Fantasy
Street-Food
Adventuring!

From the Artist:

I'll keep this short and sweet: I "met" John Gregory through the OSR subreddit. Not only did I IMMEDEATELY fall in love with his bat-shit, whimsical, and gonzo work, but he was one of my first real supporters and friends in the community.

Since then, we have bounced around the idea of collaborating on a project together but were always a little too busy. Finally, with the help of Zinequest (and me kicking down the door screaming "STREET-FOOD ZINE"), we made it happen!

For Inspiration:
Chef's Table – Boardwalk Pictures 2015
Street Food Asia – Boardwalk Pictures 2019
The Mind of a Chef – Zero Point Zero Productions 2012
Salt Fat Acid Heat – Jigsaw Productions 2018

CREDITS

John Gregory: Concept, Writing
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Using this Zine

Foreward:

Ah, the humble street food vendor. How often you play a key role in our hearts (and arteries), and yet how rarely we really get to know you beyond exchanged coin and dipping meat juices. The likes of Cut-Me-Own-Throat Dibbler of Discworld, Turkey and Goosehead of The God of Cookery, Mr. Kim from Fifth Element, Rao Tsur of Gone-Away World, The White Dragon Noodle Bar from Bladerunner, and the myriad stinking stalls that populate the streets of Throne in Kill Six Billion Demons; these places and people immediately add personality, possibility and food poisoning to any scenario. Be it a One-eyed hunchback selling questionable sausages or a manic Cleaver-twirling woman making "Assorted Noodles," these are the people who know the pulse and stomachs of the locals best, and any wise adventurer knows that sometimes it is worth risking a tape worm or two to get to know these people.

Gourmet Street is a bizarre, street-food laden fantasy setting for the world's most popular role-playing game. It includes setting inspiration and random food generation tables that can be used for ANY system, as well as monsters and magic items that are written in a bare-boned style to allow for easy use and translation into most systems.

Recommended Systems:

- **B/X Essentials**
- **Knave**
- **Esoteric Enterprises**
- **Black Hack**
- **DCC**
- **Troika!**
- **AD&D**
- **5E**

What's on the Menu?

Roll d100	Today's Special	Beverage	Condiment
1	"Assorted Noodle"	"Punch"	"Relish"
2	"Meat" Balls	Absinthe	"Gravy"
3	50 Layer Fried Breading	Ale	Agliata
4	500 Year Pottage	Almond Milk	Agraz
5	Abada Feet Kawari	Anijsmelk	Aioli
6	Alkonost egg-tarts	Apung	Alepevere
7	Al-Mi'raj Hasenpfeffer	Arrack	Armsünderfett
8	Amaru Aji Anticucho	Ayahuasca	Assassin Grape Jelly
9	Bag of Fried Creature Chitterlings	Baijiu	Au jus
10	Bake-kujira Blubber Bites	Bajigur	Bacon
11	Baku Snout tartar	Barley Water	Bacon Grease
12	Basilisk Tail-Szechuan style	Bicerin	Béarnaise
13	Basted Camelopard Neck on 10' Pole	Black Coffee	Béchamel
14	Battered Brain-Mole	Black Tea, Hot	Bolognese
15	BBQ Bunyip	Black Tea, Iced	Brown Gravy
16	Bi Fang Drumstick	Bottled Water	Capers
17	Blackened Vargouille Wings	Bouza	Caramelized Onions
18	Bonnacon Cheese Malakoff	Boza	Chamoy
19	Brined Barbegazi Toes	Braggot	Chili Oil
20	Bulette Fin Soup	Brandy	Chili Sauce
21	Centipede Skewers	Butterbeer	Chives
22	Chilled Satori Brains	Buttermilk	Chocolate sauce
23	Cinnamon Sugar Gargoyles	Caudell	Chutney
24	Cockatrice Croquettes	Cauim	Cilantro
25	Confit de peluda	Chaas	Cominee
26	Dahu Gyros	Chicory Water	Croutons
27	Demonic Bee Honey on Toast	Cider	Deglazing
28	Desiccated Tikoloshe	Crab apple Verjuice	Demi Glace
29	Devil Swine Trotters	Cream Coffee	Espagnole
30	Dire Boar Chicharrón	CSF on Tap	Essence of Anchovy
31	Displacer Calamari	Dancha Tea	Fava Beans
32	Duckbunny Chow	Dwarven Firebrew	Fish Sauce
33	Duppy Doed-koecks	Egg Coffee	Flaming alcohol shot
34	Enfield etouffee over rice	Freshly squeezed Elf	Fritessaus
35	Fermented Allocamelus Yogurt	Ginger beer	Garum
36	Fish and Chips	Goat Milk	Ghee
37	Flail Snail Caviar	Granatus	Gherkins
39	Fresh Wild Haggis	Grog	Guacamole
40	Fried Thing on a Stick	Herbal Cordial	Hoisin Sauce
41	Fried Catoblepas Souseloaf	Herbal Tea	Hollandaise
42	Fruit Injected Water Termites	Hippocras	Holy Water
43	Gorgon Tongue Cold Cuts	Horchata	Honey
44	Hard-boiled Peryton Egg	Hwachae	Horseradish
45	Headcheese Onion Sandwich	Kefir	Hummus
46	Heraldic Hotpot	Kompot	Kimchi
47	Hodag Pasty	Kvass	Medium Hot Sauce
48	Imitation Sea-Monk Soup	Lahang	Mild Hot Sauce
49	Jellied Shug Monkey	Lassi	Mint
50	Jerked Leucrotta	Lavendar Water	Mole
51	Kank Honeydew	Lemonade	Mostarda
52	Kes'trekel Wings	Local Fruit Juice	Mummia
53	Literal Finger Sandwiches	Matcha	Mushroom Catsup
54	Lou Carcolh on the halfshell	Mbege	Olive Oil
55	Lychee and Blinkdog Stirfry	Mead	Olives
56	Mellified Pixies	Millet Beer	Parsley
57	Minotaur prairie oysters	Mineral Water	Peanut Sauce
58	Moambe Jba fofi	Moloko Plus	Pepper Jelly
59	Muscles and Fries	Moonshine	Persillade
60	Myconid Zapiekanka	Mulberry Gin	Pesto
61	Namazu Narezushi	Neera	Pevorade
62	Oozlum Fledgling Mahshi	Oenomel	Pickled Egg

