

THE TASTY LANDS OF

SILVERPLATE



5E

— THE TASTY LANDS OF —
SILVERPLATE

WRITER: Barkın Tokalak, Eyüp Emre Erdem, Suat Deniz Vural, İzel İrem Aydın, Alican Develioglu, Aysegül Gürzumar

LEAD EDITOR: Aysegül Gürzumar

EDITORS: Aysegül Gürzumar, Sam McGurran, Stuart Gorman, Myles Schaller, Rue Dickey

ART DIRECTOR: Umut Çomak

COVER ART: Ender Coskun

INTERIOR ARTS: Ender Coskun, Polydin Studios, Oddsock Studio, Polydin Studio, Murat Çalıs

LAYOUT AND GRAPHIC DESIGN: Umut Çomak

© 2023 Dream Realm Storytellers LTD

Silverplate Campaign Setting is published by Dream Realm Storytellers, under the Open Game License version 1.0a Copyright 2000 Wizards of the Coast, Inc. Dream Realm Storytellers logo, Silverplate and 5e logos are trademarks of Dream Realm Storytellers. All characters and the distinctive likenesses thereof are property of Dream Realm Storytellers.

Product Identity: The following items are hereby identified as Product Identity as defined in the Open Game License version 1.0a, and are not Open Content: All trademarks, proper names, dialogues, plots, storylines, locations, characters, artworks, and trade dress.

CONTENT WARNING: THIS BOOK CONTAINS ELEMENTS THAT MAY NOT BE SUITABLE FOR SOME READERS. THERE ARE MENTIONS OR DEPICTIONS OF GRAPHIC VIOLENCE, SELF-HARM, AND CANNIBALISM WITHIN. READERS WHO MAY BE SENSITIVE TO THESE ELEMENTS, PLEASE TAKE NOTE.

TABLE OF CONTENTS

Chapter I: Character Options	4	Chapter II: Land of Silverplate	48
Cook Yourself	5	Deities.....	50
Tag Features	6	History.....	61
What Are You?.....	6	The North.....	65
How Do You Taste?	7	The Southern Lands.....	79
Your Ingredients?	9	The Fridge.....	95
How Were You Cooked?.....	12	Pengriata.....	111
Archetypes	11	Big Water.....	125
Barbarian - Path of Sugar Rush.....	17	Cults and Organizations	129
Bard - College of Flavor	18	Wilderness and Weather	137
Cleric - Rejuvenation Domain	19	Chapter III: Magic of Silverplate	142
Druid - Circle of Dough	21	Kitchen Weaponry	143
Fighter - Chef.....	22	Magic Items.....	144
Monk - Way of Kebab	24	Spells	161
Paladin - Oath of Frugality	25	Chapter IV: Friends and Foes	174
Ranger - Vegetable Guerilla Conclave.....	28	Monsters	175
Rogue - Taste Stealer	28	NPCs.....	254
Sorcerer - Spicomancer	30		
Warlock - The Gourmet	31		
Wizard - School of Ancient Recipes.....	33		
Backgrounds	37		
Akorn.....	37		
Leftover	40		
Pickled.....	40		
Feats & New Conditions	43		
Feats.....	43		
New Conditions.....	47		



CHAPTER I
CHARACTER OPTIONS

COOK YOURSELF!

Welcome to the character creation section of Silverplate. As a player, you decide whether you want to play as a deliciously dangerous hamburger, a vicious pirate cup of tea, or an unyielding hero pie, and your character gains features depending on what food you are.

To create a tasty character, you need to decide what kind of delicacy you are by choosing character tags.

There are pools of features under each tag. Once you choose at least one character tag from each of the categories given below, you have access to the features listed under it, meaning you can choose your own features from this pool.

The total number of points of the features you choose can't exceed 40. To elaborate, you can choose ten 4-point features, three 12-point features and one 4-point feature, or any other combination of features of your choice as long as the sum of their points does not exceed 40. The point cost of each feature has been given in parentheses next to it. Build your own character in the way you like. Cook yourself!

Note that these features and tags are meant to act as guidelines for character creation in Silverplate. You can create new features or even new tags with the approval of the GM.

What is meant by “character tags” are the answers to the following questions:

What Are You? You can be either a Food or a Beverage.

How Do You Taste? Your taste can be Bitter, Sweet, Sour, Salty, or Savory. Depending on the food or beverage you choose, you can have only one flavor, or you can have many.

Which Ingredients Do You Have? Your recipe can include Fruit(s), Vegetable(s), Grain(s), Meat, or Dairy. Depending on the food or beverage you choose, you can be made of only one ingredient, or you can be made of many.

How Were You Cooked? You can be Baked, Fried/Roasted, Boiled/Steamed, Fresh, Dried, Grilled/Smoked, or Blended/Squeezed. Depending on the food or beverage you choose, you can go through just one process, or you can go through many.

TAG FEATURES

In this section, you'll find the feature pools provided by the answers to the questions given above. Please note that you have the following features no matter how you've cooked yourself:

Ability Score Increase. One ability score of your choice increases by 2 and one other ability score of your choice increases by 1.

Age. All foodfolk typically become adults around the age of 20 and can live to be 200 years old.

Size. Unless stated otherwise in a tag feature, your size is Medium.

Speed. Your base walking speed is 30 feet.

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

WHAT ARE YOU?

To be a food or to be a beverage, that is the question.

FOOD

Food people are those whose body consists of solid materials. They have been fighting for their place in Silverplate since the First Age.

Preservable (12 Points). Cold preserves your body to a certain extent. You have resistance to cold damage and you are unharmed by temperatures as low as -20 degrees Fahrenheit. Also, your Constitution score increases by 1, up to a maximum of 20.

Solid Structure (6 Points). Your body consists of solid material and thus is durable. You have proficiency in Constitution saving throws.

Darkvision (4 Points). Your eyes are used to the natural darkness of the realm. 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.

Food Skills (4 Points). You are taught the ancient ways of the food people. You are proficient in one of

the following skills of your choice: Animal Handling, Athletics, and Survival.

Food Tools (3 Points). You are taught the ancient ways of the food people. You are proficient with one of the following tools of your choice: cook's utensils, potter's tools, or mason's tools.

Food Language (3 Points). You know the language spoken among food; Yummish.

Aroma Sense (3 Points). You have a keen sense of smell. As an action, you can sense the presence of foodfolk within 30 feet of you and can tell if they are a food or a beverage. This feature doesn't reveal the creatures' location or number.

Once you use this feature, you must finish a long rest to use it again.

BEVERAGE

Beverage people are those whose body consists of liquid materials. They are mostly one with their vessels and usually can't live outside of them.

Liquid Form (12 Points). You can live without a vessel. As an action, you can leave the vessel you are in. When you do so, you can survive for a number of hours equal to your level. If you are outside of your vessel for more than a number of hours equal to your level, you suffer one level of exhaustion for every hour that exceeds your level. To elaborate, if you are a 5th level creature, you suffer one level of exhaustion at the beginning of the sixth hour you spend outside of your vessel, and another level of exhaustion at the beginning of the seventh hour. When you are in liquid form, you leave every item you're carrying and wearing behind. Your walking speed doesn't change and you can move through a space as narrow as 1 inch wide without squeezing. Also, while motionless, you are indistinguishable from non-living liquids. You can still talk while in liquid form but can't take the Attack action. Your empty vessel counts as an unattended object.

As an action, you can choose an unattended object within 5 feet of you and enter it, using it as a new vessel.

Once you use this feature, you must finish a long rest to use it again.

Additionally, you have resistance to fire damage in both your forms since you are attuned to your liquid form.

Fluid Body (6 Points). No matter what vessel you are in, your body is fluid and is thus flexible. You have proficiency in Dexterity saving throws.

Darkvision (4 Points). Your eyes are used to the natural darkness of the realm. 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.

Beverage Skills (4 Points). You are taught the ancient ways of the beverage people. You are proficient in one of the following skills of your choice: Persuasion, Stealth, or Survival.

Beverage Tools (3 Points). You are taught the ancient ways of beverage people. You are proficient with one of the following tools of your choice: brewer's supplies, glassblower's tools, or cartographer's tools.

Beverage Language (3 Points). You know the language spoken among the beverage people; Beveric.

Hiding Lid (3 Points). You can hide your smell by covering yourself as a bonus action. To be able to cover yourself, you need a free hand. As long as you are covering yourself, you don't have a smell and count as invisible to creatures who only rely on smell as a way of perception.

HOW DO YOU TASTE?

Taste is everything in Silverplate; it is even believed to be the soul of the foodfolk in various cultures. A tasteless meal is like an oven without fire, or a lake without water. Without taste, foodfolk would be something else altogether. You can have one or more flavors depending on what you decide to be.

BITTER

Bitterness may seem like an unpleasant taste, but it provides one with very powerful abilities. The taste of bitter folk gives them an advantage in combat as well as an opportunity to lead a healthier life than most.

Antioxidants (12 Points). Your body contains components that promote your well-being. Whenever you gain a level, your hit point maximum increases by an additional 1d4 hit points.

Bitter Strikes (6 Points). You can harm others with your bitterness. Your successful weapon attacks deal an extra 1 poison damage.

This damage increases by 1 at 4th, 8th, 12th, and 16th level.

Bitter Knowledge (4 Points). Facing bitter realities has sharpened your mind. You have advantage on Intelligence saving throws.

Aid Tactics (4 Points). Bitterness comes with the knowledge to help others. You are proficient in the Medicine skill.

Wrong Influence (3 Points). Thanks to your bitter (almost alcoholic) presence, you have advantage on Charisma (Persuasion) checks in inns and taverns.

Already Bitter (3 Points). You don't have disadvantage on ability checks while frightened.

After Taste (3 Points). Choose a skill in which you are proficient at the end of each long rest. You have advantage on the next check you make with that skill.

SWEET

Sweet folk are usually energetic and full of life. They usually make good teammates and use their variety of powers to help others.

Candied (12 Points). You can candify your body, making it harder, without using an action. When you choose to do so, you gain a +1 bonus to AC for 10 minutes. Once you use this feature, you must finish a long rest to use it again.

