

YES CHEF!

A Dungeoneer's Cookbook for
Tabletop Roleplaying Games



Prey Species

CREDITS

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Prey Species

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HOW TO USE THIS ZINE

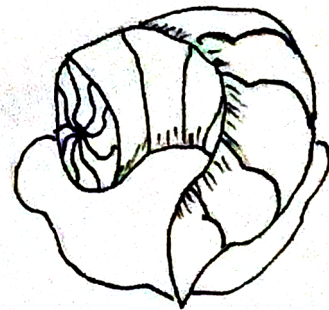
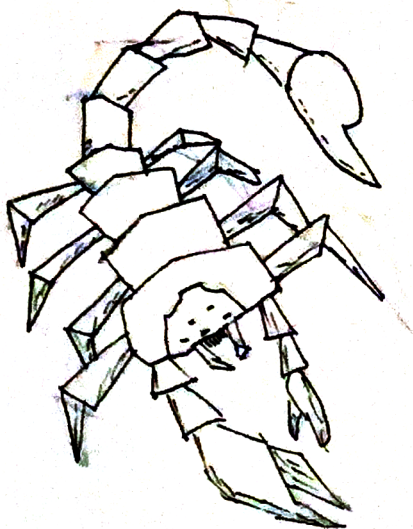
I made this supplement because I hate how many games handle cooking. The GM always has to do too much work and it usually just comes down to a dice roll. Food is an important part of everyday life. It fuels us and changes how we feel. Its work, as well as love! This supplement is meant to be player facing, for that person at the table who wants to make something, who wants to fuel their friends, who wants to eat every monster they see.

This supplement uses mechanics and terms from Errant by Ava Islam. These can be easily translated into other systems. Use your best judgment.

Have fun with it! The ingredient table and the effect table are not one-to-one, any ingredient can have any effect! You can assign effects to ingredients if it makes sense. You should add effects to the table!

And most importantly...

LET THEM COOK!



CAMP ACTIONS

If the party wishes to make a meal, a camp action must be spent on cooking. This can be modified by Cookware and food Effects.

Every character gains one Camp Action once camp is set up.

Some Camp Actions require specific tools.

Cook Requires clean Cookware. Arrange ingredients into a Recipe Combo. Pick Effects to activate and Cookware to use.

Forage..... Investigate the surroundings to locate your choice of Side or Spice. Roll skill check. On pass, draw two Effects and discard one. On fail, draw one Effect.

Harvest Requires knife. Gut animals and monsters, harvest Main or Magic. Must have a source. Draw an Effect card from Main or Magic. Roll skill check, on a pass draw two Effects and discard one. On fail, draw one Effect.

Clean Requires soap and sponge. Clean Cookware and after a meal (Cookware must be cleaned before next use, unless modified by meal Effect).

Brew..... Requires container. Ferment Effect card into new suit. At next camp, draw a new Effect from another suit (your choice) and replace the old Effect.

RECIPE COMBOS

Once you have a few ingredients, combine them to make a meal.

With three ingredients you can start aiming for recipe combos.

Multiple combos may be combined, unless noted.

NOTE: If suit of Ingredient and Effect do not match, use suit of Effect for Recipe Combos

Paltry Meal

Any one or two ingredients.

Balanced Meal

One each of Main, Side, and Spice.

Activate one positive effect, ending on the next rest.

Magic Meal - cannot be combined with Balanced Meal

One ingredient of each suit.

Activate one positive Effect and magic Effect, ending on the next rest.

X of a Kind

For however many cards that match gain Effect multiplier (ie. 2 aces, 2x multiplier. 3 kings, 3x multiplier).

Apply the multiplier to one Effect that has already been activated.

Choose how to apply the multiplier. You can double the length of the effect, double the amount of dice rolled, etc.

Straight

Four ingredients of ascending number (ie. Ace, 2, 3, 4).

Activate each positive Effect. Block every negative Effect.

Flush

Four ingredients of same suit

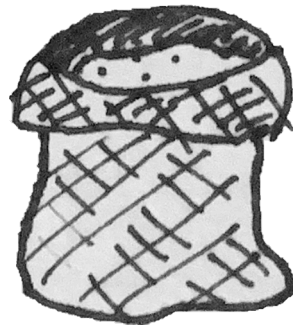
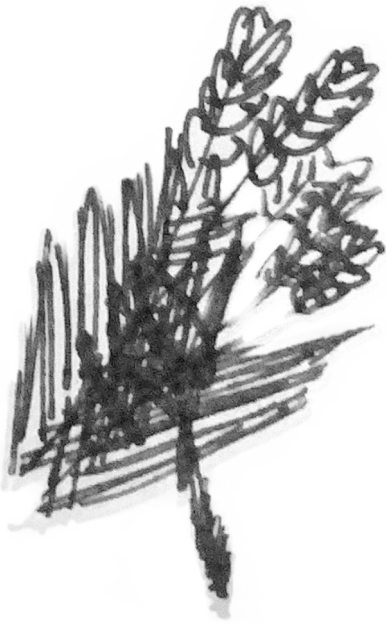
Gain +1 to a stat depending on suit, resets on short rest.