Roll d100	Today's Special	Beverage	Condiment
63	Otyugh Ttongppang	Olm Sump Water	Pickled Lemon
64	Owlbear Jowl Tacos	Ouzo	Pimento cheese
65	Pâté du Strenchkow	Oxymel	Plum Sauce
66	Pheonix Balut	Pegasus Kumis	Ponzu
67	Pickled Flumph Tentacles	Peppered Thadal	Processed Cheese Dip
68	Pissing Shrimp	Perry	Quark
69	Pizza by the slice (Lucky you)	Pisco	Raw Onion
70	Poached Unicorn Sweetbreads	Pomace Wine	Red-eye Gravy
71	Popcorned Boggard Tadpoles	Posca	Romesco
71	Questionable Kebabs	Posset	Salsa Verde
72	Rare Troll Steaks	Prairie Oyster	Salt and Lime
73	Raskovnik Salad	Pulque	Salt and Pepper
74	Rat-King Garlic Paella	Pyment	Sauerkraut
75	Roasted Shrieker Caps	Rosé	Sesame Oil
76	Roc Swarma	Rum	Slaw
77	Rotisserie Stirge	Sage Water	Sliced Almonds
78	Russet Mold Cheese	Sake	Smoked Paprika
79	Sahuagin Liver Ceviche	Sangria	Smörgåskaviar
80	Salmiak Ochre Jelly	Sarsaparilla	Sobre Sauce
81	Sarimanok Isaw	Sbiten	Sooth
82	Sausage?	Seagull wine	Soy Sauce
83	Scissorfish Fillets	Sharbat	Sweet Bean Sauce
84	Shaved Ice Mephit Halo-Halo	Shikanjvi	Sweet chili
85	Shredded Pork Cheek	Slivovitz	Teriyaki Sauce
86	Slow Roasted Alphyn Doners	Small Beer	Tomato Ketchup
87	Smoked Beholder Eyes	Strong Beer	Tomato Sauce
88	Soft-Shelled Crabman Sandwich	Sweet Tea	Tzatziki
89	Something Satay	Switchel	Umeboshi
90	Sonuvabitch Stew	Talbina	Unbearable Hot Sauce
91	Steamed Goose Tree Barnacles	Tepache	Velouté
92	Three-Legged Crow Pho	Tonic Water	Vinegar
93	Tikbalang Lumpia	Vodka	Wasabi
94	Toasted Zmei Kidneys	Warm Blood	White Gravy
95	Trent Charcoal Digestives	Wassail	Wine Mustard (Dijon)
96	Ushi-oni Nigiri	Water	Yeast Extract
97	Vegan Tartary Lamb Stigghiola	Whey	Yellow Mustard
98	Wolf-in-sheep's-clothing fricassee	Whiskey	Yogurt
99	Yateveo Blodplättar	Yak Butter Tea	Yuzu Peel
100	Spam + Reroll	Spit + Reroll	Poison + Reroll

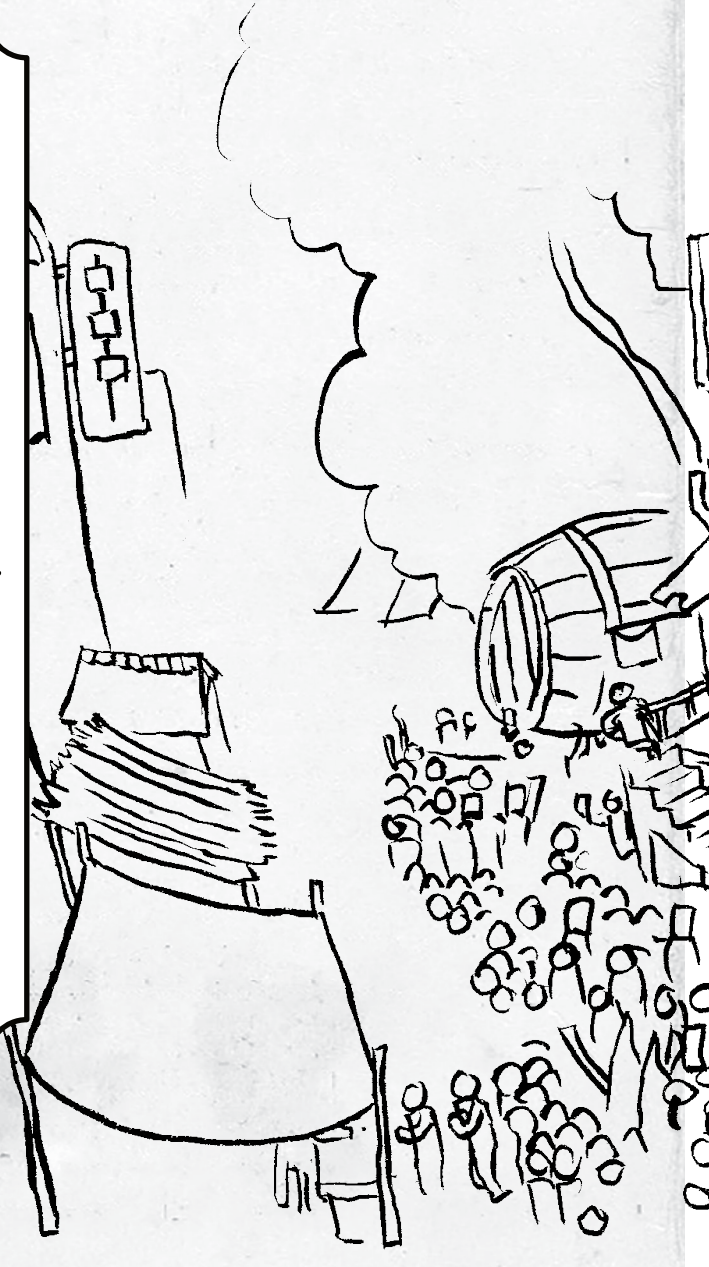
d20	Title	Vendor	Stall	Quality	Frequent Customers
1	Bald	Aarav	3 Goblins and a Spatula	Probably Fatal	"Foreigners"
2	Big	Abdullah	A Mess of Pottage	Dysentery Inducing	Adventurers
3	Crazy	Bill	Adventurous Aliment	Toxic Waste	Alchemists
4	Crusty	Camila	Dough Dungeon	Raisins or Rat Poop	Assassins
5	Drunk	Fatima	Everything but the Teeth	Montezuma's Wrath	Criminals
6	Fair	Fran	Fair Faire Fare	Tapeworm Central	Fops
7	Fat	Hui	Frumenty without Frills	Not Diseased	Goblins
8	Greasy	Ida	Fry of the Beholder	Passes Quickly	Lawyers
9	Lean	Jack	Granny's Grub	Dry, unappealing	Noble's Sons
10	Lucky	Jing	Hën Duõ Rè Shé (Many Hot Snakes)	Needs more Sauce	Sailors
11	Mean	John	**HUMAN FOOD FOR CONSUMPTION**	Passes Health Codes	Secret Lovers
12	Old	Lei	Offal Express	Meh	Specific Ethnic Group
13	Rancid	Lola	Pets Meat	Not Half Bad	Serfs
14	Shaggy	Louis	Puckish Provender	Surprisingly Edible	Soldiers
15	Short	Manuel	Technically Edible	Worth a return visit	Students
16	Slick	Mary	The Lard's House	Tourist Attraction	Teamsters
17	Smelly	Pierre	The Recovering Vegan	Local Favorite	The City Watch
18	Tasteless	Salma	Tuck n' Chuck	Chain-worthy	The Truly Desperate
19	Toothless	Yusuf	Wheelbarrow o' Meat	Life Altering	Wizards
20	Vile	Zahra	You Kill It, We Fry It	3 Star Quality	Working (wo)men

Gourmet Street

More of a collection of scattered and bizarrely connected alleyways, it seems to pop up in any settlement large enough to begin thinking of itself as a city.