This bonus becomes +2 when you reach 10th level and +3 when you reach 18th level.

Energize! (6 Points). You can energize yourself in the moment at the cost of wearing yourself out later. On your turn, you can take one additional action and gain one level of exhaustion. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action. You can only use this feature once on a single turn.

Jellylike (4 Points). Your body is made of jelly. You can extend your limbs by 5 feet. While making a melee attack, you can increase your reach by 5 feet.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Fortress of Dessert (4 Points). Your sweetness cannot be breached. You have advantage on Charisma saving throws.

Sweet Tooth (3 Points). You are intensely sweet. Whenever a creature hits you with a bite attack, it takes 1 poison damage.

Irresistible (3 Points). Your sugary existence makes you an irresistible delight. You have advantage on Charisma checks while romancing another creature.

Sweet Words (3 Points). Your words can soothe a

friend in hard times. When a friendly creature that you can see within 30 feet of you makes a saving throw against being frightened, you can grant advantage on the saving throw as a reaction.

Once you use this feature, you must finish a long rest to use it again.

SOUR

The mouth-puckering sensation of sourness can be overwhelming. But such a sensation is necessary in a world where unpleasant realities are just as prominent as the pleasant ones.

Acidic Affinity (12 Points). Since your body already contains acidic components, you have resistance to acid damage.

Additionally, when a creature within 5 feet of you hits you with a weapon attack, the creature takes 1 acid damage. This damage increases by 1 at 4th, 8th, 12th, and 16th level.

Resilience of Flavor (6 Points). You have advantage on Constitution saving throws.

Citric Edge (4 Points). You can be very sharp when you need to be. You have advantage on Charisma (Intimidation) checks.

Vitamin Protection (4 Points). Your body naturally fights off disease. You have immunity to diseases.

Reduced Risks (3 Points). Thanks to your self-healing components, you can live up to 300 years instead of 200 years.

Harming Acidity (3 Points). You can channel your sour smell to irritate others. As a bonus action, you can release your citric essence onto a creature that you can see within 5 feet of you. The target has disadvantage on the next Constitution saving throw it makes within 1 minute to maintain concentration.

Once you use this feature, you must finish a long rest to use it again.

Type-C Healing (3 Points). You can use your action to stabilize a creature through your touch.

Once you use this feature, you must finish a long rest to use it again.

SALTY

As salt enhances every other flavor, salty folk enhance society with their presence in it. They are mostly jack-of-all-trades sort of folk and are willing to do what must be done.

Too Much! (12 Points). You can focus all your flavors into one cause. As a reaction, you can choose to gain a +10 bonus to one ability check, attack roll, or saving throw of your choice. You can choose to use this feature after you make the roll, but before the GM determines whether the ability check, attack roll, or saving throw succeeds or fails.

Once you use this feature, you must finish a short or long rest to use it again.

Briny Affect (6 Points). Being salty, you can make your weapon attacks salty, which requires no action. Salty attacks deal an extra 1d4 piercing damage on a hit.

The extra damage increases by 1 at 4th, 8th, 12th, and 16th level.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Necessary Flavor (4 Points). You have advantage on Wisdom saving throws.

Variety (4 Points). You are proficient with two kitchen weapons (p.143) of your choice.

Fasting Build (3 Points). Your components



can sustain you longer without food or water. You only need to consume half a pound of food and half a gallon of water per day to be able to survive.

Trance Salt (3 Points). Instead of sleeping, you can meditate deeply, remaining semi-conscious, for 6 hours a day. After resting in this way, you gain the benefits of a long rest.

Salty Attitude (3 Points). You've had it with empty words. You can choose to have advantage on a Charisma (Intimidation) check.

Once you use this feature, you must finish a short or long rest to use it again.

SAVORY

Savory folk tend to be more physical both in social and combat situations. They are self-assured folk who don't shy away from action.

Acquired Taste (12 Points). You can increase two ability scores of your choice by 1, up to a maximum of 20. You can't increase the same ability score twice with this feature.

Double Decker (6 Points). Your body is bigger than most. Your size is Large. You can increase your Strength and Constitution scores up to 22, instead of 20.

Power of Flavor (4 Points). You have advantage on Strength saving throws.

Savory Retreat (4 Points). If you're planning to return, it's not running away but a tactical retreat. When you take the Disengage action, your speed increases by 10 feet only for that action.

Enhancing the Taste (3 Points). When a creature that you can see within 30 feet of you takes damage, you can enhance the taste of the damage as a reaction, increasing the damage by 1d4.

Once you use this feature, you must finish a long rest to use it again.

Savoring the Moment (3 Points). You are good at remembering the finest details in the most critical moments. As an action, you can recall a piece of information you've read before, an image you've seen before, or anything else you may have come across in the past.

Once you use this feature, you cannot do so again for one week.

Master of Mixed Tastes (3 Points). You learn one of the following languages of your choice: Draconic, Giant, or Goblin.

YOUR INGREDIENTS?

Your ingredients make you who you are in Silverplate. It is an important part of your character. You can be a complex dish like lasagna, combining many different ingredients (vegetable, grain, meat, dairy), or you can be a fruit or a vegetable; nothing fancy. There is an endless diversity of combinations in Silverplate when it comes to ingredients, and each ingredient offers specific qualities. Consult with your GM when deciding on your ingredients.

FRUIT

With their lively colors and the many contributions they make to their life and everyone else's, fruit folk enrich life around them. Whether a tough, succulent strawberry or a delicious, nutritious banana-cream pie, a food with fruit in it is a great addition to any party.

Vibrant Colors (12 Points). You are colored in the most beautiful tones available in nature. You can cast the *blur* spell, without expending a spell slot and requiring no components.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Also, your Charisma score increases by 1, up to a maximum of 20.

Fructose Blast (6 Points). You reach forward and use your action to release a blast of pure energy. Every creature in a 15-foot cone must make a Dexterity saving throw (DC = 8 + your Charisma modifier + your proficiency bonus). A creature takes 2d6 force damage on a failed save, or half as much damage on a successful one.

Once you use this feature, you must finish a long rest to use it again. The damage increases by 1d6 at 4th, 8th, 12th, and 16th level.

Pulp Reality (4 Points). As a fruit, your body is made out of pulps. When healed, these pulps react and recover themselves. Whenever you regain hit points, you regain an extra 1d4 hit points.

Me Juice (4 Points). You are full of juice, which you can use as nourishment. By dealing yourself 1 damage, you can produce enough juice to keep a creature sustained for a day.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses

when you finish a long rest.

Berry Toughness (3 Points). Your berries protect you in harsh conditions. You can negate the effects of exhaustion for 10 minutes.

Once you use this feature, you must finish a long rest to use it again.

Seeds! (3 Points). There are seeds in your body that prevent your immediate demise. When you roll a 20 on a death saving throw, one of your seeds germinates and you regain 10 hit points.

Once you use this feature, a week has to pass for you to benefit from it again.

Flower Protection (3 Points). The flowers you have around your body keep you comfortable in bad weather. You are unharmed by temperatures as low as -20 degrees Fahrenheit. If you have the Preservable feature, you are unharmed by temperatures as low as -70 degrees Fahrenheit.

VEGETABLE

Vegetable foodfolk tend to settle in or around the wilderness. They are sturdy folk who value community, family, and friendship.

Main Course (12 Points). Containing one of the most vital ingredients of all food, your Constitution score increases by 1, up to a maximum of 20.

Additionally, as a bonus action, you can choose to have a +10 bonus to Dexterity (Stealth) checks among other vegetables for 10 minutes. Once you use this feature, you must finish a long rest to use it again.

Pip (6 Points). As an action, you draw yourself into your pip, covering yourself with the thick shell of your core. When you do so, you can't move, take any actions, bonus actions, or reactions. The pip has AC 17, 30 hit points, and immunity to poison and psychic damage. You return to your normal form when you choose to do so, or when the pip is broken. If the pip is broken as a result of dropping to 0 hit points, any excess damage carries over to you.

Power of the Rooted Ones (4 Points). You can cast the *entangle* spell once with this feature, and you regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for this spell.

Born Underground (4 Points). You have tremorsense out to a range of 15 feet.

One of Them (3 Points). You are proficient with the herbalism kit.

Returning to Roots (3 Points). When you finish a long rest while your torso is completely submerged in

the ground, you regain 5 temporary hit points. This feature also functions if you finish a long rest in an underground tunnel, a cave, a dungeon, etc.

Advanced Vegetable Combat (3 Points). You have advantage on an attack roll against a creature if at least one other foodfolk with the Vegetable tag that isn't incapacitated is within 5 feet of the creature.

GRAIN

Sturdy, filling, brave folk that are great with weapons, grains are an indispensable part of Silverplate. They are filled with energy and cautious when they need to be; with the ability to be deliciously chewy as well as delectably crunchy. They tend to be down to earth folk, though their wrath is to be avoided.

Thick (12 Points). You can have resistance to one of the following damage types of your choice; bludgeoning, piercing, or slashing.

Grain Weapon Training (6 Points). You are proficient with the *great frying pan*, the *frying pan*, the *rolling pin*, and the *hand mixers*.

Pop! (4 Points). When you take fire damage, your next successful attack within 1 minute deals an extra 1d6 fire damage.

Whole Grain Form (4 Points). As a bonus action, you transform into a whole grain form of yourself, regaining hit points equal to 1d4 + your Wisdom modifier.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Gluten (3 Points). Your body is glutenous. You can extend your limbs by 5 feet. While making a melee attack, you can increase your reach by 5 feet.

Once you use this feature, you must finish a long rest to use it again.

Climbing the Bean Pole (3 Points). You have a climbing speed of 20 feet.

Balanced Diet (3 Points). While trying to keep your balance on narrow surfaces, you have advantage on Dexterity (Acrobatics) checks.

MEAT

Meat is chock full of protein in addition to containing many healthy minerals and nutrients. Cooked or raw, fatty or lean; there are many stories in Silverplate where pieces of meat star as the brave heroes.