Main - Physical +1

Side - Skill +1

Spice - Presence +1

Magic - Mind +1



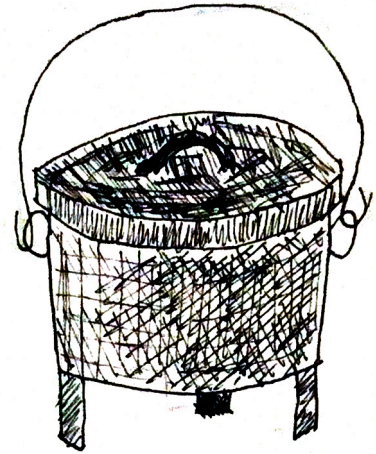
EQUIPMENT LIST

When doing a camp action, you can select which equipment you use.

Battered Cookware - 10 cp

Ignore any Extra Prep Effects.

1 in 6 chance that extra cleaning action is required before next use



Utilitarian Cookware - 100 cp

Light, effective, ugly.

No special effects.

Fancy Cookware - 1000cp

Extra weight.

Activate 2 effects when you'd activate 1.



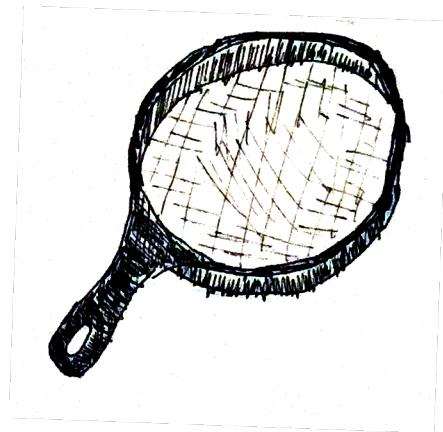
Barrel - 50 cp

Extremely cumbersome.

Ferment 3 ingredients per Brew Camp Action taken.

Jar - 20 cp

Ferment 1 ingredient per Brew Camp Action taken.



Alchemy Kit - 500 cp

Ferment 1 ingredient per Brew Camp Action taken.. Draw 3 new Effect cards, keep 1 and discard 2.

Soap and Sponge - 10 cp

Depletion 3.

Clean 1 cookware per every Clean Camp Action taken.

Hunting Knife - 50 cp

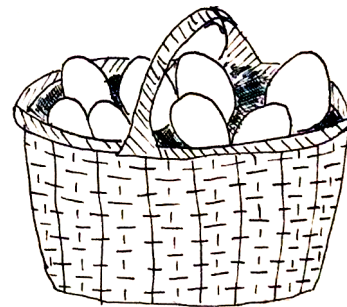
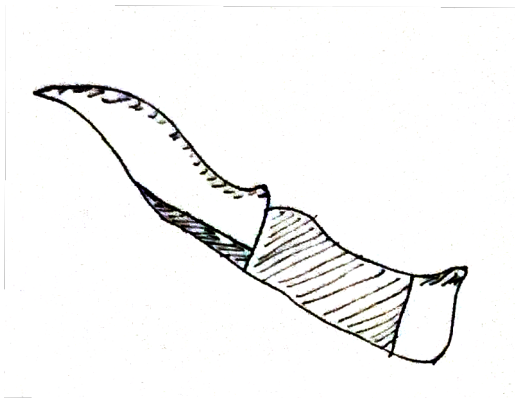
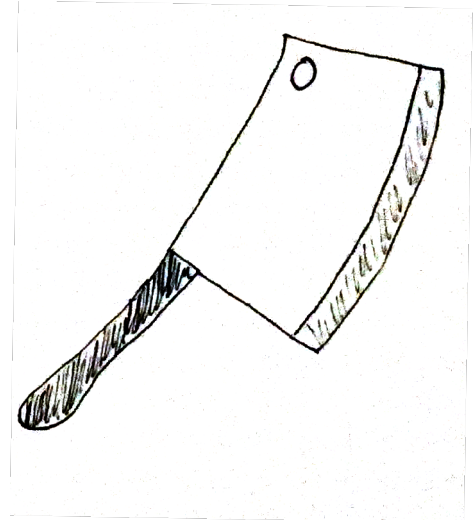
Draw 1 ingredient from Main or Magic per every Harvest Camp Action taken.