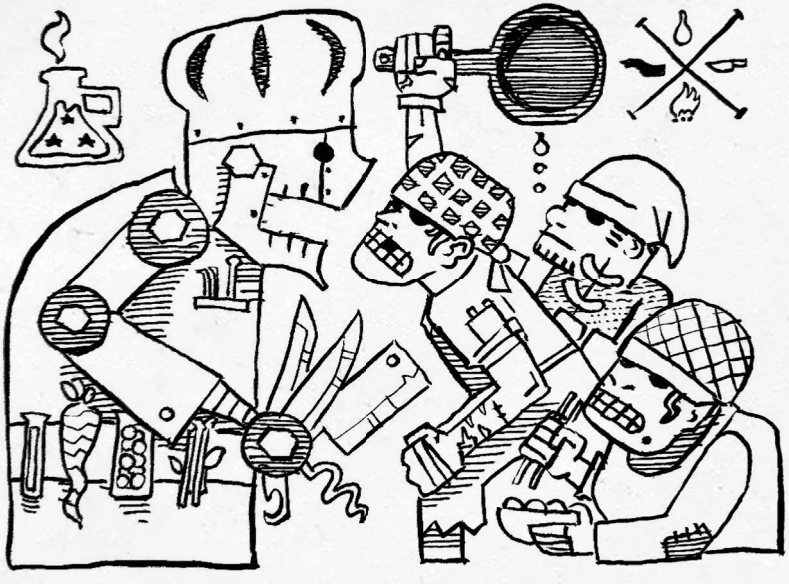
Gourmet Street is a setting that can be plopped directly into any world or adventure and serves up an extra side of gonzo fantasy. It is populated with street vendors serving every possible food you can conceive as well as a fascinating accouterments of culinary artifacts, edible monsters, and bizarre dishes.

However, under the greasy facade of delectable dishes, a war is brewing. Food factions wage secret war in the smokey shadows and slippery alleys, vying for power and struggling to make their own culinary manifestos the main dish of Gourmet Street.



EAT

Food Factions



The Neuva Gastro Alchemists

Strange, new and dangerous flavors.

- The NGA movement is a fairly recent phenomenon that seeks to fuse the culinary and arcane arts into something new and delicious. With magic woven directly into food, strange combinations of otherworldly spices, and meat from creatures who evade normal taxonomy, there is little these hedonistic artists are unwilling to at least attempt to cook.
- Newest faction, might actually be wizards, popular with tourists and the wealthy (or wealthy tourists i.e. adventurers), loud and flamboyant.
- Wants exotic ingredients and techniques, wants to establish a foothold and replace the Classicists.
- Head Chef- The Brass Chef, Alchemical Automaton programmed with the recipes of all Gatro Alchemists. Mildly insane and misanthropic.

Boon: Access to rare ingredients and services at a discount, better reactions among social elite.

Bane: Expensive guild fees, 1/10 of all earnings.

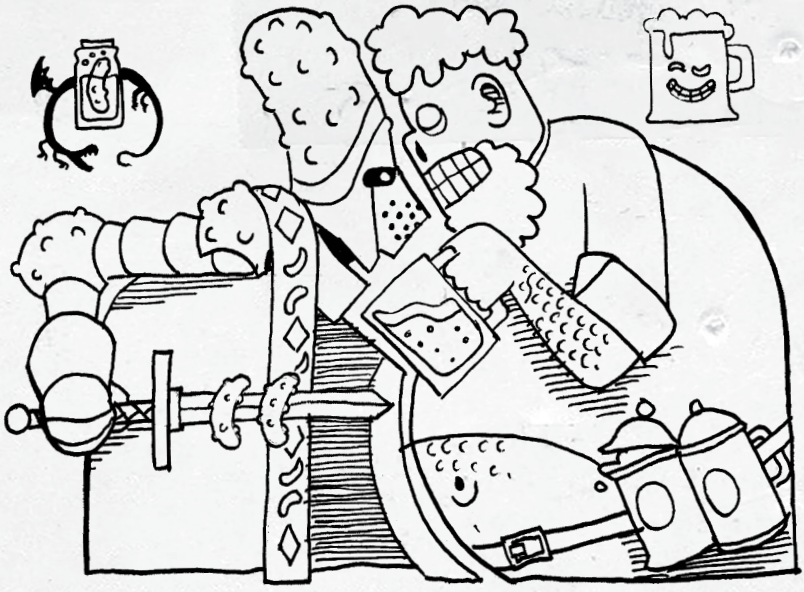
The Classicists

Sausage on a Bun, Potato on a Stick, Assorted Noodle, iconic classics.

- The first person to skewer a rat over a firepit then sell it to someone was the first Classicist. These are the men and women who have taken to the street corners to bring us meat pies and deep-fried-thing-on-a-stick, the ones whose delightfully greasy ancestry have thickened the arteries of generations.
- Long established, highly individualistic, best connections with rural and working populations, best access to rumor mill, possible gang associations.
- Driven by tradition and money; least cohesive but most populous; want customers, territory, and upwards mobility.
- "Head Chef"- None, Ochlocracy/Anarchy, Major turf wars between Esteban "Empanada" Enamorado and "Assorted Noodle" Jenny.

Boon: 1d8 free meals weekly, receive best bits from the local rumor mill.

Bane: Will be called in periodically to deal with turf wars; customer loyalty expected.



The Vinegar Knights/Pickleheads

EVERYTHING MUST BE PICKLED.

- The Vinegar Knights are champions of the acceptance of change - not so much champions of change or even change for the better, simply accepting change as it comes. Just as a fine wine is destined to eventually become vinegar, so too is the world destined to slowly sour and become something else entirely. The Knights are cynical and serious but in a manner optimistic, for they know that since change is inevitable, one might as well make the best of it. After all, when wine becomes vinegar, it has not lost its usefulness. It has gone from a youth of heady debaucheries to a maturity of many uses.
- Can be smelled before seen, masters of fermentation.
- Strangely militant; secretive; seek to see everything fermented, might be related to an Entropy Cult.
- Head Chef-Giardiniera the Vinegar Dragon, the secret source of all the vinegar used by the Pickleheads.