Protein Buff (12 Points). You have proficiency in Strength saving throws.

Also, as a bonus action, you can choose to increase your Strength score by 2 for 1 minute, up to a maximum of 30.

You can benefit from this feature only once at a time. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Fatty Protection (6 Points). While you are wearing no armor, your AC is equal to 12 + your Dexterity modifier. You can still benefit from wielding a shield.

The Fatter The Better (4 Points). When you reach 3rd level, you can cast the *enlarge/reduce* spell once with this feature, using only the spell's enlarging effects, and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for this spell.

Sea Foodfolk (4 Points). You can breathe underwater.

Survival of the Finest (3 Points). Thanks to your ingredients, you have an increased chance of survival. You have a +1 bonus to Wisdom (Survival) checks.

Raw Power (3 Points). While making an attack, you can use a reaction to channel your inner raw power and have advantage on the attack roll.

Once you use this feature, you must finish a long rest to use it again.

Heavy Temple (3 Points). Your body is a temple dedicated to muscle-powered deities. You can flex your muscles and double your carrying capacity for 1 hour.

Once you use this feature, you must finish a long rest to use it again.

DAIRY

A great addition to any healthy diet, dairy folk place great importance on preservation and maintenance of well-being. They are tough nuts to crack in combat and in life as they are famous for their durability. They try to ensure harmony and peace in the lives of others.

Calcify (12 Points). When you take damage, you can use a reaction to harden your body and lower the damage in an amount equal to 1d8 plus your Constitution modifier.

You can use this feature a number of times equal to your Constitution modifier. You regain any expended uses when you finish a long rest.

This reduction increases to 2d8 at 9th, and 3d8 at 18th level.

Abolish Poison (6 Points). You have resistance to poison damage. Also, you can cast the *detect poison and disease* spell once with this feature, and you regain the ability to do so when you finish a long rest.

Soothing Milk (4 Points). You can cast the *sleep* spell once with this feature, and you regain the ability to do so when you finish a long rest.

Lactic Ferment (4 Points). You can cast the *disguise self* spell once with this feature, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell, and you can only assume the form of another dairy product with this spell.

Common Sweet Point (3 Points). You have advantage on Charisma checks against foodfolk that have the Sweet character tag.

Ancient (3 Points). You can live up to 450 years.

Skimmed (3 Points). Your weight is halved.

HOW WERE YOU COOKED?

The way you were cooked by the divine forces of Silverplate defines you and the way you live your life. Whether you went through multiple processes or just one, your experiences have turned you into the food or beverage that you are.

BAKED/ROASTED

Baked/Roasted foodfolk prefer the heat, as they are born through fire and flames. They are often courageous and adventurous.

Hot From the Oven (12 Points). Your Charisma score increases by 1, up to a maximum of 20.

You can cast the *charm person* spell once with this feature, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

Ovenborn (6 Points). You are proficient with the *great oven shovel* and the *oven shovel*.

Also, while making a weapon attack using one of these weapons, you can use your reaction to have advantage on an attack roll.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Kneading Pockets (4 Points). Your carrying capacity is doubled.

Baked But Not Forgotten (4 Points). You have lived most of your life as a piece of dough, experiencing many things and witnessing history itself. You have proficiency in the History skill.

Crusty (3 Points). You need less armor parts to cover the weak points of your body. You can buy nonmagical armor at half the price.

Puffy (3 Points). You take half damage from falling.

Always Hot (3 Points). You are unharmed by temperatures as high as 250 degrees Fahrenheit. Additionally, whenever you take fire damage, your inner heat reduces the damage by 1.

FRIED

Those who've been fried have endured the highest of temperatures and risen out of the sizzling oil stronger than ever. Free spirits with endless curiosity, fried foodfolk can be seen in every corner of Silverplate.

No Pain (12 Points). As an action, you cover yourself in deep fried oil that protects you from harm. You gain 10 temporary hit points for 8 hours. While you have the temporary hit points granted by this feature, weapon attacks rolls against you are made with disadvantage.

Once you use this feature, you must finish a long rest to use it again.

Vengeance of the Fried (6 Points). You can use your action to exhale frying energy. All creatures in a 15-foot cone must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus). A creature takes 2d6 fire damage on a failed save, or half as much on a successful one.

This damage increases by 1d6 when you reach 6th level, 12th level, and 18th level.

Might of the Fried (4 Points). When you reach 3rd level, you can cast the *scorching ray* spell once with this feature and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for this spell.

Fried Weapon Training (4 Points). You are proficient with the *frying pan*, the *great frying pan*, and *throwing picks*.

Deep Fried (3 Points). You can read, speak, and write Deep Speech.

Air Fried (3 Points). Your jump distance is tripled.

Greasy Grip (3 Points). Creatures have disadvantage on Strength (Athletics) checks against you while grappling you.

BOILED/STEAMED

Molded inside piping hot water or divine steam, boiled and steamed foodfolk can use the heat trapped inside their bodies to protect themselves. They can thrive in and around water, and usually become guards, alchemists, or assassins.

Steam Discharge (12 Points). As an action, you can release the steam inside you to hide. For 1 minute, creatures that rely on sight have disadvantage on attack rolls against you.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Mist-ic Resistance (6 Points). The mystic powers of steam protect you against magic. When you fail a saving throw against a spell or other magical effect, you can choose to succeed instead.

Once you use this feature, you must finish a long rest to use it again.

Release Fog (4 Points). You can cast the *fog cloud* spell once with this feature and you regain the ability to do so when you finish a long rest.

Hot Pot (4 Points). While completely submerged in water, you regain 1 hit point at the end of each of your turns. You can't regain hit points in this way if your current hit points are more than half of your hit point maximum or you have 0 hit points.

Ancient Wisdom of Steam Masters (3 Points). You are proficient with alchemist's supplies.

Art of the Dark Boiling (3 Points). You are proficient with poisoner's kit.

Inspid (3 Points). You are familiar with tastelessness because of overboiling. When you become tasteless, you can end the condition as an action. Once you use this feature, a week has to pass for you to use it again.

FRESH

Bursting with raw talent, fresh foodfolk are some of the most cheerful people of Silverplate. Full of vigor and vitality, they are living proof that one does not have to go through a range of procedures to be both strong and delicious.

Fresh Start (12 Points). You have advantage on the first ability check, attack roll, or saving throw you make after rolling for initiative.

Also, when you suffer exhaustion, you negate the effects of the last level of exhaustion you've taken, except for the effects of 6th level exhaustion.

Spark of Life (6 Points). You have resistance to necrotic damage.

Refresh (4 Points). You can cast the *detect poison and disease* or *purify food and drink* spell once with this feature, and you regain the ability to do so when you finish a long rest.

Cutting Board (4 Points). You are proficient with the *cutting knife* and the *wargrater*.

Straight From the Source (3 Points). You can read, speak, and write a language of your choice.

Always in Season (3 Points). You have advantage on saving throws against spells and other magical effects that decrease your ability scores or that give disadvantage on your ability checks.

Unprocessed (3 Points). If you fail a saving throw against a spell or another magical effect that deals necrotic damage, you can reroll the die and must use the new roll.

Once you use this feature, you must finish a long rest to use it again.

DRIED

Dried foodfolk have lost a certain degree of water. However, this is not a deficiency, but a miracle of life. They can live longer than most other foodfolk, and the sun doesn't have as much of an adverse effect on them.

Absorbing Heal (12 Points). You regain 1d4 hit points at the start of your turn if you have at least 1 hit point. You can regain up to 50 hit points using this feature. You regain any expended uses when you finish a long rest.

Dried Tenacity (6 Points). Your size is Small. Your speed increases by 5 feet, and you can take the Dash action as a bonus action.

Desiccated (4 Points). You can cast the *barkskin* spell once with this feature, and you regain the ability to do so when you finish a long rest.

Dried Under the Sun (4 Points). You have advantage on Wisdom (Perception) checks under bright light and sunlight.

Long Live the Dry King/Queen (3 Points). You can live up to 400 years instead of 200.

Dried Pilgrim (3 Points). You have advantage on saving throws against exhaustion while walking for long distances without taking a rest.

Most Endurant of All Food (3 Points). When you take damage from a nonmagical attack, you take 1 damage less. When you reach 10th level, you take 1 damage less from magical attacks as well.

GRILLED/SMOKED

Grilled/smoked foodfolk carry the fire of creation within. Some of the bravest and hardest of foodfolk, the grilled and the smoked are no stranger to fire or hardship. They live their life to the fullest, and use their burning passion to achieve their goals.

Tempered With Fire (12 Points). You have resistance

to fire damage.

Smoke Link (6 Points). As a bonus action, you send your thoughts to a creature of your choice within 60 feet of you, as a barely visible cloud of smoke. This way, you can communicate with the target telepathically even if you don't share a language. However, the target must be able to understand a language.

Embrace of the Smoke (4 Points). As a bonus action, you surround yourself with smoke for 1 minute. For the duration, you have advantage on Dexterity (Stealth) checks.

Once you use this feature, you must finish a long rest to use it again.

Tested by the Grill (4 Points). You have advantage on saving throws against being frightened.

Fuel For Your Own Flames (3 Points). You know which wood is best for grilling. You are proficient with woodcarver's tools.

Acolyte of Smoke and Flames (3 Points). You know Ignan.

Loved by the Gods (3 Points). You are beloved by the divine, or at least the people around you think so. People believe that funerals, weddings, or other gatherings you witness are blessed by the gods.

BLENDED/SQUEEZED

Mixed in the great bowl of creation, Blended/Squeezed foodfolk are the sum of all the ingredients that create them. Flexible folk, they are able to blend in everywhere.

All in Bits (12 Points). You have resistance to one of the following damage types of your choice; bludgeoning or slashing.

Shake It Up (6 Points). When you suffer a critical hit, you can choose to suffer a normal hit instead by relocating your ingredients as a reaction.

Once you use this feature, you must finish a long rest to use it again.

Mixed Shake (4 Points). At the end of each long rest, you gain the benefits of a feature of your choice from this list, losing the benefits of the previous feature. However, the chosen feature must be worth 3 points.

