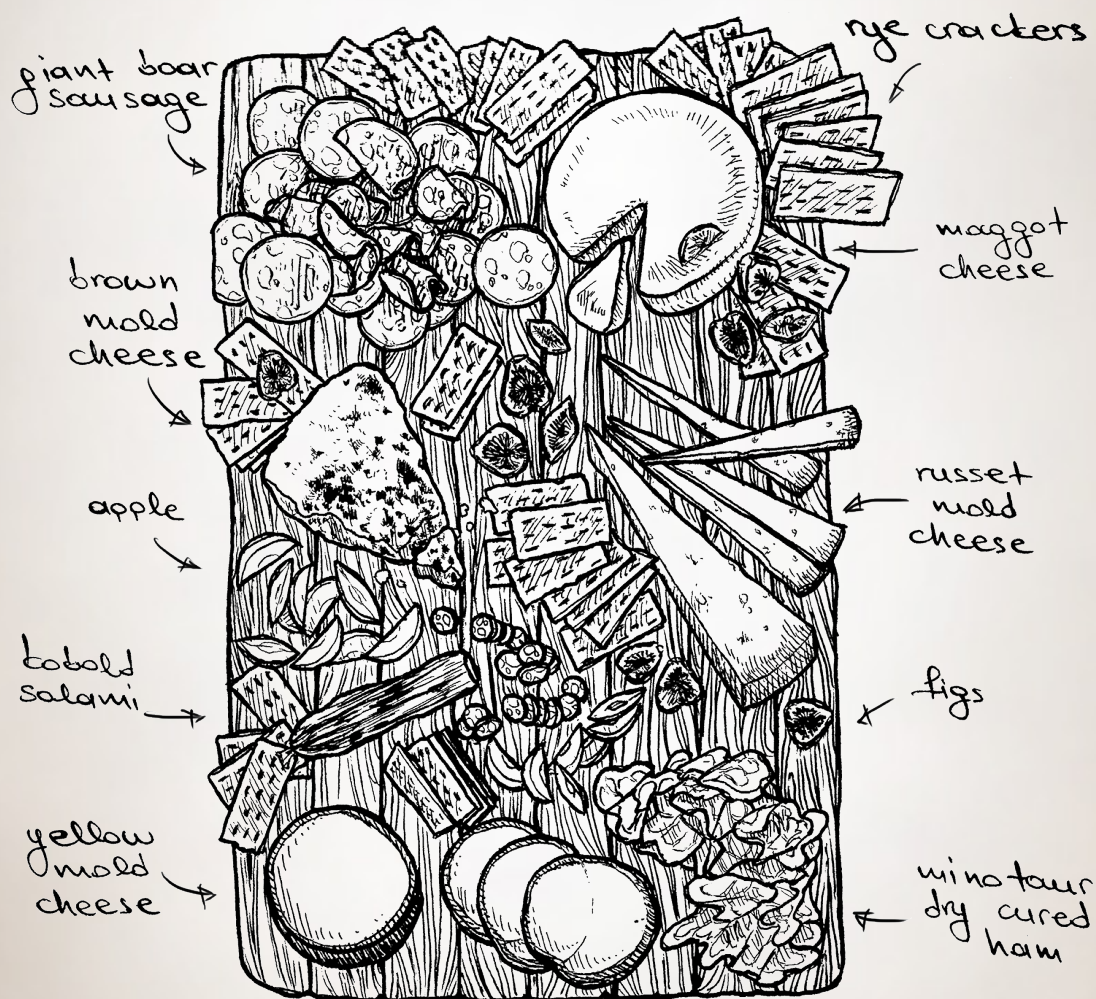
## 2. Charcuterie Board

### Ingredients:

- 1 small wheel of creamy maggot cheese [sub: camembert]
- 1 5-ounce piece of brown mold cheese [sub: blue cheese]
- 1 5-ounce piece smoked yellow mold cheese [sub: smoked provolone]
- 1 5-ounce piece extra sharp russet mold cheese [sub: extra sharp cheddar]
- 4 ounces minotaur dry cured ham (thinly sliced) [sub: prosciutto]
- 4 ounces kobold salami (thinly sliced) [sub: dry cured salami of choice]
- 4 ounces giant boar sausage (thinly sliced) [sub: mortadella]
- 1 apple (sliced)
- 5 figs (cut in half)
- 40 rye crackers

### Directions:

1. Arrange on a board and serve





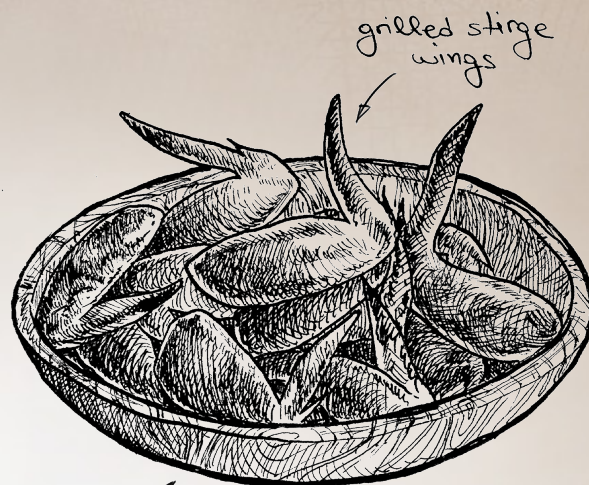
### 3. Honey Glazed Grilled Stirge Wings

#### Ingredients:

- 2 pounds stirge wings (washed and dried) [sub: chicken wings (washed and dried)]
- salt, pepper to taste
- ½ pint honey
- ¼ pint butter (melted)

#### Directions:

1. Grill the wings until cooked through and juices run clear
2. Brush the wings with half the honey while they are cooking
3. In a large bowl combine the melted butter, the remaining honey, salt and pepper
4. When the wings are done, toss them in the butter and honey mixture until thoroughly coated
5. Return the wings to the grill and cook for another minute per side



honey-butter  
glaze

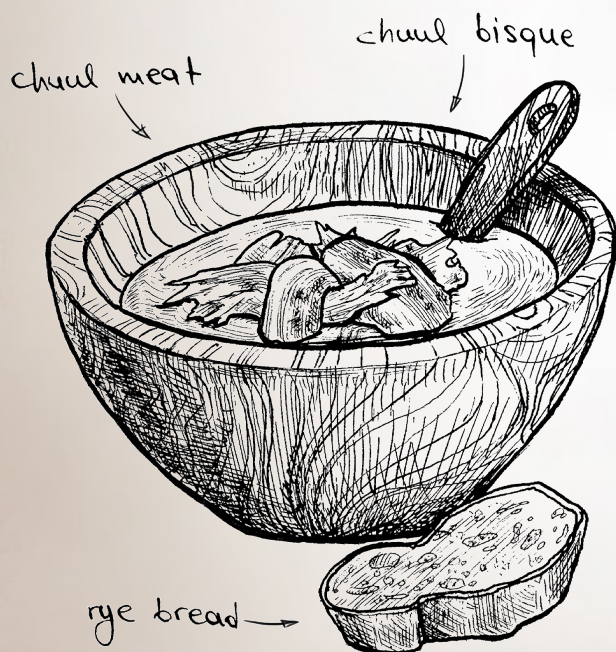
### 4. Chuul Bisque

#### Ingredients:

- 2 pounds chuul meat (boiled until done and diced in large cubes) [sub: lobster meat (boiled until done and diced in large cubes)]
- 6 pints chuul stock [sub: lobster broth]
- 1 onion (peeled and finely diced)
- 4 garlic cloves (peeled and minced)
- 1 tablespoon tomato paste
- ¼ pint dry white wine
- ½ pint cream
- 6 tablespoons butter
- salt, pepper to taste
- dried thyme, oregano, parsley, 1 laurel leaf and 1 small dried hot pepper, pound into powder