Butchers Knife - 100 cp

Extra weight. Draw 2 ingredients from Main and/or Magic per every Harvest Camp Action taken.

Holy knife - Priceless

Applies blessed Effect to every ingredient harvested. Draw 1 ingredient per every Harvest Camp Action taken.



Play Example

Thaldek has a 6 of Hearts, a jumpcat liver with the negative Effect Extra Prep. He also has a King of Clubs, a magical herb with the positive Effect of Mind Bonus. Both of these he previously harvested.

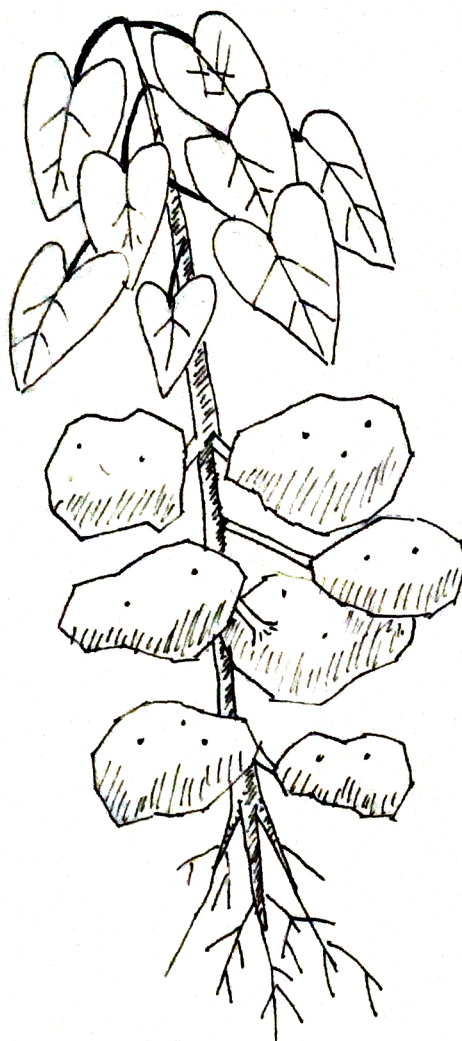
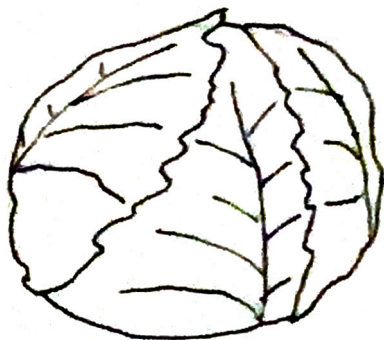
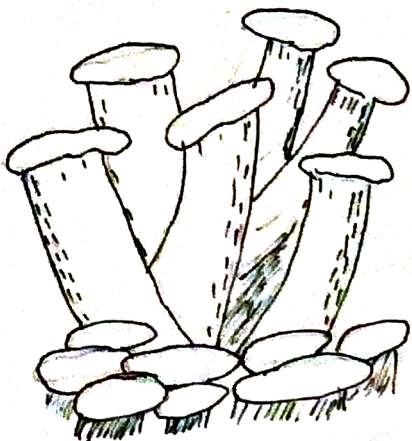
Kelren and Sanfer take Forage Camp Actions. They come back with a King of Diamonds and an Ace of Spades. The cards correspond to groccoli that provides the positive effect Skill Bonus, and crystal salt that is a Lookalike.

Thaldek uses all four ingredients, which activates a Magic Meal combo. He chooses to activate Skill Bonus and Mind Bonus. Now Thaldek has to roll to prevent Extra Prep. He passes his skill check, preventing Extra Prep from activating. Lookalike always activates, so Thaldek flips a coin and gets tails, giving the negative result for this Effect.



The party gathers around Thaldek's meal, deep fried jumpcat liver with an herb sauce and a side of roast groccoli sprinkled with crystal salt mimic. The party eats the meal, gaining Mind and Skill bonuses, and taking 1d4 damage after eating the crystal salt mimic. These effects last for the next 24 hours.

Moss uses their camp action to Clean, getting the cookware ready to use again, and depleting their soap and sponge by 1.





INGREDIENT TABLE

This table is mostly for flavor, use it if you need to generate random ingredients on the spot. You can match them to their corresponding position on the effect table, or draw again and select that effect.