Blend of Colors (4 Points). You can cast the *color spray* spell once with this feature, and you regain the ability to do so when you finish a long rest.

Fresh Friend (3 Points). You have advantage on Charisma checks against fresh people.

Blend of Cultures (3 Points). You can read, speak, and write a language of your choice.

Blendin' In (3 Points). You can make a Charisma (Performance) check instead of a Dexterity (Stealth) check to hide in crowds.

FAST FOOD

Below, you'll find a few foodfolk characters created to demonstrate how a character in Silverplate can be created, and how you can choose character tags and features. If you do not want to cook your own meal and are looking for a quick fix, you can choose one of the following prepared dishes to be your character. You can also cook the following meals in your own way. Just as a hamburger can be cooked in a variety of ways, a hamburger of the foodfolk can have different combinations of character tags.

CHEESEBURGER

Below, you may find the example of a simple cheeseburger made of bread, melted cheese and a grilled meat patty.

What are you? A cheeseburger has the Food tag. This cheeseburger has taken the Solid Structure feature (6 points).

How do you taste? A cheeseburger can be savory and salty at the same time. This cheeseburger has taken the Double Decker feature (6 points) from the Savory tag and the Salty Attitude feature (3 points) from the Salty tag.

What are your ingredients? A cheeseburger usually has bread, meat and cheese in it. Therefore, this cheeseburger has the Grain, Meat and Dairy tags. It has taken the Gluten feature (3 points) from the Grain tag, the Fatter the Better feature (4 points) from the Meat tag and the Ancient feature (3 points) from the Dairy tag.

How were you cooked? The patty of a cheeseburger can be grilled, while the bread can be baked. This cheeseburger has taken the Tempered With Fire feature (12 points) from the Grilled tag and the Always Hot feature (3 points) from the Baked/Roasted tag.

PIZZA

This pizza pie made of a simple dough, some olives, mushrooms, pepperoni and mozzarella cheese has been baked to perfection.

What are you? A pizza has the Food character tag. This pizza has taken the Preservable feature (12 points).

How do you taste? A pizza can be salty. This pizza has taken the Necessary Flavor feature (4 points) from the Salty tag.



What are your ingredients? A pizza can have vegetables, meat and cheese in it. This pizza has the Meat and Vegetable tags. It has taken the Main Course feature (12 points) from the Vegetable tag, the Heavy Temple feature (3 points) from the Meat tag, and the Ancient feature (3 points) from the Dairy tag.

How were you cooked? A pizza is usually baked. This pizza has taken the Ovenborn feature (6 points) from the Baked/Roasted tag.

HOT DOG

With its bun crispy on the outside and fluffy on the inside, and the sausage boiled to the perfect temperature, this hot dog would be a great addition to any party.

What are you? A hot dog has the Food tag. This hot dog has taken the Aroma Sense and Food Skills features (7 points).

How do you taste? A hot dog can be savory. This hot dog has taken the Power of Flavor feature (4 points) from the Savory tag.

What are your ingredients? A hot dog usually has

bread and meat in it. This hot dog has the Meat and Grain tags. It has taken the Protein Buff and the Fatty Protection features (18 points) from the Meat tag, and the Grain Weapon Training feature (3 points) from the Grain tag.

How were you cooked? The sausage in a hot dog can be boiled. This hot dog has taken the Hot Pot feature (4 points) from the Boiled/Steamed tag.

COFFEE

The bitterness of this cup of coffee with slight hints of cherries in its aroma, has been cut with frothy skimmed milk.

What are you? Coffee can have the Beverage character tag. This coffee has taken the Liquid Form feature (12 points).

How do you taste? Coffee can be bitter. This coffee has taken the After Taste and the Already Bitter features (6 points) from the Bitter tag.

What are your ingredients? Coffee comes from a seed, can have fruity undertones and can have milk in it. It can therefore have dairy and fruit as ingredients. This coffee has taken the Skimmed feature (3 points) from the Dairy tag and the Me Juice feature (4 points) from the Fruit tag.

How were you cooked? Coffee will probably be boiled/steamed. This coffee has taken the Art of the Dark Boiling and the Steam Discharge features (15 points) from the Boiled/Steamed tag.

CUPCAKE

This cupcake with vanilla filling has been decorated with fresh strawberries on top.

What are you? A cupcake has the Food character tag. This cupcake has taken the Aroma Sense and Darkvision features (7 points).

How do you taste? A cupcake is usually sweet. This cupcake has taken the Energize! and Sweet Tooth features (9 points) from the Sweet tag.

What are your ingredients? A cupcake is usually a pastry and it can have fruit on top or as a filling. It can therefore have fruit and grain as ingredients. This cupcake has taken the Whole Grain Form feature (4 points) from the Grain tag and the Vibrant Colors feature (12 points) from the Fruit tag.

How were you cooked? A cupcake is usually baked and its cream is blended. This cupcake has taken the Baked But Not Forgotten feature (4 points) from the Baked/Roasted tag and the Blend of Colors feature (4 points) from the Blended/Squeezed tag.



ARCHETYPES!

The foodfolk of Silverplate have always led peculiar lives, where they've had to face a myriad of challenges most folk would never have to face. As so happens in any story, brave heroes have risen up in the face of these challenges, discovering a potential within. The twelve archetypes that you can choose from, which you'll find in this section, outline the unique way the heroes of Silverplate have used higher powers, their environments, and their distinctive characteristics to their advantage in the discovery and implementation of their abilities.

BARBARIAN

PATH OF SUGAR RUSH

For some food, sugar is an unnecessary addition. For you, it is the source of your rage, a vital material. When you lose yourself in the heat of battle, things generally end in a violent, glazing fury.

SUGAR RUSH

When you choose this path at 3rd level, you learn how to exact vengeance upon those who deny sugar.

While raging, you can choose to coat the weapons you are holding with hot, caramelized sugar. Whenever you hit a creature with a weapon attack, it deals an additional 1d4 acid damage. If you are using a sugar-coated weapon (p.155), the extra damage is doubled.

This extra damage increases: at 8th level (1d6), and 14th level (1d8).

GLAZED WARRIOR

Beginning at 6th level, you can choose to coat yourself with sugar when you rage. If you do so, you choose

one damage type except psychic and gain resistance against it for the duration of the rage.

SWEET FURY

Beginning at 10th level, you can share your rage with your allies. While raging, when you take the Attack action, you can forgo one of your attacks and instill an instant sugar rush in the heart of an ally of your choice within 30 feet of you. That creature can immediately use a reaction to make one weapon attack with a weapon in its hand.

SUGAR AVATAR

Beginning at 14th level, you become an invulnerable juggernaut of sugar when you jump into the fray.

When you take damage while raging, reduce the damage you take by 5. You reduce this damage after resistances have been applied.

BARD

COLLEGE OF FLAVOR

Bards of the College of Flavor have a deep understanding of what taste is and what it means to the foodfolk. They can channel their bardic performances to enrich the inner taste of the foodfolk; making their allies more powerful and bestowing curses on their enemies.

INTERRUPTED FLAVORS

When you join the College of Flavor at 3rd level, you gain the ability to interrupt a creature's flavor and bestow curses upon them.

As a bonus action, you can expend one use of your Bardic Inspiration and target a creature that can see or hear you within 60 feet, interrupting its inner flavor. For the next hour, the next time that creature makes an attack roll, an ability check or saving throw, roll your Bardic Inspiration die and subtract the number rolled from the creature's roll.

Starting at 14th level, instead of rolling your Bardic Inspiration die to reduce a creature's roll, you can take the maximum instead.

TASTIER

Also at 3rd level, your healing becomes more effective. As a bonus action, you can expend one use of your Bardic Inspiration and mark a creature that you can see within 30 feet of you for 1 minute. Whenever you use a spell or another magical effect to restore hit points to the marked creature for the duration, it may roll your Bardic Inspiration die and gain a number of additional hit points equal to the result.

Once you use this feature, you must finish a long rest to use it again.



SPICOMANCER

At 6th level, you can mend your allies and restore them to health. You can cast the *lesser restoration* spell a number of times equal to your Charisma modifier without expending a spell slot.

Starting at 14th level, you can cast the *greater restoration* spell once using this feature without requiring a material component.

You regain any expended uses when you finish a long rest.

INFLECTED TASTES

At 14th level, you can diminish your enemies' endurance by reshaping their tastes for a brief moment.

As a bonus action, you can expend one use of your Bardic Inspiration and target a creature that can see or hear you within 120 feet of you. The creature must succeed on a Constitution saving throw or have vulnerability to one of the following damage types of your choice until the start of your next turn; acid, cold, fire, lightning, necrotic, poison, or radiant. If the target has immunity to the selected damage type, this feature has no effect on it.

5th *revivify, shots**

7th *death ward, freedom of movement*

9th *greater restoration, hallow*

BONUS PROFICIENCY

When you choose this domain at 1st level, you gain proficiency with heavy armor.

MORNING COFFEE

At 1st level, you gain the ability to manipulate the line between the fresh and the rotten. Whenever you use a spell of 1st level or higher to restore hit points to a creature, that creature can't have disadvantage on its next roll within 1 hour.

PURIFY FRIENDS

Also starting at 1st level, you can affect your allies with the *purify food and drink* spell, which ends the poisoned condition and removes all diseases.

CHANNEL DIVINITY: FRESH WATER

Starting at 2nd level, you can use your Channel Divinity to rejuvenate those who are hampered.

As an action, you present your holy symbol and make restorative waters flow through your allies. Choose a number of friendly creatures up to your Wisdom modifier within 30 feet of you. Each chosen ally can choose to end one condition of their choice that is affecting them. If the chosen condition is exhaustion, burnt, or frozen, it decreases by 1 level.

CHANNEL DIVINITY: CAFFEINE HIGH

Also starting at 2nd level, you can use your Channel Divinity to empower your allies with caffeine.

As an action, you present your holy symbol and make a number of friendly creatures up to your Wisdom modifier within 30 feet of you feel a caffeine rush. Each chosen ally gains the benefits of a long rest instantly. After 1 minute, they suffer 2 levels of exhaustion.