Boon: Can tell the age of anything by taste; a neat gherkin-shaped helmet, and secret handshake.

Bane: Expected to only partake in fermented foods and drinks, water Excluded.

The Brewer's Bloc

Food is secondary to what you wash it down with.

- Street Food might be as old as cities, but alcohol is older. Since our simian ancestors ate fermented fruit, the power of alcohol has been a driving force. In ancient times laborers were paid in beer and a brewer's task was sacred and central to the success of a civilization. This eldest of factions knows that anyone could choke down the food served on the Gourmand Street if they have the right beverage to go with it.
- Beer, wine, kombucha, weird fizzy drinks
- Wants the Deep Secrets of fermentation from Vinegar Knights and fancy equipment from Gastro Alchemists
- Head Brewer- Strum Wheatbeard, actually a dwarven demilich and seeker of the mythical Divine Mead.

Boon: +2 Reaction rolls from common folk, access to heavily discounted spirits.

Bane: Technically an employee of Strum Breweries Inc.

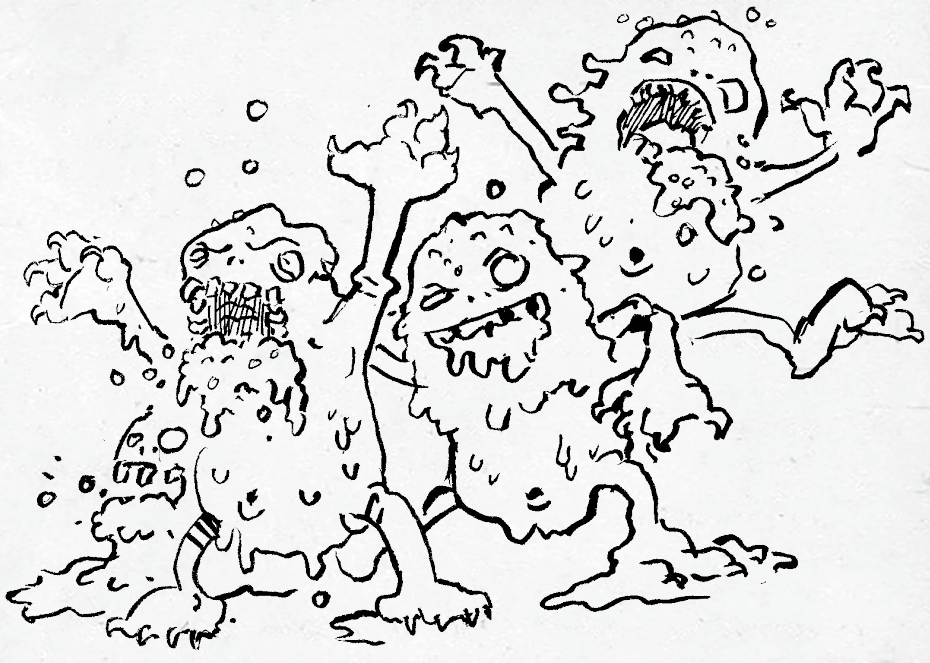
Food Creatures

Gloop!
HD 1-10
Appearance: A multicolored lump with wide staring eyes and a broad toothless smile
Wants: To be friends! To be eaten!
Armour: None
Move: 1/10 Normal
Morale: 12
Damage: None

Gloops!(™) are a creation of the Nuevo Gastro Alchemists, and are marketed as "Multipurpose Food Friends." A standard Gloop!(™) is a colorless, flavorless dollop of gelatin that can fit in your open palm. Gloops!(™) are about as intelligent as an especially dim dog and seem to be incapable of any emotion beyond gurgling delight. If left alone, a Gloop!(™) will slowly wobble its way to the nearest living thing and attempt to cuddle and/or be eaten by it. Gloops!(™) appear to find nothing more satisfying in their brief, weird existence than to be eaten.

By itself, a fresh Gloop!(™) acts as a single ration. Flavorings can be added to Gloop!(™), but the real benefit comes from actively feeding the Gloop!(™). A week's worth of rations can be fed to a Gloop!(™) to increase its HD by 1 and allow a roll on the Tasty Power! Chart. If the Gloop!(™)'s diet is highly specialized, then a specific power from the chart may be directly chosen instead. A Gloop!(™) is worth [HD] rations, but if it is not fed a ration each day, it will lose a HD and associated Tasty Powers until it reverses to a standard Gloop!(™). A Gloop(™) can also be fed a potion to have all of the properties of said potion.

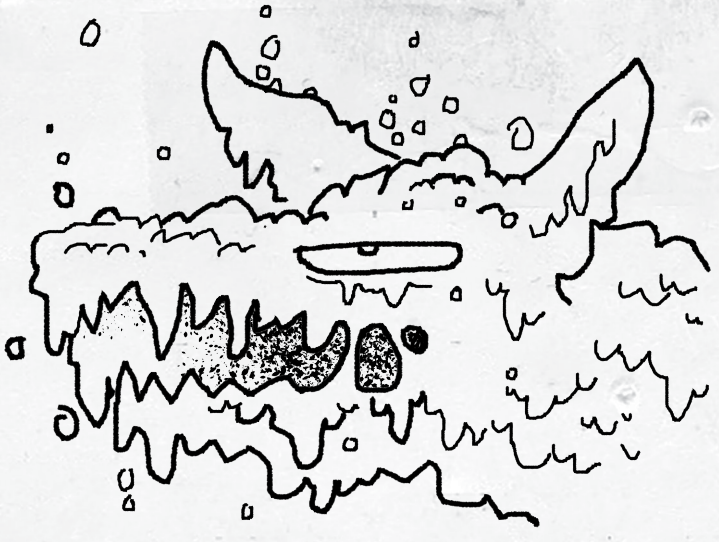
Roll d20	Tasty Power!
1	Sticky! Apply to objects to glue them together! Apply to hands and feet to provide [HD] bonus to climbing rolls. Caramel flavored.
2	Bouncy! Bounce at twice Normal speed in a direct line when thrown. Apply to feet to allow for a one off 20' vertical leap. Bubblegum flavored.
3	Crafty! Can be molded into simple blunt tools, such as a hammer or lever. Cream of Wheat flavored.
4	Tasty! Heals 1d6+1 Damage. Cherry syrup flavored.
5	Acidy! Can slowly dissolve through non-organic matter at the rate of 1cu.ft./hr. Citrus flavored.
6	Grabby! It has pseudopods for hugging! Has 10+HD strength. Squid flavored.
7	Jiggly! Apply to a shield to bounce one attack back at an opponent. Cough syrup grape flavor.
8	Lumpy! It congeals! When something strikes it, make a save to avoid being glued to it. Grits flavored.
9	Gassy! Squishing makes funny/inappropriate noises. Fire damage causes an explosion for [HD]d6 damage in a 30' radius. Garlic flavored.
10	Oily! Can slide under doors and through cracks, apply to friends to give an [HD] bonus to maneuvering in narrow spaces. Bacon flavored.
11	Stretchy! Can be stretched 5' per HD; strong as rope. Liquorice flavored
12	Smelly! Potent odor may dissuade or attract certain kinds of attention. Cheese flavored.
13	Cutey! Creatures must make a morale check to attack it. Cotton candy flavored.
14	Boozey! 180% Proof, Con save to avoid drunkenness. Burns blue. Cinnamon whiskey flavored
15	Cushy! It is so soft! Muffles sounds, reduces fall damage by [hd] d6 and can do anything a pillow can do. Yellow cake flavored.
16	Morphy! Can be shaped into anything a 4-year-old with modeling clay can make. Still just gloop. Salt flavored.
17	Spicy! Exudes heat and causes [HD] fire damage per round exposed to bare skin. Causes flammable materials to combust after 1d4 rounds of exposure. Jalapeno flavored.
18	Chilly! Absorbs heat and cause [HD] cold damage per round exposed to bare skin. Freezes 5' of water per round. Peppermint flavored.
19	Brainy! Smart enough to talk and cast 1 random spell! 10+HD Intelligence. Nebulously meat flavored.
20	Glowy! Glows in the dark with light radius equal to 5*[HD]. Carbonated soda water flavored.