#### Directions:

1. In a large pot, sweat the onion, garlic, and herb powder in 2 tablespoons of butter
2. Add the tomato paste and fry it until it turns a darker colour
3. Add wine and reduce until half the liquid remains
4. Add the stock and simmer for 10 minutes
5. Press the soup through a fine sieve to make it smooth, and return to the pot



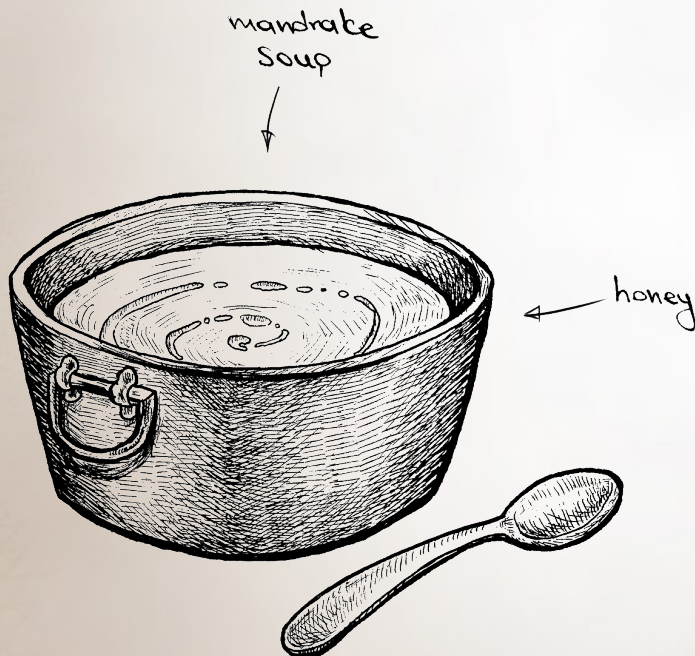


6. Add the cream, 2 tablespoons of butter, salt and pepper, stir until butter melts and remove from the heat
7. Sauté the chuul meat in the remaining butter until warmed through, season with salt and pepper, and top each bowl of soup

## 5. Mandrake Soup

### Ingredients:

- 4 medium mandrake roots (washed, peeled, and diced in medium cubes) [sub: turnip and/ or potato (washed, peeled, and diced in medium cubes)]
- 1 onion (peeled and diced)
- 1 pint vegetable stock
- 1 teaspoon ground ginger
- 1/8 teaspoon ground nutmeg
- 1/4 teaspoon ground cinnamon
- 1 clove
- 1/2 teaspoon honey
- salt, pepper to taste



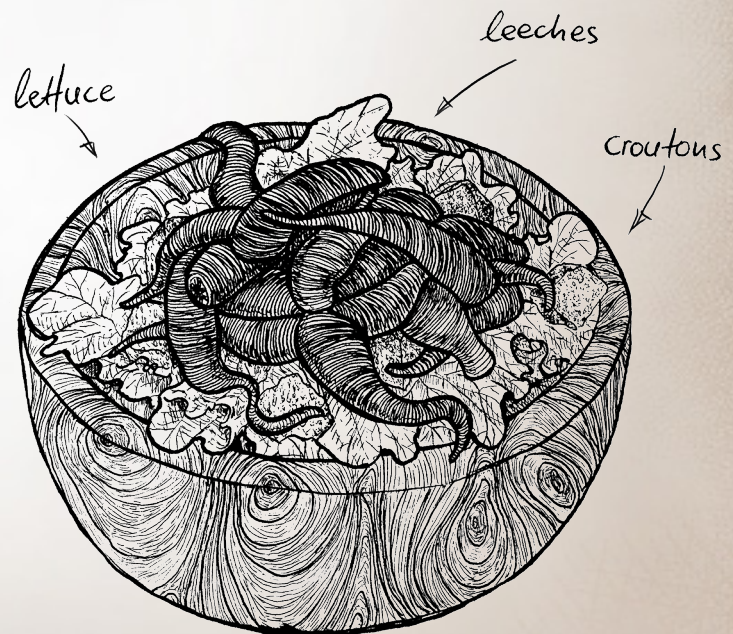
### Directions:

1. Put the mandrake root in a pot with enough water to cover
2. Bring to a boil and simmer until it starts to soften
3. Drain, return to pot and add the remaining ingredients
4. Return to boil, and simmer until done
5. Remove the clove before serving

## 6. Azalin's Salad

### Ingredients:

- 3 quipper fillets [sub: 6 anchovy fillets]
- 1 garlic clove (peeled)
- 1/8 pint roc egg yolk [sub: 2 egg yolks]
- juice from half a lemon
- 1/2 pint olive oil
- 1 teaspoon mustard powder
- 1/2 handful grated hard aged cheese [sub: Parmesan]
- 4 slices stale sourdough bread (torn into bite-sized chunks)
- 2 lettuces (washed, dried, and torn into bite-sized pieces)
- 4 ounces live leeches [sub: cooked chicken breasts, cut into slices]
- salt, pepper to taste







**Directions:**

1. In a pestle, pound the quipper fillets, the garlic, the mustard powder and a pinch of salt until they form a paste and scrape into a large bowl
2. Whisk in the egg yolk and lemon juice
3. Drizzle the olive oil (reserving 4 tablespoons) slowly while whisking until the dressing thickens
4. Whisk in most of the cheese, reserving some for garnish
5. Fry the bread chunks in the remaining oil on a low heat until golden brown and crispy
6. In the bowl with the dressing add the lettuce and toss thoroughly
7. Right before serving scatter the croutons and leeches and top with the remaining cheese

- 1 tablespoon vinegar [sub: rice vinegar]
- 1 tablespoon sugar
- 1 teaspoon grated garlic [sub: ½ teaspoon each grated ginger and grated garlic]
- 1 spring onion thinly sliced
- 1 tablespoon red slaad eggs [sub: 1 teaspoon white sesame seeds]
- 1 tablespoon blue slaad eggs [sub: 1 teaspoon black sesame seeds]

## **7. Curly-Leaf Pondweed Salad with Red & Blue Slaad Eggs**

**Ingredients:**

- 5 handfuls curly-leaf pondweed [sub: 1 ounce wakame seaweed soaked in cold water for 5'-10', then drained]
- 1 tablespoon quipper paste [sub: soy sauce]
- 1 tablespoon quipper oil [sub: toasted sesame oil]