CLERIC

REJUVENATION DOMAIN

Rejuvenation is the form of energy that suffuses and awakens the universe, and keeps the foodfolk of Silverplate going. Forces of rejuvenation provide coffee, fresh fruit, clear water, and all other types of food that symbolize awakening, freshness, and purification. Their clerics know that it is their responsibility to provide such rejuvenation to those in need and to protect the fresh sources. They are aware that it is one of the greatest responsibilities one's shoulders can bear.

Rejuvenation Domain Spells

Cleric Level	Spells
1st	<i>refresh*</i> , <i>purify food and drink</i>
3rd	<i>lesser restoration</i> , <i>protection from poison</i>

FRESHIFY

Starting at 6th level, you gain resistance to necrotic damage.

Also, you learn how to immediately freshen an ally who is in need. When you see a creature that drops to 0 hit points within 30 feet of you, you can use your reaction to have the creature drop to 1 hit point instead. You can use this feature a number of times equal to your Wisdom modifier. You regain any expended uses when you finish a long rest.

KEEPER OF THE COOKED

Starting at 8th level, whenever you cast a spell that has a range of Self, you can change its range to Touch. If the spell has a range of Touch, you can increase it to 30 feet. However, you can't cast damage dealing spells or spells that harm other creatures using this feature.

FOOD SAINT

Starting at 17th level, you become an immortal protector of rejuvenation. You stop aging, you can't be aged magically, and gain immunity to necrotic damage.



DRUID

CIRCLE OF DOUGH

When the lands of Silverplate were attacked by unnatural forces, those who wished to protect it begged the greater powers to grant them the power of nature. On that day, they were blessed with a vision of flour and water. These enlightened people formed the Circle of Dough and vowed to protect the balance of this realm with their newfound elemental powers.



CIRCLE SPELLS

When you join the Circle of Dough, you are blessed with the Vision, and magic begins to flow into you. At 3rd, 5th, 7th, and 9th level, you gain access to circle spells.

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

Druid Level	Spells
3rd	<i>enlarge/reduce, ferment*</i>
5th	<i>divine wrapping*, water walk</i>
7th	<i>conjure minor elementals, death ward</i>
9th	<i>conjure elemental, resilient sphere</i>

THE VISION OF FLOUR

Starting at 2nd level when you transform into a beast using your Wild Shape feature, you can choose to assume the Dough version of it. Any Dough beast retains all of its statistics and abilities it normally has, but also has the following features:

- Your body is completely made out of dough. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can reshape your doughy body quickly but briefly. As a reaction to taking damage (except fire damage) from a nonmagical attack, you can regain a number of hit points equal to your proficiency bonus.
- Your limbs help you move by stretching out. Your jump distance is doubled.

THE VISION OF WATER

Also at 2nd level, you learn the *temporary preservation** cantrip. This cantrip doesn't count against the number of druid cantrips you know.

THE NATURAL MIX

At 6th level, you understand the ways the sacred elements of flour and water must

be perfectly balanced, not just outside but within. Whenever you assume the Dough version of a beast, your transformation creates a watery shield around you and you gain 10 temporary hit points. Also, you can breathe underwater while you are transformed into a Dough beast.

DOUGHFUL HEALING

At 10th level, you can share your doughful vitality with others. As an action, you can touch a creature and place a number of dough balls on it. For each dough ball you place, you lose 5 hit points. The number of dough balls you have placed on creatures cannot exceed your level.

As an action, you can activate some or all the dough balls you have placed. Each creature that has an activated dough ball on it regains hit points equal to five times the number of dough balls activated on it, at which point the activated dough balls disappear.

If a creature that has a dough ball attached to it is transported by magical means such as with the *teleportation* or *plane shift* spells, or the creature dies, the dough ball disappears.

AVATAR OF DOUGH

At 14th level, you are gifted with the strength of the elementals of the Circle of Dough. You can transform into a **flour elemental** (p.201) or a **water elemental** using your Wild Shape feature. However, the transformation lasts 1 minute or until you revert to your normal form.

Once you use this feature, you must finish a long rest to use it again.

FIGHTER

CHEF

Desiring to master all cooking utensils, a chef is a fighter who uses all types of tools and ingredients to defeat enemies and protect allies. You learn how to use a kitchen properly, then see the world around you as your kitchen.

Most chefs have a life goal; preparing the best meal, finding the recipe for the sweetest dessert, cooking

for the gods, etc. Whatever your life goal is, you learn how to use tools and ingredients to defeat enemies and protect allies.

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you



become proficient with cook's utensils and kitchen weaponry (p.143).

CHEF'S KISS

Also starting at 3rd level, you can show your mastery while fighting with kitchen weaponry. This mastery is represented by your Chef's Kiss dice. You can use these dice in certain unique ways, which are detailed below.

You have a number of those dice equal to twice your proficiency bonus. You regain any expended Chef's Kiss dice when you finish a long rest. Also, you can regain one expended Chef's Kiss die when you cook, but you can't do so again until you finish a long rest.

A Chef's Kiss die is a d6. When you reach certain levels in this class, the size of your Chef's Kiss dice increases: at 5th level (d8), 11th level (d10), and 17th level (d12).

You can use your Chef's Kiss dice in the following ways:

Master of the Kitchen Knife. When you hit a creature with an attack using a *cutting knife* (p. 143), you can use your reaction to twist the knife. Expend one Chef's Kiss die, and increase the damage by an amount equal to the number rolled plus your proficiency bonus.

Pan Shield. When you are, or a creature that you can see within 30 feet is, hit with an attack, you can use your reaction to expend a Chef's Kiss die and throw a *frying pan* or *great frying pan* in to intercept. The damage the target takes is reduced by an amount equal to the number rolled on the Chef's Kiss die plus your proficiency bonus (to a minimum of 0 damage). Your weapon then returns to your hand.

Staggering Technique. When you hit a creature with two-handed kitchen weaponry, you can use your reaction to expend one Chef's Kiss die. On a roll of 6 or higher, the target is knocked prone.

Wonder of the Kitchen. You can use your action to expend one Chef's Kiss die and gain a +1 bonus to your attack and damage rolls with kitchen weaponry for 1 minute. Also, these attacks become magical.

SPICE COMBATANT

Starting at 7th level, you can learn how to use spices to distract your enemies. You can use your bonus action to

expend one Chef's Kiss die and throw spice at a creature of your choice within 30 feet of you. The target must succeed on a Constitution saving throw (DC = 8 + your proficiency bonus + the result of the Chef's Kiss die roll) or have disadvantage on ability checks, attack rolls, or saving throws (your choice) until the end of its next turn.

SEASONED VETERAN

Starting at 10th level, your exposure to meals of varying quality has strengthened your constitution. You gain advantage on saving throws against poison and you have resistance to poison damage.

At 14th level, your exposure to the mental stress and the physical heat of the kitchen grants you resistance to fire and psychic damage.

CHEF'S SPECIALTY

At 15th level you create two signature recipes for your allies to enjoy. It takes 1 hour for you to prepare a meal using one of your signature recipes, and it may be done during a short rest. You must have cook's utensils and necessary ingredients worth at least 1 gp in your possession to be able to prepare the meal. The meal expires and loses all of its properties 8 hours after it is cooked.

Each signature dish contains a 1st or 2nd-level spell, chosen when you gain this feature. The spell must have a casting time of 1 action, a range of Self or Touch, and must be one that cannot deal damage. A creature may consume the dish as an action, gaining the effects of the spell.

You can use this feature to prepare the meal by using one of your signature recipes a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

MASTER CHEF

At 18th level, you learn two additional signature recipes for your Chef's Specialty feature and the spell you choose for these recipes can be a 3rd-level spell.

MONK

WAY OF KEBAB

In the First Age, foodfolk started to study and use magical ways to fight against the threat of mold. However, not everyone could harness arcane power, so some people began to train in unarmed martial arts. Not long after they realized there was a power within them that could be utilized as a weapon, they named this power after the master of the style, Kebab, and they all committed themselves to the great ways of Kebab.

Although with the advancement of craft today, there aren't many left who follow the way of Master Kebab, those who are trained still protect the lands of Silverplate against every kind of evil.

SHISH STRIKES

Starting when you choose this archetype at 3rd level, your unarmed strikes can pierce through enemies. You can choose to deal piercing damage instead of bludgeoning damage with your unarmed strikes. Also,

you can spend 1 ki point to enhance your unarmed strikes until the start of your next turn; while enhanced, your unarmed strikes deal an additional 2 damage on a hit.

When you reach 5th level, your arms and legs glow with molten heat when you use this feature, allowing them to stretch further. You can attack creatures within 10 feet of you with unarmed strikes while your unarmed strikes are enhanced by the Shish Strikes feature.

SPINNING TECHNIQUE

Starting at 6th level, you learn the most important maneuver of Master Kebab; the Spinning Technique. As a bonus action, you can spend a number of ki points equal to the number of creatures within your reach that you want to hit. When you do so, you quickly spin and strike each of those creatures once with your unarmed strike. You make a single attack roll against all targets but roll for damage separately.

SAUCY PROTECTION

Starting at 11th level, your body slowly adapts to the essence of the combat; its sauce. While your unarmed strikes are enhanced by the Shish Strikes feature, you



have resistance to bludgeoning, piercing, and slashing damage.

SOUL MINCER

When you reach 17th level, you can connect deeply with Kebab's teachings and focus your hostile intent on a single target, trying to vanquish it no matter what. As a bonus action, you can mark a creature within 120 feet of you that you are aware of.

You gain the following benefits:

- While your unarmed strikes are enhanced by the Shish Strikes feature, you can choose to deal psychic damage with your unarmed strikes, instead of bludgeoning or piercing damage, when you hit the marked creature.
- Your unarmed strikes score a critical hit on a roll of 18 or higher against the marked creature.
- When the marked creature hits you with an attack while within 5 feet of you, you can spend 1 ki point as a reaction and make 2 unarmed strikes against it.
- When you enhance your unarmed strikes with the Shish Strikes feature, your successful unarmed strikes against the marked creature deal extra damage. The amount of this extra damage is equal to the die provided in the Martial Arts column of the Monk Table (according to your level).