Froth Goblins

HD 0
Appearance: A small humanoid covered in a constant stream of froth.
Wants: SUGAR!
Armour: Unarmored
Move: Standard
Morale: 7
Damage: Frothy Bite 1d3 (+1 for each additional goblin in arms reach) save vs. Con or get a Yeast Infection

The scum (and the froth) always rises to the top. So also it is for the Froth Goblins. Hip-high to a man with wheat yellow skin and a constant stream of bubbly froth seeping from their every pore, the Froth Goblins are among the first creatures to have pulled themselves from the primordial ooze. Some wizards have claimed that they are in truth among the most ancient of lifeforms, arisen and evolved from the most primeval yeasts selected to ferment the God's Mead. Others say that where you have an environment, you will have thematic goblins; it is part of natural spontaneous generation. Either way, these creatures primarily want one thing, Sugar. They are not particularly picky about where it comes From, and different groups/clans/tribes have specialized to obtain it. While this has mostly meant scavenging various niches, some have figured out rudimentary farming, while others will slurp the glucose right from your blood. They have a language, of a kind, made up of a series of belches, hiccups, and a gargling drunken patois of other local languages. One and all of them are hideously afraid of the Vinegar Knights, who slaughter Froth Goblins on sight.



Wolf Yeast

HD 2
Appearance: A light tan mass of foam in approximately the shape of a wolf.
Wants: To eat your sugars
Armour: Unarmored
Move: 1.5 Normal
Morale: 8
Damage: 1d6 Bite, with a bite from two separate Wolf Yeasts save vs. Con or get a Yeast Infection

"Y'see, hic, the modern yeast is uh...is uhh...like, well, like dogs y'see? We've bred the ability to procreate out o' em our yeast--most of our brewery yeast? Yeah, that, urrrp, that dreg is cloned. Now wild yeast...truly buck fekkin' wild yeast...that's a different story."

This is the Ur-Yeast before god and man tamed it into what it is today. This is the Yeast that ate through harvests and people alike, leaving a trail of foam and alcohol. This is the Yeast that nearly ate the world. But in ancient times it was shattered (splattered?) and shoved into the belly of the earth. Its access to sugars now limited and incapable of fusing into a monstrous mass, the Wolf Yeast works as aggressive pack hunters seeking to drink the glucose from live prey. While most times Wolf Yeast seeks to kill and devour their prey quickly, sometimes a pack will leave a victim at death's door instead. When a single victim gets bitten by multiple Wolf Yeasts, they leave behind a little bit of themselves to course through the bloodstream, absorb nutrients, and mate. Without some sort of antifungal or a Cure Disease spell, the Yeast Infection slowly eats up all your glucose and expands. Over **2**d**6** days the victim experiences dizziness, extreme hunger, headaches, confusion, sweating, shaking, blurred vision, and personality changes. They lose a point from each of their mental stats and Constitution each day. At the halfway point their movement becomes halved due to extreme bloating. On the last day, a wolf made of yeast eats its way out of their body and rushes off to find its pack.

Throwing sugar beets at them are a valid way to keep them busy while you run away. Wolf Yeasts leave a trail of alcohol wherever they go, and any space that they occupy slowly becomes a suffocation hazard as they release vast quantities of carbon dioxide. Schnapshunds and Wolf Yeasts attack one another on sight.

Schnapshund

HD 6
Appearance: Something like a fusion of a Saint Bernard, A Tibetan Mastiff, a Bat and a Camel
Wants: Alcohol, meat, pets, to protect certain vintages
Armour: As chain
Move: 1.5 Normal
Morale: 8, 12 when defending something
Damage: 2d6 Bite, Fire Belch 1/day 30' cone 5d6 Fire damage

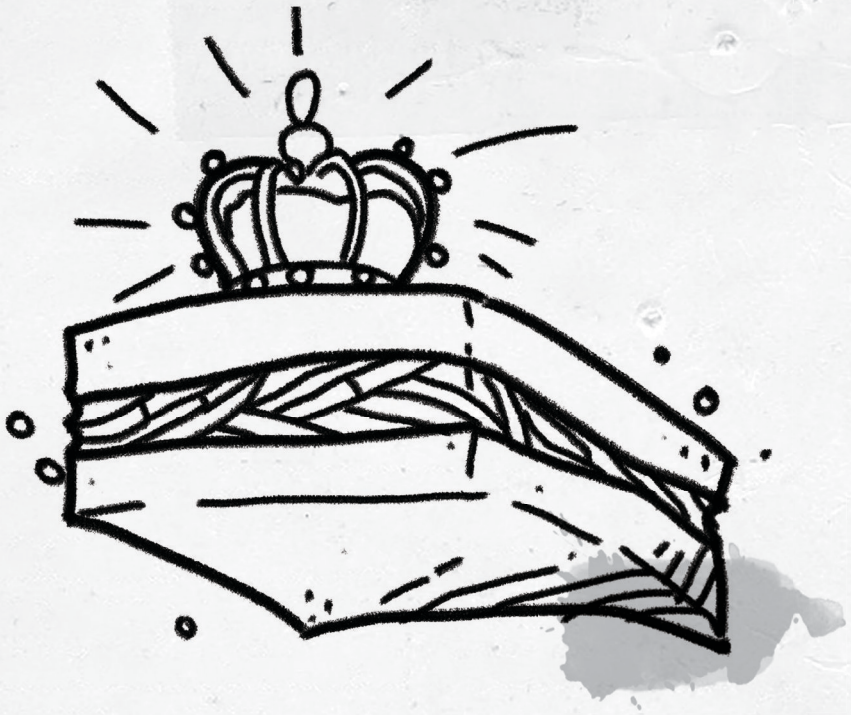
The Schnapshund was originally bred by a now lost civilization to protect its most valuable vintages. Upwards of 50 stone in weight and on average about 14 hands high, the Schnapshund makes the average Dire Wolf look like a lap dog. More or less dog-shaped, the Schnapshund has copious facial wrinkles hiding its almost useless eyes. They instead depend upon their smell and hearing with almost elephantine ears and deep resounding barks for echolocation. Their dense cold-resistant fur coat covers an exceptionally thick and muscular frame, with almost all of their fat being stored in a large hump between their shoulders. This fatty issue actually assists the Schnapshund in processing alcohol into usable water and nutrients. While the Schnapshund will jealously guard whatever alcohol they were originally placed to guard, they lap up anything else that they might find. Their system is so permeated with alcohol that their very saliva is 60 Proof.