**Directions:**

1. In a large bowl, combine all the ingredients except the pondweed and the slaad eggs
2. Lightly squeeze the curly-leaf pondweed to remove excess liquid
3. Cut the pondweed into more manageable pieces, then toss with the rest of the ingredients, except the slaad eggs
4. Top the salad with the slaad eggs before serving

## **8. Harpy's Vocal Cords with Moss Pesto**

**Ingredients:**

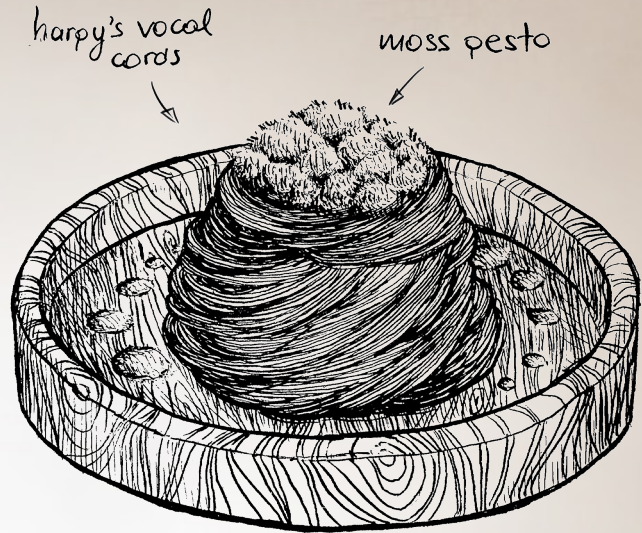
- 16 ounces harpy's vocal cords (washed, and shredded) [sub: pasta of choice]
- 1 clove of garlic (peeled)



- 1 handful assorted moss (coarsely chopped) [sub: basil leaves]
- ½ handful lightly toasted pine nuts
- 1½ handfuls grated hard aged cheese [sub: Parmesan]
- olive oil
- Salt, pepper to taste

**Directions:**

1. Cook the harpy's vocal cords in a pot with heavily salted boiling water until done, then drain
2. In a pestle, pound the garlic with a pinch of salt
3. Add the moss and pound into a paste
4. Add the pine nuts and pound again until very small chunks remain
5. Stir in 2/3 of the cheese
6. Drizzle enough oil slowly while stirring until the sauce thickens and becomes creamy and shiny
7. Season with salt and pepper
8. Toss paste with the sauce and serve sprinkling with the remaining cheese



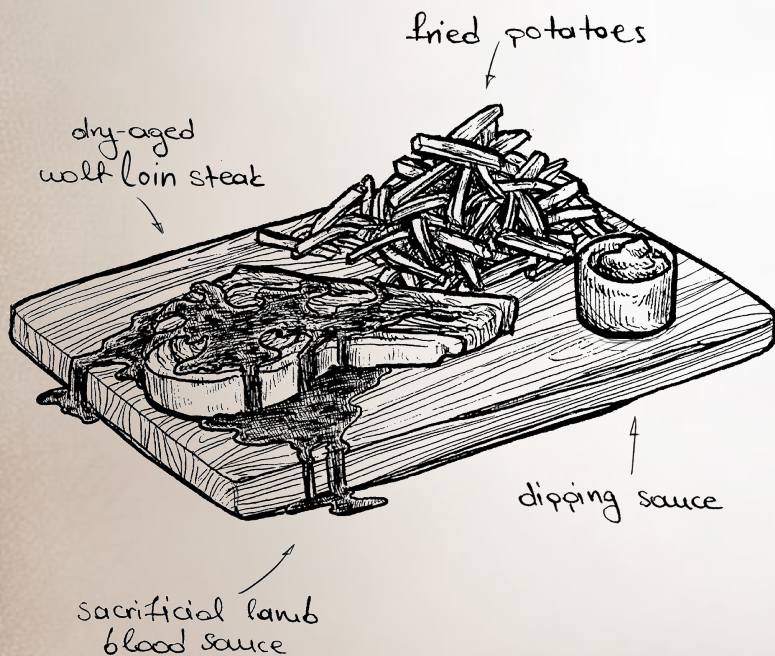
## 9. Wolf Steak with Sacrificial Lamb Blood Sauce

**Ingredients:**

- 1 thick cut dry-aged wolf loin steak [sub: t-bone steak]
- 3 tablespoons sacrificial lamb blood sauce [sub: BBQ sauce]
- 1 large potato (scrubbed, cut into thick sticks, parboiled for 5', then drained, patted dry and cooled)
- enough giant boar lard to cover the potatoes [sub: cooking oil of preference]
- 1/8 pint dipping sauce of choice
- salt, pepper to taste

**Directions:**

1. Season steak generously with salt and pepper on both sides
2. Place steak over direct heat on the grill and cook for 5', then flip and cook for another 3'
3. Remove from heat and let the steak rest
4. Fry the parboiled potato sticks in a deep pot with enough giant boar lard to cover them until golden brown





5. Season the potatoes with salt immediately after removing from the oil
6. Serve the steak with sacrificial lamb blood sauce poured over it, the potatoes and a small bowl of dipping sauce on the side

## 10. Intellect Devourer Flambé

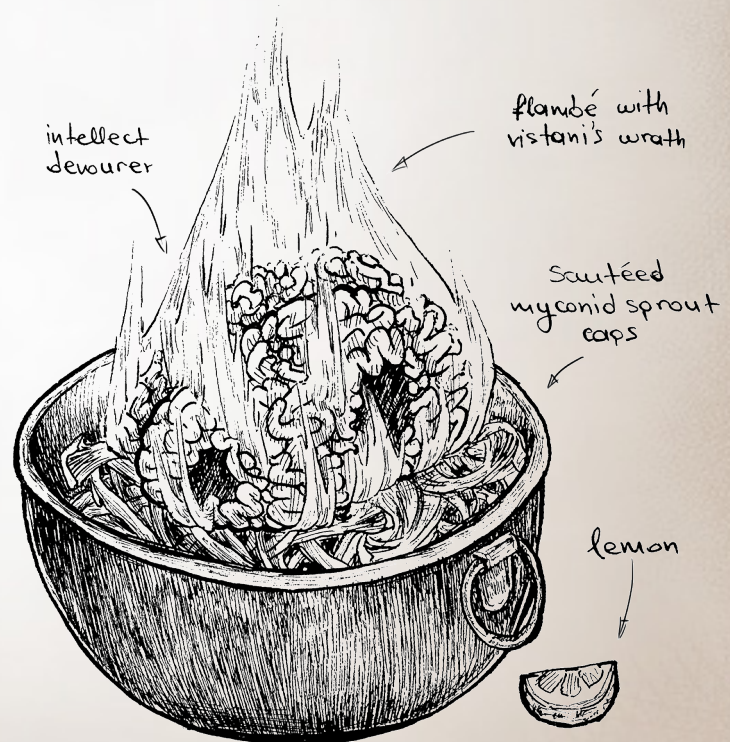
### Ingredients:

- 1 intellect devourer (remove limbs, then soak in water for an hour, changing the water regularly) [sub: cow, pig or lamb brain (soaked in water for an hour, changing the water regularly)]
- 3 tablespoons vinegar
- 5 tablespoons butter
- 5 ounces myconid sprout caps (thinly sliced) [sub: mushroom of choice]
- ¼ teaspoon grated nutmeg
- 2 tablespoons Vistani's Wrath [sub: brandy]
- 1 lemon wedge
- salt, pepper to taste

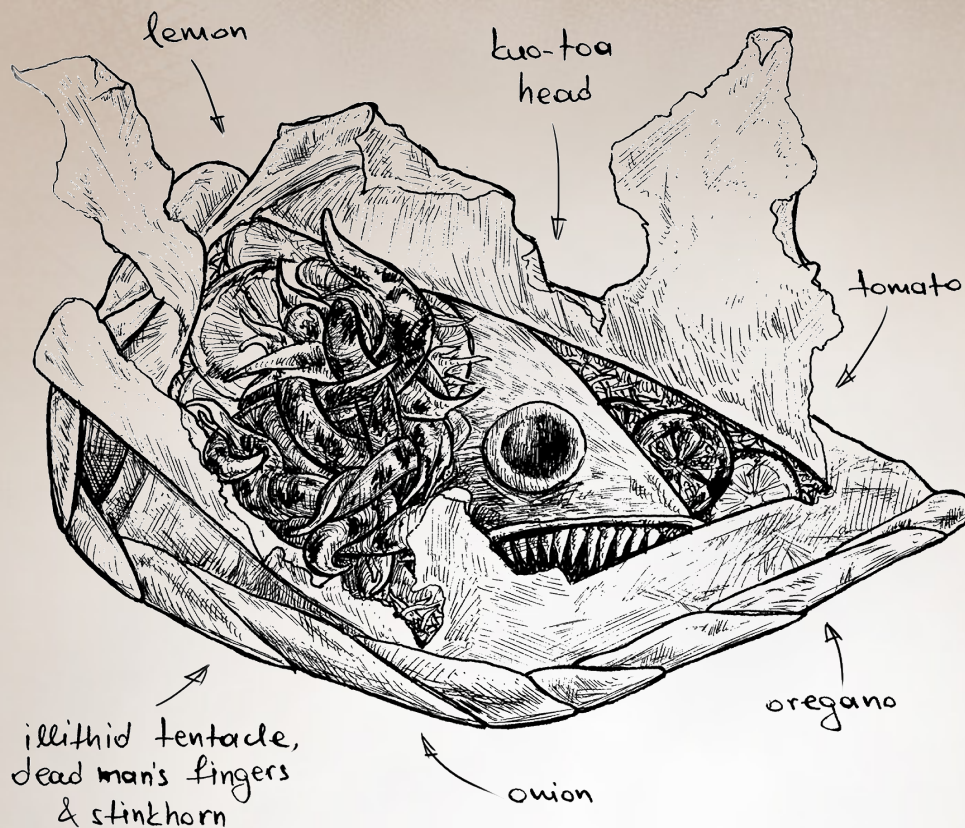
### Directions:

1. In a large pot, bring enough water to cover the intellect devourer into a boil
2. Heavily season the water with salt, stir in the vinegar and reduce to a simmer
3. Place the intellect devourer in the simmering liquid and poach for 10'
4. Remove from the water, drain and let it cool
5. In a skillet melt 3 tablespoons of butter and add the sliced myconid sprout caps along with some pepper and the nutmeg

6. Sauté them until golden brown, then season with salt and remove from the pan
7. In the same skillet melt the remaining butter and sauté the cooled intellect devourer for a couple of minutes on each side until light golden brown, seasoning each side with salt and pepper
8. Before serving, pour the Vistani's Wrath into a small saucepan and warm over low heat, being careful not to let it boil
9. Serve the intellect devourer in a deep plate, on a bed of sautéed myconid sprout caps
10. At the table, but far enough from the customers, carefully pour the warm Vistani's Wrath over the intellect devourer
11. Immediately ignite with a long match and let cook until the flame disappears
12. After the flame disappears, place the lemon wedge on the side of the bowl







## 11. Kuo-Toa Head en Papillote

### Ingredients:

- 1 small kuo-toa head [sub: 1 boneless and skinless 5-ounce firm white fish fillet]
- ½ small onion (peeled and thinly sliced)
- ½ tomato (thinly sliced)
- ½ small lemon (thinly sliced, deseeded)
- 2 tablespoons fresh oregano (chopped)
- 1 tablespoon water
- 1 illithid tentacle (boiled until tender, at room temperature) [sub: 5-6 ounces cooked octopus tentacles (boiled in salted water and/or vegetable broth along with ¼ pint dry white wine, 1 teaspoon whole black peppercorns, 1 lemon cut in half), at room temperature]
- 2 ounces dead man's fingers (washed, dried) [sub: mushroom of choice]
- 2 ounces stinkhorn (washed, dried) [sub: mushroom of choice]

- 1 tablespoon lemon juice
- olive oil
- salt, pepper to taste

### Directions:

1. Put the kuo-toa head in a large square of parchment
2. Season generously with salt and pepper on both sides and on the inside of the head
3. Arrange the onion, tomato and lemon slices on top and inside the cavity of the head
4. Season lightly with salt and pepper
5. Sprinkle the fresh oregano on top, then drizzle with the water and a generous amount of oil
6. Fold the parchment over the kuo-toa and crimp the edges to seal
7. Put on a baking sheet and into a moderate oven for 10' – 15'
8. In a large bowl toss the illithid tentacle, dead man's fingers and stinkhorn with enough oil to coat and season with salt and pepper
9. Place the tentacle and the mushrooms on a charcoal grill over indirect heat



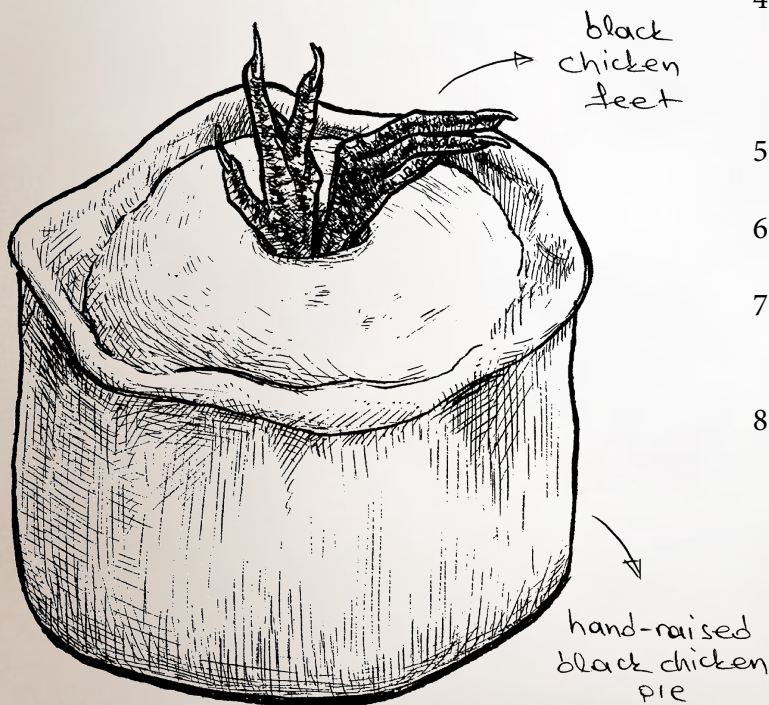
and cook turning occasionally until done and charred, but still tender