The creature is no longer marked if it is reduced to 0 hit points, dies, or is no longer within 300 feet of you.

You can use this feature twice. Once you finish a long rest, you regain all expended uses.

PALADIN

OATH OF FRUGALITY

In a world where the cycle begins within a divine kitchen and ends with a devouring bite, frugality is a virtue. The realms are created through great efforts of the divine with limited resources. One must thus be careful and frugal in expending them. The paladins following the ideals of frugality act effectively and never back down before completing a task at hand. These paladins consort with every kind of entity and deity if they believe that it will facilitate their efforts.

TENETS OF FRUGALITY

A paladin who takes this oath carries four grains of rice, each carved with a symbol of one of the four tenets.

Never Waste an Opportunity. When it's obvious that the use of a resource will yield better results, use it. The tenet's symbol is two arrows standing side by side, pointing in opposite directions.

Don't be Wasteful. Plan ahead and be precise about your expenditure; don't waste any resources unnecessarily. The tenet's symbol is a droplet.

Complete the Task. If you are out hunting a creature, kill it; showing mercy at the last moment means the waste of every resource you have spent hunting the prey down. This applies to all tasks. Stay on them and aim to finish in the most efficient way unless doing so becomes impossible or irrelevant. The tenet's symbol is a cross mark.

Protect the Cycle. All creatures are made with the resources constituting the realm and those resources must eventually return to the realm. Make sure those who seek or achieve immortality perish. Even gods must die at some point. The tenet's symbol is three arrows chasing each other in a circular pattern.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level Spells

3rd	<i>purify food and drink, refresh*</i>
5th	<i>locate object, silver toothpicks*</i>
9th	<i>create food and water, shots!*</i>
13th	<i>ethereal eaters*, locate creature</i>
17th	<i>reincarnate, spiking forks*</i>

CHANNEL DIVINITY

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

- **Emergency Resources.** You can use your Channel Divinity to restore magic to your magic items. As a part of your short rest, you focus divine magic on the items that you are attuned to. If those items have any charges that replenish under certain conditions, such as regaining some of them at

dawn, they regain all expended charges. If the items have features that require you to finish a long rest to use them again, you are considered to have finished a long rest for the sole purpose of using those items' features again; you don't gain any other benefits of a long rest.

- **Recycle.** You can use your Channel Divinity to regain resources that you and your allies have recently spent. As an action, you wave your hand in a general direction where you and your allies have spent resources. All nonmagical items and objects that you and your allies have expended within the last 10 minutes return to you and your allies in their former conditions; for example, a broken arrow returns to the ally who shot it and it is mended. The total worth of the items restored in this manner can't exceed 1,000 gp.

AURA OF MORTALITY

Beginning at 7th level, balancing energies swirl around you, making sure no damage goes to waste. When a creature comes within 10 feet of you for the first time or starts its turn there, it must succeed on a Charisma saving throw or lose all of its damage resistances until the start of its next turn.

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

MAGICAL CONSERVATION

Starting at 15th level, when you roll for initiative, the next spell you cast does not expend a spell slot.

DEVOURING FORM

At 20th level, you can assume a darkened form of yourself, devouring anything around you, wasting nothing within your reach. As an action, you can magically become devouring darkness, gaining the following benefits for 1 minute:

- You have immunity to damage from nonmagical attacks.
- At the end of each of your turns, each hostile creature within 60 feet of you must succeed on a Strength saving throw or be

pulled 15 feet toward you. A creature that is Huge or larger is immune to this effect.

- A creature that touches you or hits you with a melee attack while within 5 feet of you takes force damage equal to 2 times your Charisma modifier.
- All unattended nonmagical objects within 60 feet of you are pulled 15 feet toward you at the end of each of your turns. An object that is Huge or larger is immune to this effect. Any object that can be pulled toward you by this feature disappears and is destroyed when it comes in contact with you.

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





RANGER

VEGETABLE GUERRILLA CONCLAVE

Some rangers study the connection between vegetables and the environment they grow in, and learn how to use the environment to their advantage. The environment becomes their ultimate weapon, and they adapt themselves to new environments quickly. Some of them consult with vegetable spirits, convincing them to assist them in battle.

VEGETABLE GUERRILLA TACTICS

At 3rd level, you connect yourself to the environment you are in, just as the vegetables release their roots into the land. Thorns get in your enemies' way, the wind clears your path, and the land beneath your enemies slides.

At the start of each of your turns, you can use one of the following:

Environmental Wrath. Choose a creature that you can see within 60 feet of you. It must succeed on a Dexterity saving throw or take 1d8 bludgeoning, piercing, or slashing damage (one of your choice) from the environmental effects, such as a hit from a falling tree, a cut made by a thorn, or a bite of a passing vermin.

Ghost Guerilla. Choose a number of creatures up to your Wisdom modifier (minimum one). You and the chosen creatures have advantage on Dexterity (Stealth) checks until the end of your next turn.

Landslide. Choose a creature that you can see within 60 feet of you that is standing on a natural surface. It must succeed on a Dexterity saving throw or be knocked prone.

BE LIKE A VEGETABLE

Beginning at 7th level, once you connect yourself with the environment, it lets you move in it more smoothly.

As an action, you take a deep breath and feel the environment, building a magical connection with it. For the next 1 minute, your speed increases by 10 feet while you are within 1 mile of the point with which you have built the connection.

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

MASTER GUERRILLA

At 11th level, you master the Vegetable Guerilla Tactics tactics you've learned. You gain additional benefits when you use the tactics in the Vegetable Guerilla Tactics feature:

Environmental Wrath. The damage becomes magical and increases to 1d10.

Ghost Guerilla. You can choose to become invisible until the end of your current turn.

Landslide. The creature is also restrained until the end of its next turn on a failed save.

ONE WITH THE ENVIRONMENT

When you reach 15th level, the environment uses every means to help protect you from harm. When you take damage, you can use your reaction to have immunity or resistance to that damage. However, if you choose to have immunity, you can't use the Vegetable Guerilla Tactics feature at the start of your next turn and you can't use this feature for the next 1 minute.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

ROGUE

TASTE STEALER

Taste stealers are those who do not make do with their own tastes, but wish to have more. Instead of developing new tastes themselves, they find it easier to steal the taste of others. Outwardly, they seem charismatic, and quite delicious thanks to their quick gains. However, those who know their true nature are cautious of them: Nobody likes thieves, especially those who are after your taste.

TOOLS FOR TASTE

When you choose this archetype at 3rd level, you gain proficiency with cook's utensils and alchemist's supplies.

TASTE EXTRACTION

At 3rd level, you learn to extract taste from your foes. You can extract a taste crystal from a creature when you deal extra damage to it with the Sneak Attack feature. The effects of taste crystals vary according to the creature type of the creature they are extracted from. A taste crystal expires in 1 month and loses all of its properties, turning into a piece of salt.

You can consume a taste crystal to gain one of the following benefits according to the type of the crystal:

Aberration Taste Crystal. When you are forced to make an Intelligence or Wisdom saving throw, you can consume the crystal as a reaction to gain a +2 bonus to the saving throw.

Beast Taste Crystal. You can consume the crystal as an action. You have advantage on your Wisdom (Perception) checks for 1 minute.

Celestial Taste Crystal. You can consume the crystal as an action. You discern all illusions within 60 feet of you until the end of your turn.

Construct Taste Crystal. You can consume the crystal as a bonus action. You gain resistance to bludgeoning, piercing, and slashing damage for 1 minute.

Dragon Taste Crystal. When you are affected by a condition, you can consume the crystal as a reaction to end the condition on yourself.

Elemental Taste Crystal. You can consume the crystal as a bonus action. You gain blindsight with a radius of 15 feet for 1 minute.

Fey Taste Crystal. When you are forced to make a Dexterity or Charisma saving throw, you can consume the crystal as a reaction to gain a +2 bonus to the saving throw.

Fiend Taste Crystal. You can consume the crystal as a bonus action. For 1 minute, you can see normally in darkness, both magical and nonmagical, to a distance of 120 feet.

Giant Taste Crystal. When you are forced to make a Strength or Constitution saving throw, you can consume the crystal as a reaction to gain a +2 bonus to the saving throw.

Humanoid Taste Crystal. When you make an ability check that doesn't include your proficiency bonus, you can consume the crystal as a reaction to add half your proficiency bonus (rounded down) to the check.

Monstrosity Taste Crystal. You can consume this crystal as a part of your

movement. Your speed increases by 10 feet for 1 minute. You can benefit from this crystal once at a time.