Schnapspups can be trained to be affable, if ungainly companions, but wild adult Schnapshunds tend to be distrustful and territorial. Eating a Schnaphund is possible but problematic. No parasite seems capable of thriving in their alcohol rich system, but it also means ingesting their meat without long and thorough cooking is like guzzling pure grain alcohol. It tastes something like the midway point of lamb and beef with a distinct alcoholic aftertaste (dependent on their primary diet). Schnapshund fat can be processed into an efficient blue-burning fuel source as well.

Encounter: A sommelier is seeking a very rare and particular vintage of wine and needs the right Schnapshund for the job, will pay several hundred gold worth of lesser vintages for the dog or the wine.

Encounter: A litter of Schnapspups have found their way into the king's cellar and are drying up the place. Find a way to deal with them without angering their parents who are searching for them.

Roll dG	Eating Schnapshund
1	A pocket of uncooked Schnapshund fat, Save vs. Con or go blind from alcohol poisoning
2-5	Good Meat
6	**Vintage Sense:** Gain for 24 hours the ability to track a specified alcohol by scent alone and par excellence sommelier skills.



The Prince of Cucumber Sandwiches

HD 0
Appearance: A cucumber sandwich about the size of your hand, wearing a small crown
Wants: All cucumber sandwiches to have expertly thin cucumbers and no hint of crust to the bread
Armour: None
Move: 1/2 Normal
Morale: 4
Damage: See below
Cucumber Curse: Save vs. Spell or be unable to gain nourishment from any food source save fancy Cucumber Sandwiches until the curse is lifted.
Food Poisoning: When eaten, Save vs. Poison or take 1d6 temporary CON damage and be fatigued until a full rest.

One of the myriad children of the semi-divine King of Teatime Etiquette (KTE), PoCS is probably among the puniest of the lot, especially when compared to the likes of Prince Earl Grey. KTE regularly bestows the crown of the Prince anew since PoCS is highly prone to being eaten by noblewomen, bored butlers, scavenging hobos, and your occasional misplaced adventurer. Find the Prince and eat them before they lay their curse upon you, and for the length of a single soiree, you will have impeccable manners, be a perfectly witty conversationalist, and be able to cast Disguise Person to become an appropriately dressed servant or guest.

Encounter: Hiding among the hors d'oeuvres at the Count's gala, the chef didn't cut off all the crusts and the Prince is out for blood.

Encounter: The Prince is seeking to expand his domain into ALL tea sandwiches and seeks right now to defeat its greatest rival, Prince Watercress. It is willing to put in a good word to any minor gentry for assistance.

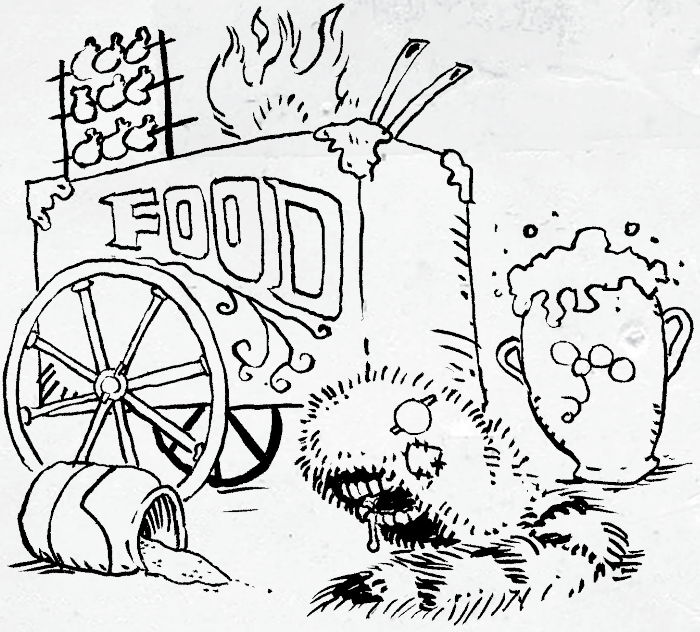
Cookbooks

Roll 1d10	Cookbook Name
1	Dungeons and Dives: Top 10 Underground Eats
2	Fear and Loathing in Flavortown
3	Game or Fowl? Cooking with Owlbear
4	Trash to Treasure- An Otyugh Cookbook
5	Moonshine and Toilet Wine, The Adventurers' Guide to Getting Shitfaced
6	Creepy Crawler Calzones
7	Sahuagin Sushi And Other Sentient Sensations
8	Hardly Hardtack, Eating Well on Two Coppers
9	**50** Ways to Prepare Gruel
10	A Magic Mouthful: The Companion Cookbook to the Avaline Romances

Magic Items

The Wrought Rock Wok: This wok was shaped from the very bones of the earth, probably by a dwarf or an elf trying to show off. The WRW is around 6 feet in diameter, weighs around 1250 pounds, and is better designed overall for a giant than a person. If the character is able to beat the previous owner fair and square in a cooking contest, the character may lift and interact with the wok as though it were sized for them. When used to cook, the wok quadruples the number of servings created from added ingredients. The Wok can also be used as either a Tower Shield or as a Hammer, sized for a Stone Giant.

Ur-Yeast: The primitive yeast from which all other yeasts are descended. Can be used by an alchemist to create any possible fermentable good. If fed and left to grow, it eventually spawns 2d6 Wolf Yeasts per week.