10. Cut the tentacle and the mushrooms into more manageable pieces and toss them in a bowl with the lemon juice and enough oil to coat
11. Tare the parchment open and serve on a plate with a few handfuls of the illithid tentacle-mushroom mixture piled on top

## 12. Black Chicken Pie

### Ingredients:

- ½ pint flour
- ¼ pint giant boar lard [sub: lard]
- 1/3 pint water
- 2 black chicken eggs [sub: 2 eggs]
- 2 hard boiled blackadder eggs [sub: 2 hard boiled quail eggs]
- 1 black chicken (skin removed, deboned, meat cut into thick slices) [sub: 1 3-pound chicken]



- 1 generous handful giant boar and smoked giant boar belly forcemeat [sub: 1:1 pork mince and finely chopped bacon mixed well]
- 1 handful chopped dried apricots, raisins, plums, and/or currants
- 2 tablespoons 'Vistani's Wrath' [sub: brandy]
- ½ teaspoon ground nutmeg
- 2 tablespoons butter
- 1 pint ochre jelly stock [sub: 1 pint well seasoned chicken stock combined with 1 packet of gelatin]
- salt, pepper to taste

### Directions:

1. In a small saucepan bring the water and the lard into a gentle boil until the lard is melted
2. In a large bowl whisk together the flour with a pinch of salt
3. Crack one egg into the flour and stir thoroughly until no raw egg remains unmixed, then create a well in the middle of the mixture
4. Pour the lard mixture in the centre of the well and stir immediately with a wooden spoon until all the flour is incorporated
5. Tip on a working surface and knead lightly until the dough is smooth
6. Divide the dough in two equal balls, separating ¼ of each ball for the lids
7. Lightly flatten one of the larger balls of dough, then press a jar, glass or pie dolly in the middle
8. While the dough is still warm, working from the bottom up, press and draw the dough upwards until completely molded to the mold (the sides should be about ¼-inch thick and the bottom slightly thicker), making sure there are no tares, holes or cracks



9. Repeat with the other large ball of dough and let both to cool completely until firm
10. Gently remove the molds from the pie casings
11. Line the inside of each pie (bottom and sides) with a thin layer of forcemeat and season lightly with salt, pepper and nutmeg
12. Sprinkle some of the dried fruit mixture on the bottom of each pie
13. Layer some of the chicken slices on top and season with salt pepper and nutmeg
14. Place a shelled black adder egg on each pie, taking extra care to sprinkle some of the fruit mixture and a few black chicken slices around it so that it remains upright while the pie cooks
15. Keep layering fruit and black chicken, seasoning with salt, pepper and nutmeg as you go, until both pie casings are full almost to the top
16. Dot each pie with a tablespoon of butter
17. Pour one tablespoon 'Vistani's Wrath' over each pie
18. Roll the remaining small balls of dough into ¼-inch thick sheets, cut out two disks slightly wider than the opening of your pies, and use the cut-offs to cut out small leaves for decorating the pies
19. Make an egg wash with the remaining egg and brush some at the edges of your pies
20. Layer the lids on top and crimp to seal
21. Cut a 1-inch wide hole at the center of each lid
22. Decorate the lids with the dough leaves, attaching them with a dab of egg wash
23. Brush the tops with the remaining egg wash, place on a baking sheet and bake in a hot oven for about an hour until

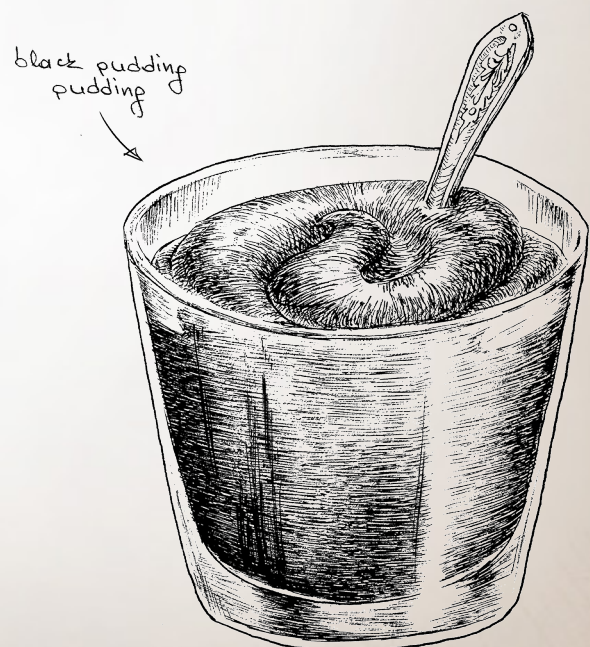
golden brown

24. Remove from the oven and let the pies cool slightly
25. While they are still warm (but not hot) carefully pour, through the hole on each lid, enough ochre jelly stock to completely fill up the pies
26. Let them cool completely and then for at least six hours until the ochre jelly stock sets
27. Before serving, decorate the pies with one black chicken foot in each hole

### 13. Black Pudding Pudding

Ingredients:

- 1¼ pint milk
- ¼ pint sugar
- 1 tablespoon cornstarch
- pinch of salt
- 6 ounces black pudding [sub: 4 tablespoons unsweetened cocoa powder (to be whisked with the cornstarch and sugar at step ), 5 ounces chocolate of choice (to be added with the butter at step)]
- ¼ pint roc egg yolk [sub: 4 egg yolks]
- 2 tablespoons butter







#### Directions:

1. In a saucepan, whisk together 2 pints of milk along with half of the sugar, bring to a boil and remove from the heat
2. In a bowl, whisk together the cornstarch, salt and the remaining sugar, then add the remaining milk and whisk until smooth
3. Add the cornstarch mixture into the hot milk mixture, return to heat and whisk constantly until it thickens
4. In a bowl, gently whisk the roc egg yolk to break it down
5. Slowly pour  $\frac{1}{2}$  pint of the hot milk mixture into the egg while whisking constantly until well mixed
6. Scrape back into the saucepan and cook over moderate heat while whisking constantly until the mixture just comes to a boil
7. Strain the mixture into a bowl and, while still hot, add the black pudding and the butter until melted and the mixture is smooth and glossy
8. Transfer into individual serving bowls and let the puddings set completely before serving

## 14. Barovia Mess

#### Ingredients:

- $\frac{1}{4}$  pint roc egg white [sub: 2 egg whites]
- $\frac{1}{2}$  pint sugar
- pinch of salt
- 1 pint red baneberries [sub: strawberries]
- 1 tablespoon lemon juice
- $\frac{1}{2}$  pint ochre jelly [sub: heavy cream]
- 1 vanilla bean (pod split in half, seeds scraped)
- $\frac{1}{4}$  pint roc egg yolk [sub: 4 egg yolks]