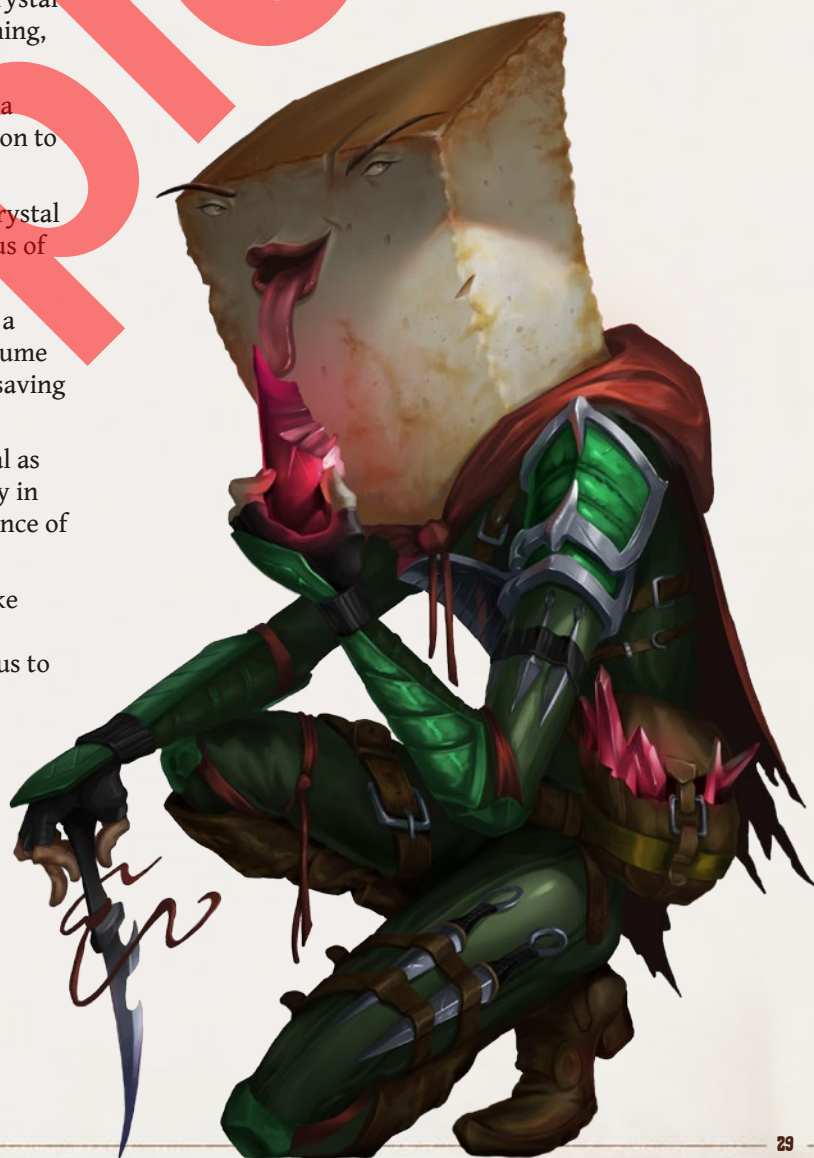
Ooze Taste Crystal. You can consume this crystal as a part of your movement. You gain climbing speed equal to your walking speed for 1 minute.

Plant Taste Crystal. If you haven't moved in your current turn, you can give up your movement and consume the crystal. You have a +3 bonus to AC until you move.

Undead Taste Crystal. You can consume the crystal as an action. You don't need to breathe for 1 minute.

FAVORITE TASTE

By 9th level, you've developed a taste for a specific type of taste crystal; it is your favorite. Choose two creature types. When you extract a taste crystal from a creature of a chosen creature type, you extract 2 additional taste crystals. Also, the extra damage of your Sneak Attack feature is increased by 3d6 against such creatures.



REAP TASTE

Starting at 13th level, whenever you extract taste from a creature, the creature becomes tasteless (p.47) for 1 minute.

RICH TASTES

At 17th level, you choose an additional creature type for your Favorite Taste feature. You have advantage on saving throws against spells and other abilities used by creatures that are one of your Favorite Tastes.

When you consume a taste crystal, you become immune to being tasteless until the start of your next turn. If you are tasteless when you consume a taste crystal, the condition on you ends.

SORCERER

SPICOMANCER

Your power comes from the faint flavor deep within you. It is a rare variety of spice bequeathed by your early ancestors or seasoned within you by an entity. Regardless, you know how power tastes, and the more you understand your own taste, the more you understand the power within. Understanding spice is understanding the foodfolk and how to season them to your liking.

SPICOMANCER FLAVORS

You can pick from or roll on the Spicomancer Flavors table to create a spice for your character.

Spicomancer Flavors

d6 Flavor

- 1 **Black Pepper.** When a strong feeling overwhelms you, you sneeze very loudly.
- 2 **Garlic Powder.** In a crowd, strangers tend to approach you first regardless of your appearance and demeanor.
- 3 **Oregano.** Your open wounds and blood have an appetizing smell.
- 4 **Cinnamon.** You rarely change your expression or body language. You are eerily still.
- 5 **Anise.** You don't move your eyes, instead, you move your head to look around.
- 6 **Mint.** You tend to exaggerate everything including your gestures and stories.

SEEING THE TASTES

At 1st level, you gain the ability to see the tastes around you. You can cast the *detect magic* spell without expending a spell slot.

When you reach 7th level in this class, you may use



your bonus action to focus on the flavors surrounding you and gain truesight out to 120 feet until the start of your next turn. Once you use this feature, you must finish a long rest to use it again.

When you reach 11th level in this class, you learn to see the finest details. When you look at a creature with your truesight, you know what conditions are affecting it.

SEASONING

Starting at 1st level, you may infuse your spells with spice, giving tasteless creatures disadvantage on saving throws against your spells. Once you use this feature, you must finish a short or long rest to use it again.

When you reach 2nd level in this class, you may spend 1 sorcery point to infuse any spell with spice.

AGGRAVATE FLAVOR

At 6th level, you learn to enhance your spells with borrowed flavors from your allies. As a reaction, while casting a spell, choose up to 3 willing creatures within 30 feet and spend 1 sorcerer point for each creature. The creatures become tasteless until the end of their next turn and your spell gains one of the following benefits:

- The spell's DC increases by 1 for each creature that becomes tasteless.
- The spell deals an additional 2d8 cold, fire, or psychic damage of your choice for each creature that becomes tasteless. If any of those creatures' attunement to a magic item ends because of this feature making them tasteless, the spell deals an additional 4d8 damage instead of 2d8 for each such creature.
- If the spell has a range of at least 60 feet, its range increases by 30 feet for each creature that becomes tasteless.

A creature that is already tasteless can't contribute to this feature.

You can use this feature a number of times equal to your proficiency bonus. Once you finish a long rest, you regain all expended uses.

BLAND

Starting at 14th level, you can turn a distasteful situation to your advantage. While you are tasteless, you have advantage on saving throws against spells

and other magical effects; also, you have resistance to damage from spells.

SAPID AURA

Starting at 18th level, an aura of strong taste surrounds you. Each creature that comes within 30 feet of you or ends its turn there must succeed on a Wisdom saving throw or become charmed by you until the end of its next turn.

WARLOCK

THE GOURMET

You have made a pact with one of Silverplate's most mysterious figures; the Gourmet. No one knows who or what it is but some say the Gourmet is a powerful wizard who bestows powers on those who deserve it, while others believe it is actually an agent of the Great Eater, or even the Great Eater itself. Nonetheless, you are given a chance to become one of the few people who can use the powers of this strange entity. It is now up to you to judge the foodfolk and become a savior, or an executioner.

EXPANDED SPELL LIST

The Gourmet lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Gourmet Expanded Spells

Spell Level	Spells
1st	<i>coating of many flavors*</i> , <i>sense shelf life*</i>
2nd	<i>see invisibility</i> , <i>shift to cake*</i>
3rd	<i>self-service*</i> , <i>sugarball*</i>
4th	<i>divination</i> , <i>ethereal eaters*</i>
5th	<i>dominate person</i> , <i>spiking forks*</i>

THE PRESENTATION

Starting at 1st level, you can see the food hidden beneath exaggerated garnishes. You can see through nonmagical disguises and can't be fooled by them.

BONUS CANTRIPS

At 1st level, you learn the *temporary preservation** and *thaumaturgy* cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

THE SMELL

At 6th level, you learn to perceive your surroundings through the lingering aroma on them. You have blindsight out to 30 feet. If a creature's smell is suppressed by magic, it is invisible to your blindsight.

THE TEXTURE

Starting at 10th level, you can examine a creature within 120 feet and understand whether it is suffering from the burnt, frozen, or tasteless condition. You have advantage on your attack rolls against creatures that are affected by those conditions, and they have disadvantage on saving throws against your spells.

THE TASTE

Starting at 14th level, you can describe a creature's taste to it, making it realize just how delicious it is. When you hit a creature that is within 30 feet of you with an attack, you can describe the creature's taste as a reaction. If the creature can hear and understand you, and has an Intelligence score greater than 3, it must make a Wisdom saving throw. On a failed save, the creature realizes how tasteful its own body is and starts to cannibalize itself; the creature uses its action to eat itself on its next turn, dealing 10d10 piercing damage to itself. This damage can't be reduced by resistance.

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



WIZARD

SCHOOL OF ANCIENT RECIPES

Although the wizards of ancient recipes are well-educated in most arcane applications, they do not concern themselves with the current paradigm. Their focus is on the past, the times when everything was created according to the purest and simplest recipes; the recipes that the divine used to follow.

HISTORY EXPERTISE

Beginning when you select this school at 2nd level, you gain expertise in history. You gain proficiency in the History skill if you don't already have it and your proficiency bonus is doubled for any Intelligence (History) checks you make.

ARCANOLOGICAL STUDIES

Starting at 2nd level, you can cast the *comprehend languages*, *detect magic*, and *identify* spells without expending a spell slot. You learn these spells if you don't already know them.

LOST METHODS

At 6th level, you learn to combine your simpler spells into more complex ones. As an action, you can expend 2 spell slots of the same level and regain a spell slot of one level higher. The spell slot you regain must be of a level you already have access to. You can use this feature a number of times equal to your proficiency bonus. Once you finish a long rest, you regain all expended uses.

RAW MAGIC

Starting at 10th level, you can alter the spells you know and apply ancient methods to cast them. When you deal damage with a spell, you can choose to deal force damage instead of the spell's normal damage type. If you cast a spell that normally deals force damage, it deals an additional 2d10 force damage.

MAGICAL DISPERSION

Starting at 14th level, you have immunity to force damage. You also take less damage from magical attacks. When a spell, similar magic, or an attack made with a magic weapon deals you damage, the damage you take is reduced by an amount equal to your proficiency bonus plus your Intelligence modifier (to a minimum of 0).



ANCIENT MAGIC

Unlike other wizard schools, the School of Ancient Recipes teaches unique spells called Ancient Spells. To be able to learn them, you must focus your study on them, foregoing the Spell Mastery and the Signature Spells features.

At 20th level, you finally learn an ancient spell and master its casting. You learn to cast one of the following special spells of your choice that is available only to wizards who study the School of Ancient Recipes.

Once you cast an ancient spell, you can't cast it again for 7 days.

INGURGITATE

Ancient conjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (32 fangs, each from a different creature, which are consumed by the spell)

Duration: Concentration

A disk of nothingness with numerous teeth on its border and a devouring gap in its center appears and keeps expanding, devouring everything in its path.