Sal's Sensational Sudden Stand: A palm-sized cube with two buttons. Pressing the first button will transform the cube into a 60 square foot wooden food stand complete with all the basic necessities for food prep, minus the ingredients themselves. Pressing the second button creates a much smaller wheeled cart capable of keeping food warm attached to a velocipede and affordable parasol.

Omnispice: With one shake of this spice, even your most seriously amateur dishes will taste like heaven! The truth is, this is a Wand of Prestidigitation in the shape of a salt shaker. It makes food taste like whatever the holder desires but doesn't otherwise change the dish. Used by less scrupulous cooks and food critics alike. Banned in twelve kingdoms.

Hat of Picky Devouring: Previously owned by Gregor the Ghastly Gourmand, the Hat of Picky Devouring was once a Bag of Devouring that was stitched onto the inside of a beaver skin top hat. At one time it was used to consume Gregor's social rivals; however, it developed such a refined palette that it would only consume the most elite of victims. When placed upon one's head, the Hat will bite down and be incapable of removal without Remove Curse or ripping it off and dealing **2d6** Con damage. It will incessantly speak about all of the famed victims it has eaten and demand the wearer seek one worthy of wearing it/being devoured by it. At this point, it will only consume Marquesses or greater.

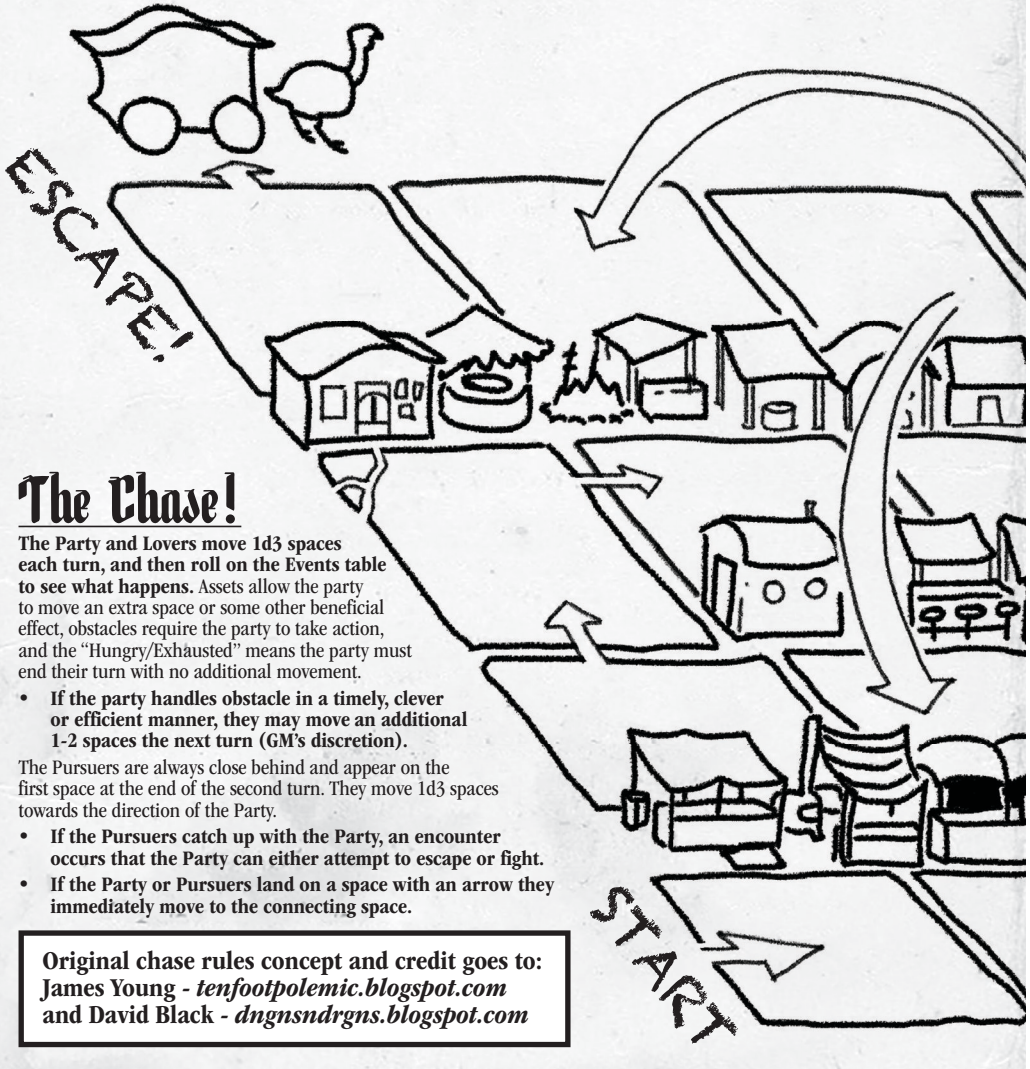
How to Cook Everything, Literally: A cookbook by Goody Mooncup, witch and newspaper columnist. This book details the process to cook literally anything into edibility - from how to boil an egg perfectly to how to serve roasted rocks. Some of the more esoteric dishes (dreams ala mode, braised hopes, time under glass) may require significantly more work to prepare. It always takes 1d6 (exploding on 6) minutes to find the recipe you are looking for.

Escape From Gourmet Street!!

Two (or more) idealistic cooks on Gourmet Street seek to escape the ceaseless factional warfare, fufill their vows of true love, and open a fusion restaurant together. The other inhabitants of Gourmet Street, however, feel otherwise! Help them escape and they'll give you secrets from their factions and free food for life! The factions won't give them up without a fight, so the chase is on!

d10	Roll Twice For Escaping Lovers		
1	**(Fil)Bert Blanch- Classicist,** Big, tough, and stoic, a hard nut to crack.	6	**Ser Quince- VK,** acidic tongue, fiery temperament. Fights like a cornered rat
2	**Chef Citron- NGA,** always looking to zest things up, explosives expert.	7	**Basil Pottage-Classicist,** a stickler for centuries old traditions, knows a few blessings
3	**Caws Pobi- Classicist,** extremely cheesy, has a few favors to call in.	8	**Amandine Jonquette-NGA,** a little nutty, very experimental
4	**Ser Oxymellus- VK,** goes from sweet to sour in an instant, surprisingly smooth talker	9	**Honey Muddle-BB,** disorganized but has expertly sticky fingers
5	**Anise Ouzo-BB**, prone to exited shouts and dark humor, a drunken boxer	10	Roll **3** times, you've got a menage a trois on your hands

Each Lover is a bit of a handful, but they'll do their best to help.



The Chase!