#### Directions:

1. Into a large bowl, whisk together the roc egg white along with a pinch of salt until it forms soft peaks on the whisk when lifted
2. Start pouring  $\frac{1}{4}$  pint of sugar in the egg white, tablespoon by tablespoon, until stiff peaks form on the whisk when lifted, the sugar is completely dissolved and the mixture is thick and glossy
3. Place dollops of the mixture onto a parchment lined baking sheet
4. Bake in a low oven for  $1\frac{1}{2}$  hours until the meringues are dry, sound hollow when lightly tapped and are a pale brown all over
5. Remove from the oven and let them cool completely before using
6. In a small saucepan, stir together  $\frac{1}{2}$  pint of red baneberries, 2 tablespoons of sugar and the lemon juice
7. Continue stirring over medium heat, mashing some of the baneberries with your spoon as you go, until the sauce thickens slightly and the baneberries soften
8. Remove from the heat and let the compote cool completely before using
9. In a saucepan, over a medium heat, bring the ochre jelly and the vanilla



- bean pod and seeds into a boil and immediately remove from the heat
10. In a bowl, whisk together the roc egg yolk and 4 tablespoons of sugar until smooth
  11. Slowly pour half of the ochre jelly mixture into the egg mixture while whisking constantly until well mixed
  12. Scrape back into the saucepan and cook over moderate heat while whisking constantly until the mixture thickens
  13. Remove from the heat and let the ochre jelly custard cool completely before using
  14. In individual serving bowls alternate layers of broken roc egg meringue, red baneberry compote, ochre jelly custard and fresh red baneberries, taking care to finish with a layer of custard, some crushed meringue, a drizzle of compote and a scattering of fresh baneberries.

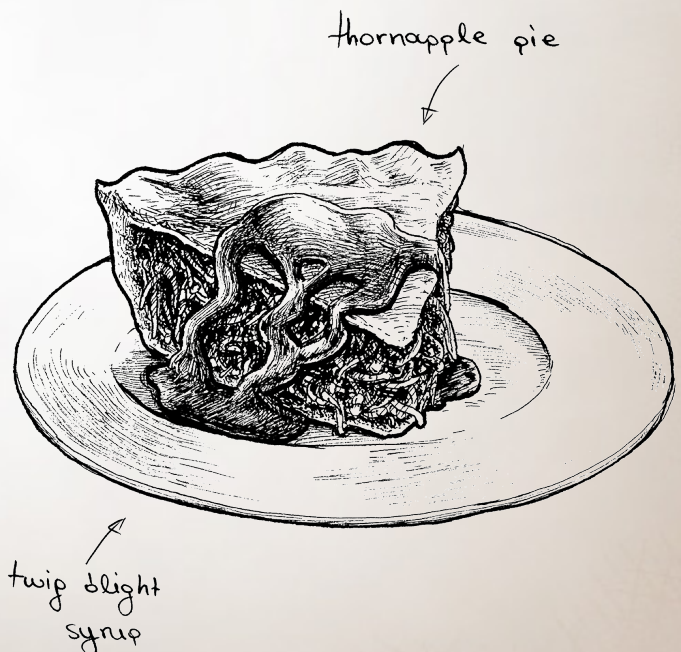
## 15. Thornapple Pie

### Ingredients:

- 1½ pints flour
- ¾ pint butter (cold, cut into small cubes)
- salt
- 1/8 to ¼ pint cold water
- ¼ pint butter
- 2/3 pint sugar
- 1 teaspoon molasses
- 3 pints thornapple (deseeded, thinly sliced) [sub: 6 apples (peeled, cored, thinly sliced)]
- 1 tablespoon lemon juice
- 1 teaspoon ground cinnamon
- ¼ teaspoon ground ginger
- 1/8 teaspoon grated nutmeg
- 2 tablespoons milk
- 3 tablespoons twig blight syrup [sub: maple syrup]

### Directions:

1. In a large bowl, stir together the sliced thornapple along with the seeds, ½ pint of sugar, the cinnamon, ginger, nutmeg and a pinch of salt
2. Place the mixture in a sieve and let it sit for about two hours, with a large bowl underneath to catch the juices
3. In a large bowl, mix together 1¼ pints of flour, 1 generous pinch of sugar and one generous pinch of salt
4. Add ½ pint of cold cubed butter and “cut” into the flour with a knife, or rub with cold fingers until the largest pieces of butter are the size of a pea
5. Slowly add cold water, one tablespoon at a time, working it into the mixture with a fork, until the mixture just comes together when pressed
6. Divide evenly into two portions, and knead each one with your hands just until it comes together into a disk
7. Cover each disk with parchment and set in a cool place until needed
8. Pour the gathered thornapple juices into a saucepan along with the





- molasses, bring to a gentle boil, reduce until the syrup thickens slightly, and remove from the heat
9. Return the thornapple mixture in the bowl, pour over the cooled syrup and toss to coat
  10. Roll one of the dough disks into a ¼-inch thick circle and place into a slightly greased pie plate
  11. Pour the thornapple filling in the crust and dot with the remaining butter
  12. Roll out the remaining dough disk into a ¼-inch thick circle, gently lay it on top of the pie, cut out the excess dough and crimp to seal
  13. With a knife make 4-5 slits in the lid
  14. Brush the top with milk, sprinkle with sugar and place the pie plate in a baking sheet
  15. Bake in a hot oven for 20', reduce the oven to a moderate heat and continue baking for another 30'-40', until the the top is golden brown and the thornapples are soft
  16. Remove from the oven and let it cool completely before serving
  17. Serve each slice with 3 tablespoons of slightly warmed twig blight syrup

## 16. Sacrificial Lamb Blood Sauce

### Ingredients:

- ½ pint sacrificial lamb blood [sub: ketchup]
- ¼ pint sugar
- 1/8 pint vinegar
- 1 teaspoon mustard powder
- ½ teaspoon dried hot pepper powder
- 1 dash fire snake blood [sub: hot sauce of choice]
- salt, pepper to taste

### Directions:

1. Put all the ingredients in a saucepan and whisk together over a medium heat until they come to a boil and are well combined
2. Remove from the heat and let the sauce cool completely before using

## 17. Gray Matter Sauce

### Ingredients:

- ½ pint intellect devourer gray matter [sub: mayonnaise, preferably Japanese]
- 1/8 pint fire snake blood [sub: hot sauce of choice, preferably Sriracha]

### Directions:

1. Whisk together all the ingredients until well combined, and reserve until use

## 18. Twig Blight Syrup Mustard Sauce

### Ingredients:

- ¼ pint mustard powder
- ¼ pint water
- 1/8 pint twig blight syrup [sub: maple syrup]

### Directions:

1. In a bowl, whisk together the mustard powder and the water until there are no lumps
2. Let the mixture rest for about 10'
3. Add the twig blight syrup, whisk thoroughly until well combined and reserve until use





## Drink Recipes

### Black Orange Rum Punch

---

#### Ingredients:

- 4 ounces orange juice
- 4 ounces pineapple juice
- 1 tablespoon lime juice
- 2 ounces dark rum
- 2 ounces light rum
- 2 ounces soda water
- 4 ounces blackberries
- 1/2 cup sugar

#### Supplies:

- Black food coloring
- Toothpicks

#### Directions:

1. Mix together orange juice through rum in a large cocktail shaker or liquid measuring cup; shake with ice or refrigerate until chilled.
2. Place sugar in a small bowl and add food coloring. Mix until uniform in color, adding additional food coloring until desired color is reached.
3. Run an orange or lime slice around the rim of the glass. Alternatively, dip rims onto a plate filled with water. Coat rims with sugar by dipping in the black sugar mixture.
4. Place 3 to 4 blackberries in the bottom of each glass and crush. Slowly pour cocktail over blackberries. Garnish with a toothpick topped with a blackberry.