When you cast this spell, a 3-foot-tall and 30-foot-radius disc appears; it is centered on you. When a creature first comes in contact with the disk or ends its turn within, it must make a Charisma saving throw, taking 10d10 force damage on a failed save, or half as much damage on a successful one. All structures and unattended objects in the disc take 30 force damage at the start of each of your turns.

At the start of each of your turns, while you are concentrating on the spell, the radius of the disc increases by 30 feet, up to 900 feet. If you move from your current location after casting the spell either by choice or force, your concentration ends.

SHAPE THE ETERNAL DOUGH

Ancient transmutation

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a masterwork rolling pin worth at least 9,999 gp)

Duration: Instantaneous

You touch a point on the ground and mark the vast area surrounding it. You can alter the form of the landscape

within 1 mile of the point to your liking. You can raise mountains, dig tunnels, create rivers and lakes, and even alter the vegetation and build structures. This spell can add structures to the landscape but it can't remove or alter structures built by others nor affect places inhabited by sentient creatures, such as dragon lairs, lizardfolk villages, and foodfolk kingdoms. If you try to use this spell to harm or imprison a creature, the spell fails.

The change happens instantaneously. After it happens, nature takes its course. If the new landscape is not sustainable, changes occur over time. For instance, if you create a lake but there are no water sources feeding the lake, it is doomed to dry up.

TRUE COOKING

Ancient necromancy

Casting Time: 1 day

Range: 10 feet

Components: V, S, M (30 pounds of flour, 6 pounds of vegetables, 6 pounds of dairy products, 6 pounds of meat or a meat substitute, 4 pounds of sugar, 2 pounds of butter, 1 gallon of water, 1 gallon of vegetable oil, and a pinch of salt, which are all consumed by the spell)

Duration: Instantaneous

You can create life and give it a soul. You cook a person from the ingredients of the spell and decide on their memories, characteristics, morality, personality, name, appearance, knowledge, talents, goals, and dreams. You create the person to your liking but they must be at least a year younger than their adult form. You can create a replica of a person you know, but a successful DC 30 Wisdom (Insight) check is required if you want to imitate their personality.

Choose a class for the person you've created; they have 1 level in that class. Then, create a character sheet for the 1st-level character in the same way you created one for yourselves.

Although this person has a personality that you've determined, they might change according to new experiences as everyone tends to do.

If you create another person with this spell, the previous one you've created dies and their soul disappears into nothingness, making it impossible to bring them back to life.

Savor the experience of becoming more than just your typical adventuring party. In Silverplate, your characters are food-inspired archetypes, blending the fantastical and flavorful. Each archetype is a fusion of heroes with the whimsical spirit of your favorite meals.

Sample file



BACKGROUNDS

As every story has a beginning, all foodfolk have histories that have made them who they are. Your character also has a past that shaped them before the events in the game ever transpired. In this section, you will find three backgrounds unique to the foodfolk of Silverplate that you can use to bring your character to life. Of course, that is not to say that your past can only be limited to the options below. You can discuss with your GM to choose a background from another book as well, so long as it can be applied to the foodfolk and to the game that you're playing.

AKORN

Outcasts on the Island of Trufbrough (p.118) have long been sent to the Plains of Akorn to live alone in harsh conditions. However, in time, some of these people found each other and formed bands or tribes themselves. These tribes vary in name and culture, but in the end, they are all banished foodfolk. They are all akorns.

Akorns are mostly foodfolk who were shunned by their community, but there are also those who live in the Plains of Akorn by choice.

Skill Proficiencies: Survival and one of your choice

Tool Proficiencies: One of your choice

Equipment: A traveling bag containing rations for a week, a hammock, a set of tribal clothes, a set of tools, and 15 feet of hempen rope

TRIBE

Almost all Akorns have a tribe or a clan to help each other in this life of exile. Most of them treat one

another as family. On the other hand, there are foodfolk who wish to stay alone and live in seclusion. You should note that a tribe may determine your characteristics or ideology (see the Plains of Akorn, p.121). To determine what your tribe is, you can roll on the table below, choose from the table below, or create a new tribe that best fits your character.

d4 Tribe

- 1 Beanbrew Tribe
- 2 Chai Clan
- 3 Tribeless
- 4 Kaju Tribe

FEATURE: HUNTER'S LIFE

You learned to live in the harsh wilderness of the Plains of Akorn and made your land of exile your home. Whenever you need to make a Wisdom (Survival) check to find tracks, hunt, or avoid natural hazards, you can add your Intelligence modifier (minimum zero) to the result.

SUGGESTED CHARACTERISTICS

Akorns live an isolated life, and thus many of them are not familiar with events and discoveries happening elsewhere in the realm. Because of this, they tend to be curious about the world. But since survival was a

crucial focus of their life, they can be overly cautious or even paranoid from time to time.

d8 Personality Trait

- 1 I love nature and animals.
- 2 I always act with caution. A hunter can turn into prey within seconds in the wild.
- 3 I love talking, no matter the subject.
- 4 Worldly pleasures make no sense to me.
- 5 I can only find peace in the silence of the night.
- 6 I hate plains and forests. I've had enough of them for a lifetime.
- 7 Being alone makes me nervous.
- 8 Sometimes I get angry very quickly.

d6 Ideal

- 1 **Freedom.** I took life every day just to survive. Now, I'll live my life to the fullest to honor those I've killed. (Chaotic)
- 2 **Nature.** I learned the way of the wilderness. Now, I must protect the natural cycle in this world. (Neutral)
- 3 **Survival.** I survived what others would call nightmares. I must teach what I've learned to ensure the safety of my loved ones. (Lawful)
- 4 **Revenge.** One day, I will return to those who exiled me, and on that day, they will pay with their lives. (Evil)



5 **Power.** I became the apex predator in the wilderness. Now, I must become one in the realm. (Evil)

6 **Curiosity.** I will travel and see the wonders of this realm. (Any)

d6 Bond

1 I am in love with another Akorn.

2 I buried a chest full of valuables somewhere on the island. I must retrieve it.

3 I have a master who taught me everything I know. I must honor them.

4 I once lost someone close to me. This must not happen again.

5 There are people out there who are not as skilled as me. I must save them.

6 I lost everything from my past, except a single person, who I must protect.

d6 Flaw

1 Sometimes, I wish I'd died in the wilderness.

2 The past weighs on me heavily. I have nightmares most nights.

3 My survival is the most important thing, even if it costs lives.

4 When I'm in danger, I can be overly violent.

5 I'm not comfortable around others.

6 I fear that if I do something wrong, people will abandon me instantly.

LEFTOVER

Sometimes people decide to live on their own and sometimes society pushes them outside, treating them like a stranger. Either way, solitary life leaves its effects on foodfolk, and they become leftovers. As time passes while they live on their own, they start to look pale, stale, and tired. Despite this, most leftovers don't want to reclaim their place in society, since being alone is another way to experience life.

As a leftover, you were cast out by your people or you decided to live alone, cutting your ties with most other

foodfolk. In time, your body adapted to the situation, making you recognizable as a leftover. No matter the reason, you are a lone wolf who learned to survive on your own.

Skill Proficiencies: Perception, Survival

Tool Proficiencies: One type of artisan's tools

Equipment: A small knife, a traveling bag containing a set of common clothes, a waterskin, a reminder of your old home, and a belt pouch containing 20 gp

FEATURE: WISDOM OF THE OUTCAST

Living by yourself, you have learned to sustain yourself in tough times without relying on others. While foraging in the wild, you can tell if the nourishment you find is edible or not. Also, you have advantage on Wisdom (Survival) checks you make to find temporary shelter in the wilds.

SUGGESTED CHARACTERISTICS

Leftovers tend to prioritize their own best interests. For them, life isn't the pursuit of an ultimate goal, but a journey to be appreciated. Of course, there are more pessimistic leftovers around, bitter at their isolation, believing only vengeance can make them feel better. Since they have no common place to gather and discuss their views, leftovers are divided into wise hermits and vengeful outcasts.

d8 Personality Trait

1 I like to prank people when I first meet them.

2 I tend to be serious around strangers.

3 I am a goofy person. If I enjoy doing something, I'll do it.

4 I am fond of books. I like to collect good stories.

5 I may live alone but meeting new people is always fun.

6 I like to solve my problems by force.

7 I believe no matter how I live my life, it will be glorious.

8 What happened to me is a punishment given to me by higher beings.

d6 Ideal

- 1 **Destiny.** I have a destiny and I will not yield until I fulfill it. (Any)
- 2 **Humble.** I managed to live with nothing. I will continue to do so by donating my earnings. (Good)
- 3 **Kindness.** I have forgiven those in my past but I will not let others share my fate. (Good)
- 4 **Vengeance.** All those who once harmed me must be eliminated. (Evil)
- 5 **Pessimist.** I lost everything when I left my home. I will never be that person again. (Any)
- 6 **Wisdom.** I will share what I learned in my seclusion with others in need. (Good)

d6 Bond

- 1 I left my home because I learned a secret that could hurt many people.
- 2 I stole something that belongs to a noble. They may have shunned me, but I still have it.
- 3 I lost my family in a horrible event. From that day forward I decided to live on my own.
- 4 I have forgotten my previous life and I feel lost because of it.
- 5 I feel guilty about what happened, so I keep the events of my past a secret.

- 6 I fell in love with the wrong person. They betrayed me and caused me to become a leftover.

d6 Flaw

- 1 When I see a person alone, all I can think about is stealing something from them.
- 2 I secretly think that I can't change the ways of others because I know that no one can change my own views.
- 3 I hate talkative people.
- 4 I have a habit of lying.
- 5 I fear the arcane powers as I do not understand them fully.
- 6 When I feel desperate in a fight I tend to flee.

PICKLED

When the kings and queens of old wanted more power, they consulted a most peculiar group of alchemists, who came to their rescue by giving them a potion to empower their soldiers. At first, nothing happened when the warriors drank the elixir, but their children were born different. They were the first pickled