The Party and Lovers move 1d3 spaces each turn, and then roll on the Events table to see what happens. Assets allow the party to move an extra space or some other beneficial effect, obstacles require the party to take action, and the "Hungry/Exhausted" means the party must end their turn with no additional movement.

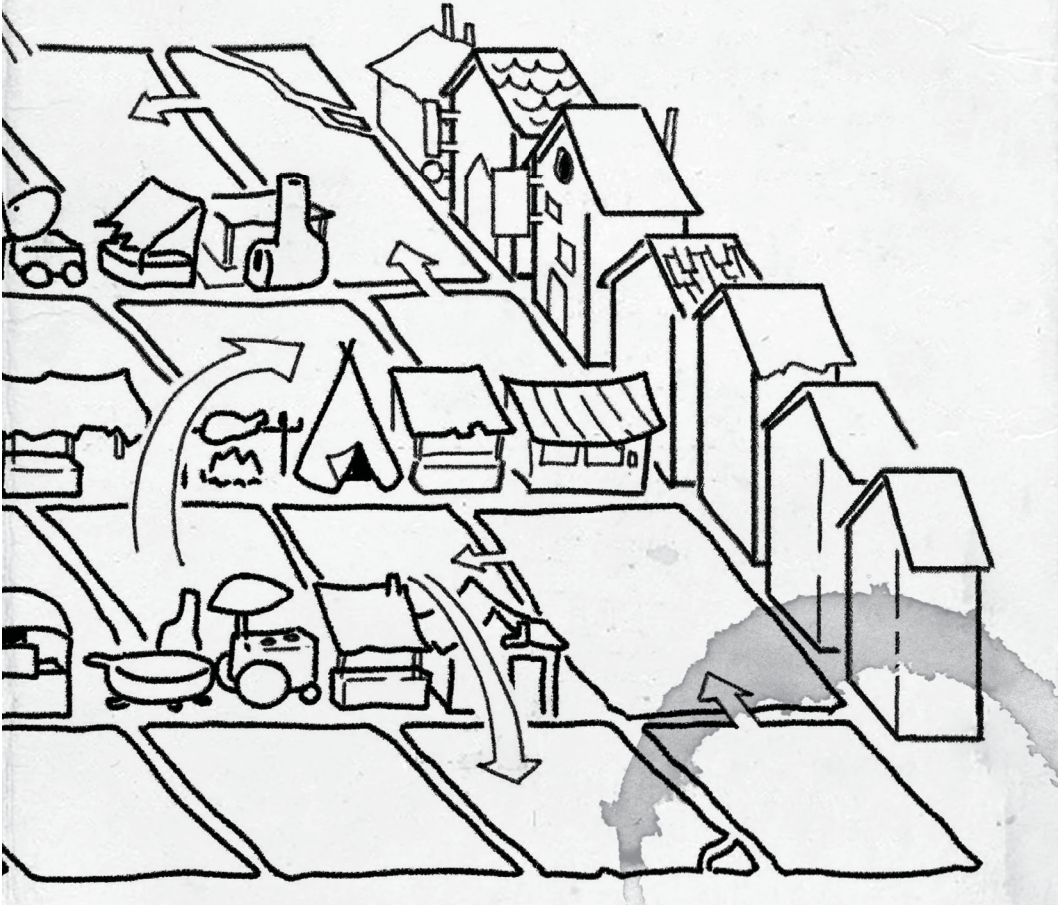
- **If the party handles obstacle in a timely, clever or efficient manner, they may move an additional 1-2 spaces the next turn (GM's discretion).**

The Pursuers are always close behind and appear on the first space at the end of the second turn. They move 1d3 spaces towards the direction of the Party.

- **If the Pursuers catch up with the Party, an encounter occurs that the Party can either attempt to escape or fight.**
- **If the Party or Pursuers land on a space with an arrow they immediately move to the connecting space.**

Original chase rules concept and credit goes to:
James Young - *tenfootpolemic.blogspot.com*
and David Black - *dngnsndrgns.blogspot.com*

d20	Events
1-4	Hungry/Exhausted- Lovers need a break to recoup, short rest plus chance for random encounter
5	OBSTACLE DEAD END! Climb over the wall, escape through locked alley door, cut through fence, turn around etc
6	OBSTACLE RIVAL- Another Lover off of the list is here to try to fight to prove their love!
7	OBSTACLE Market Day- this area is crowded, easy to get lost in a crowd
8	OBSTACLE Factions/Families send agents to capture Lovers (Gloop Equipped Alchemists, Schnaupshunds, potent and tough knights, folks with big butcher knives)
9	OBSTACLE Face in the Crowd- Family member notices/recognizes one of the lovers and sounds the alarm.
10	OBSTACLE Gate-Check- Gate or toll road slows down the escape
11	OBSTACLE Street Fight! The two families come out in force and clash Capulets vs Montagues style.
12	OBSTACLE OR ASSET Interest from the Top- One of the Head Chefs make an appearance
13	ASSET Open Cellar- An open cellar provides a momentary hideout and supplies.
14	ASSET Friendly Third Party- A member of another faction just wants to see the other factions suffer and offers a way forward
15	ASSET "Away for Lunch"- A food cart has been left unattended with hitched horse
16	ASSET/OBSTACLE- Street slick with thrown-out grease and oil, flammable
17	ASSET- FOOD FIGHT- Sympathetic cooks pelt pursuers with daily special to weird and wild effect
18	ASSET- An Old Flame shows up to slow down pursuers, roll on the Lovers' table
19	ASSET/OBSTACLE- A pack of Wolf Yeast explodes out of a nearby distillery and causes mass panic.
20	ASSET/OBSTACLE- A 10HD MEGA GLOOP is rolling down the street picking up everything into its sticky mass! IT WANTS TO BE EVERYONE'S FRIEND!



Ah, the humble street food vendor. How often you play a key role in our hearts (and arteries), and yet how rarely we really get to know you beyond exchanged coin and dipping meat juices.

Gourmet Street is a setting that can be plopped directly into any world or adventure and serves up an extra side of gonzo fantasy. It is populated with street vendors serving every possible food you can conceive as well as a fascinating accoutrement of culinary artifacts, edible monsters, and bizarre dishes.

However, under the greasy facade of delectable dishes, a war is brewing. Food factions wage secret war in the smokey shadows and slippery alleys, vying for power and struggling to make their own culinary manifestos the main dish of Gourmet Street.

Gourmet Street is a bizarre, street-food laden fantasy setting for the world's most popular role-playing game. It includes setting inspiration and random food generation tables that can be used for ANY system, as well as monsters and magic items that are written in a bare-boned style to allow for easy use and translation into most systems.

Recommended Systems:

B/X Essentials	**Black Hack**	**AD&D**
Knave	**DCC**	**5E**
Esoteric Enterprises	**Troika!**	**Pathfinder**