## Blood and Bones

---

#### Jello Shot Ingredients:

- 1 cup skim milk
- 2 packets gelatin
- 1/2 cup sugar
- 1 cup whipped cream vodka

#### Bloody Cocktail Ingredients:

- 1 cup whipped cream vodka
- 1 cup strawberry cream soda
- 1 cup soda water

#### Special Equipment:

- Skeletal finger (mold)
- Skulls and crossbones (mold)

#### Directions:

1. Place milk in a small saucepan; sprinkle gelatin over milk and let sit for 5 minutes.
2. Add sugar and heat milk on low until sugar and gelatin dissolve. Stir in vodka and let mixture cool until barely warm.
3. Pour Jello shot mixture into molds and refrigerate until set, about 1 to 2 hours.
4. To make bloody cocktails, combine vodka, cream soda, and soda water in a liquid measuring cup or pitcher. Add a jello shot to the bottom of different types of glasses, then cover with cocktail mixture.



## Raven Wing's Cocktail

### Ingredients:

- 1 ounce blackcurrant dark red liqueur
- 8 to 10 ounces Raspberry Beer
- Raven's wing mint garnish

### Directions:

1. Pour the blackcurrant dark red liqueur over crushed ice.
2. Fill the remainder of the glass with Raspberry beer. Gently stir. To make the raven's wing garnish, spray a large mint leaf (or several leaves) with a black food-coloring spray.
3. Drop in the drink and let the garnish float on the ice.

## Black Cauldron

### Ingredients:

- 1.5 parts Black Tequila
- 0.75 part fresh lemon juice
- 0.25 part agave syrup
- 0.25 part sage simple syrup
- 2 dashes Angostura bitters
- 1 capsule activated charcoal

### Directions:

1. In a cocktail shaker filled with ice, combine 1.5 parts Black Tequila, 0.75 part fresh lemon juice, .25 part agave syrup, 0.25 part sage simple syrup, 2 dashes Angostura bitters, and 1 capsule activated charcoal. Shake vigorously.
2. Strain into a coupe or martini glass and garnish with a lemon slice.

## Vampire's Weakness

### Ingredients:

- 0.75 parts Whiskey
- 1 part Fruit liqueur
- 1 part sweet vermouth
- Ice

### Directions:

1. Add 1.75 parts Whiskey, 1 part fruit liqueur, and 1 part sweet vermouth to a mixing glass and fill with ice.
2. Stir to chill and dilute cocktail, then strain into a cocktail glass.
3. Garnish with an edible eyeball.

**Disclaimer:** Mistfactor Press and its members take no responsibility for any wasted food that does not taste as you thought it would, food poisoning, burning your house to a crisp trying to make flambeing or any other disasters that might occur while trying to make any of our recipes. Most of the recipes require above than average knowledge in the art of cooking. Be careful when you try to make any of the recipes found in this document.



# Magical Side-Effects

Antonia got cursed by a *vistana* and as a result, all of the food she paints and serves are affected by that curse and have a negative side-effect. Thanks to Antonia's cooking passion and will to please her customers, the food she prepares also enjoys a positive side-effect as well.

In this chapter you will find the description for each side-effect of the corresponding dish. Only one magical side-effect of a dish can be felt at a time, you can choose to ignore this rule but be careful that the characters might become too powerful or severely weakened.

**Optional Takeaway Rule:** The adventurers can choose to take the food as a takeaway in order to enjoy the magical effects during their adventures. But be wary, Antonia cannot provide them with food containers, they need to bring their own.

## Food Side-Effects

### 1. Deep Fried Crawling Claw Fingers

When this appetiser is consumed, your fingernails fall off in the timespan of one hour and your hand's skin starts to appear rotten.

During that hour you can detach either of your hands using an action.

When you do so the hand becomes a Crawling Claw under your control.

**Benefit:** You can use your bonus action to command the Crawling Claw as long as it remains within 40ft of you.

**Side effect:** If the claw is destroyed or if it is not attached back to the owner's arm before the 1 hour period, the owner loses that hand.

### 2. Charcuterie Board

When this food is consumed, people around you will start covering their noses when you speak to them.

**Benefit:** You gain the following attack which you can use only once.

**Stink Breath:** Your breath stinks so much that you can use an action to exhale a poisonous gas in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 12 (3d6) poison damage on a failed save, or half as much damage on a successful one.

**Side effect:** You suffer a -5 penalty to Charisma (persuasion) rolls.

These effects last for 1 hour.

### 3. Honey Glazed Grilled Stirge Wings

When this food is consumed, your nose gets transformed into a proboscis similar to a Stirge's for 1 hour.

**Benefit:** During that time, you can use an action to drink blood from an unconscious humanoid creature. If you do so, you gain a flying speed of 25ft. for the remaining duration.

You can prolong this effect by consuming blood from a different unconscious humanoid creature by 1 hour (max 4 hours).

**Side effect:** People that notice the proboscis will avoid talking to you and might even become hostile if they realize how you utilize it.

### 4. Chuul Bisque

By consuming this delicacy you gain some of the powers a Chuul possess. You grow magic detecting antennas on each side of your head and tentacles replace your mouth.

**Benefit:** For 1 hour you continually detect magic auras within 40ft of you as per the detect magic spell.

**Side effect:** You lose your ability to talk, you can now make bubbles instead.



## 5. Mandrake Soup

---

When you consume this soup, you receive some of the powers a mandrake possesses for 4 hours.

**Benefit:** Shriek. By using your Action all creatures within 20 feet that can hear you, must succeed on a DC 14 Constitution saving throw to avoid becoming stunned until the end of their next turn.

**Side effect:** Since you are not a mandrake yourself, you must also succeed on a DC 14 Constitution saving throw to avoid becoming stunned until the end of your next turn.

## 6. Azalin's Salad

---

This salad is filled with living leeches which transfer some of their attributes over to the consumer of this delicacy. Small mouths appear on your fingertips, similar to the mouth of a leech. You can use these tiny mouths to attach yourself to a creature with a blood system and reinvigorate your constitution. This effect lasts for 1 hour.

**Benefit:** Leech Bite: Melee Weapon Attack: reach 5 ft., one creature. Hit: 2d6 piercing damage, and you attach to the target. While attached, you don't have to roll for an attack. Instead, at the start of each of your turns, the target loses 2d6 hit point due to blood loss.

**Side effect:** You become vulnerable to fire type attacks and fearful of salt.

## 7. Curly-Leaf Pondweed Salad with Red & Blue Slaad Eggs

---

By consuming the Slaad salad you instantly feel your body change.