	Main (heart)	Side (diamond)	Spice (spade)	Magic (club)
Ace	Griffon Bacon	Goat Cheese	Crystal Salt	Unicorn Horn
2	Rainbow Trout	Silver Wheat Flour	Goose Vinegar	Ochre Jelly
3	Yello Beans	Fog Mount Quinoa	True Nutmeg	Dragon Wing
4	Chickpeas	Chibben Egg	Barrel Aged Miso	Basilisk Venom Sack
5	Cow Ribs	Wild Rice	Head of Garlic	Wyrn Scale
6	Jumpcat Liver	Halfling Tater	Ginger Rhizome	Owlbear Beak
7	Bug Sirloin	Mule Oat	Spindle Seed	Vicious Claw
8	Belowdark Mushroom	Swift Carrot	Chili Oil	Hydra Egg
9	Golden Squash	Giant Cabbage	Sesame Fruit	Minotaur Milk
10	Ram Shank	Flint Corn	King Herb Mix	Dryad Fruit
Jack	Roc Leg	Brapple	Sap Sugar	Marlboro Syrup
Queen	Deep Water Lobster	Pickles	Saffron Shread	Snant Shell
King	Cherub Steak	Groccoli	Peppercorn	Herb Golem

EFFECTS

These tables are the meat and bones. You can use them in a lot of ways.

Draw to assign an effect to an ingredient you already have from a matching suit. Draw from a new suit for brewed ingredients. Draw from the ingredient table and match the result to the effect table.

Positive effects are only activated if a combo is achieved.

Negative effects are always activated, unless a successful skill check is made, or if a positive Effect cancels them out.

Acidic (-)	1d4 damage from heartburn	Energy Dense	Ignore the next time you get exhausted
Alcoholic (-)	+1 to Presence, -1 to Strength and Skill	Enhance Armor	All equipped armor gains one extra block
Bland (-)	Disheartening meal. No one can take the Clean Camp Action until after the next rest	Enhance Melee	All melee attacks are enhanced one step
Blessed	Nullifies all negative Effects	Enhance Miracle	All miracle effects and damage are enhanced one step
Burnt (-)	Stuck to the bottom of the pot! Cleaning takes an extra camp action	Enhance Ranged	All ranged attacks are enhanced one step
Cursed (-)	+1 to Mind, -1 to Strength and Skill	Enhance Speed	Movement speed is enhanced one step. Halve travel time
Delicious	Everyone is inspired! Cleaning does not cost a Camp Action	Enhance Spell	All spell attacks and effects are enhanced

Extra Prep (-)	Cooking this ingredient requires an extra camp action
Fire Resist	Take half damage from fire attacks
Haunted (-)	Wake up with one exhaustion
Hearty Meal	Gain 1d6 temporary hp
Holy Resist	Take half damage from holy attacks
Ice Resist	Take half damage from ice attacks
Inedible	Ingredients must be brewed before they can be used in a recipe

Lookalike (-)	Flip a coin: Heads, this ingredient looks deadly, but is safe to eat and heals 1d4 hp. Tails, this ingredient looks safe, but is deadly to eat and does 1d4 damage. This effect always activates, it cannot be blocked
Mana Infused	Gain an extra use of one spell
Messy (-)	Spend an extra Camp Action to clean, or take -1 on event die
Mind Bonus +1	Gain a temporary +1 bonus to your Mind ability
Physical Bonus +1	Gain a temporary +1 bonus to your Physical ability

Presence Bonus +1	Gain a temporary +1 bonus to your Presence ability
Quick Meal	Gain bonus camp action.
Rare	No effect, but the value of this ingredient is doubled
Restorative	Erase one exhaustion
Rot Resist	Take half damage from rot attacks
Rotten (-)	Impairs movement speed one step. Doubles travel time
Skill Bonus +1	Gain a temporary +1 bonus to your Skill ability
Stinky (-)	-1 on event die
Vitamin Rich	Enhance an ability of your choice by +1



EFFECT TABLE

	Main (heart)	Side (diamond)	Spice (spade)	Magic (club)
Ace	Hearty Meal	Extra Prep	Lookalike	Cursed
2	Rotten	Quick Meal	Bland	Haunted
3	Burnt	Stinky	Clean Meal	Blessed
4	Delicious	Messy	Inedible	Mana Infused
5	Rare	Inedible	Enhance Speed	Fire Resist
6	Extra Prep	Vitamin Rich	Rotten	Lighting Resist
7	Bland	Acidic	Burnt	Ice Resist
8	Messy	Rare	Restorative	Holy Resist
9	Delicious	Energy Dense	Clean Meal	Rot Resist
10	Vitamin Enhanced	Quick Meal	Rare	Mana Infused
Jack	Hearty Meal	Enhance Speed	Alcoholic	Enhance Armor
Queen	Enhance Melee Damage	Enhance Ranged Damage	Enhance Miracle Effects	Enhance Spell Effects
King	Phys Bonus +1	Skill Bonus +1	Pres Bonus +1	Mind Bonus +1