**Benefit:** You gain resistant to all magical damage for 2 hours as your skin is covered in a thick layer of Slaad liquids.

**Side effect:** Your tongue changes to that one of a Slaad, for 2 hours you can only speak Slaad.

## 8. Harpy's Vocal Cords with Moss Pesto

---

When you consume this food, your vocal cords change to match the vocal cords of a harpy. For 1 hour you speak with a raspy voice like that of a sick harpy when you talk and your body grows feathers in random areas.

**Benefit:** Once during that hour, you can sing a magical melody. One humanoid or giant within 60 ft. of your choice that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. You must take a bonus action on your subsequent turns to continue singing. You can stop singing at any time. The song ends if you become incapacitated.

While charmed by this effect, a target is incapacitated. If the charmed target is more than 5 ft. away from the singer, they must move on its turn toward the singer by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the singer, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this Luring song for the next 24 hours.

**Side effect:** Your voice becomes raspy, you can only whisper for 1 hour.

## 9. Wolf Steak with Sacrificial Lamb Blood Sauce

---

This wonderful meal makes a person feel relaxed and full after its consumption. A nap sounds like a wonderful idea after the feast, one which the person finds irresistible.

**Benefit:** When you wake up, roll 2 hit dice and heal for the result. You also gain a 1d4+4 temporary HP.



**Side effect:** You instantly fall asleep for 2 hours after consuming this meal. When you wake up, you suffer -2 penalty to all ability checks due to the feeling of guilt that has nested in you when you realized that the lamb has been sacrificed for you to eat. This effect ends when you finish a short or long rest.

## 10. Intellect Devourer Flambé

When you consume this food, you gain the ability of an intellect devourer to detect sentience but you also have some of your intellect devoured. You gain the following effects for 30 minutes:

**Benefit:** Detect Sentience. For 30 minutes, you can sense the presence and location of any creature within 60 feet of you that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

**Side effect:** For 30 minutes, you lose 5 intelligence ability points (minimum 1) and your head appears to be on fire but it's only a visual effect.

## 11. Kuo-Toa Head en Papillote

When you consume this food, you feel your face changing as fish scales start forming. Your eyes become larger to match that of a Kuo-toa.

**Benefit:** Otherworldly Perception. For 2 hours, you can sense the presence of any creature within 15 feet of you that is invisible and you can pinpoint such a creature's location when it is moving.

**Side effect:** For 2 hours you gain sunlight sensitivity.

While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## 12. Black Chicken Pie

By consuming this pie, you let the energies of a black chicken enter your veins, after consuming this pie you gain the following effects for 1 hour.

**Benefit:** As an action you can polymorph into a black chicken or rooster for the remaining duration. While in this form you can only communicate with other chickens. The 1 hour counts down from the time you consumed the pie.

**Side effect:** For 1 hour you gain disadvantage to saving throws against being frightened.

## 13. Black Pudding Pudding

When you consume this food, you start feeling your body losing its stability as it takes ooze like properties.

**Benefit:** For 30 minutes, you can move through a space as narrow as 1 inch wide without squeezing.

**Side effect:** Your speed is reduced by -10 feet and you cannot walk normally.

## 14. Barovia Mess

When you consume this food, you feel your stomach gurgle as the food's effects start taking hold of you. The following effects remain for 2 hours.

**Benefit:** For 2 hours your left arm transforms into a Roc's pseudopod with talons and is covered in slimy feathers. You gain resistance to acid damage and you can use your Action to attack with it.

(Change the "to hit" modifier accordingly) Melee Attack +6 to hit, dealing 2d6 piercing damage and 1d6 acid damage.

**Side effect:** Your left arm can only be used to attack with the above-mentioned benefit and for no other action.



## 15. Thornapple Pie

---

When you consume this food, you grow spikes and thorns everywhere on your body as your skin's surface transforms into thin wood. You gain the following benefits for 1 hour.

**Benefit:** When a creature grapples you, they take 1d8 piercing damage per turn for as long as you remain grappled. While you remain motionless, you are indistinguishable from a dead shrub.

**Side effect:** You gain vulnerability to fire damage and people cannot hug you.

## Drink Side-Effects

### 1. Black Cauldron

---

As you drink this pitch black cocktail your body immediately starts feeling its effects. Hairy warts and disgusting pustules appear everywhere on your skin as a dark mist surrounds you to cover the abomination to the eyes that you are.

**Benefit:** For 1 hour you gain a +5 bonus to all stealth checks while being in dim light.

**Side effect:** For 1 hour you suffer a -2 penalty to Charisma ability score.

### 2. Raven Wing's Cocktail

---

It is considered a bad omen to harm ravens. People think that they are protecting the souls from the mists by having them follow their flight path. By drinking this cocktail you are imbuing yourself with negative energies, deriving from the bad omen, for 1 hour.

**Benefit:** Once during the duration of 1 hour, whenever a creature is forced to make a saving throw against you, you can transfer the bad omen energy at them, forcing them to have disadvantage on the roll. All effects of the drink fade after a creature has suffered disadvantage because of it.

**Side effect:** For 1 hour, you suffer disadvantage to all ability rolls. This effect ends on you if you use the beneficial part of the drink.

### 3. Vampire's Weakness

---

By drinking this cocktail, you turn your blood into a poisonous substance that is lethal to vampires and other blood drinkers.

**Benefit:** For 4 hours, any vampire or similar creature that drinks from your blood takes 1d6 acid damage instead of regaining hit points.

**Side effect:** Due to the new nature of your blood, which your body is not accustomed to, you suffer 1 level of exhaustion for the duration.

### 4. Black Orange Rum Punch

---

This drink's name is more literal than one thinks. By the moment you take a sip of this drink you feel a punch striking your stomach.

**Benefit:** You are immediately cured of one disease and become resistant to diseases for 1 hour.

**Side effect:** You take 3d4 non-lethal damage dropping unconscious if you reach 0 hit points.

### 5. Blood and Bones

---

When you consume this drink, you feel your blood and bones pulse from within with necrotic energies. For a full hour, as an action you can create 5 bone spikes covered with blood and throw them at your enemies.

**Benefit:** As an action: Bloody Bone Spike: Ranged Weapon Attack:, range 20/40 ft., one target. 1+dex mod piercing damage + 3 (1d6) necrotic damage.

**Side effect:** Using the above-mentioned action you receive 2d6 necrotic damage to yourself, since the newly created weapon harvests part of your own blood and bones.



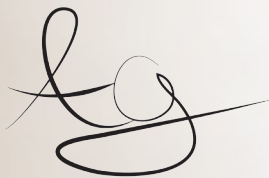
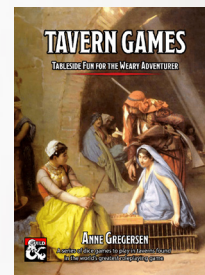
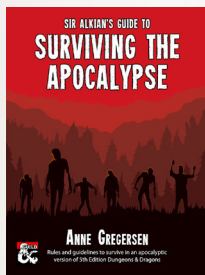
# Tavern Map







# GET MISTIFIED



Anne Gregersen



Asha J. Panesar



George Komis



Lúthien Price

Promote your products for free by clicking the image below!

