

MATT TUOZZO'S

MAGIČAD

Miscellany Memorandum: Food & Drink

Game Supplement



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Writing, Design, & Layout: Matt Tuozzo

Table of Contents

Introduction	1
Part I: Food	1
Prestige Class: Tyromancer	1
Feats	3
Wondrous Foods	4
Magic Items	4
Part II: Drink	5
Alcohol Brewing	5
Drunkenness	7
Ethylation	8
Libations	8

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Introduction

Tuozzo's Rules of Tabletop Roleplaying #53: After all is said and done, it ultimately comes down to how many trail rations you can carry.

Miscellany Memorandum is a series of short supplements for the Pathfinder Roleplaying Game. Each supplement covers a specific facet of gameplay; whether it's a new prestige class, rules for magic item crafting, lists of long forgotten spells, or any of a dozen other topics – Miscellany Memorandum has new and exciting options for you!

Today's topic: food and drink! Even the greatest of heroes needs to eat (unless you're undead or a construct or something), and what better way to celebrate a victory than a cool beverage at your favorite tavern? Sadly, these two activities are often dismissed to the realm of the mundane – but no more! With this book you can explore many exciting new food and drink options, including:

- Wondrous foods which provide time-release buffs, and "spell foods" that act like potions and never spoil
- The alchemical science of ethylation, which allows even magic-lacking classes to brew potion-like "libations"
- An entirely new prestige class based around the esoteric (and admittedly somewhat silly) practice of "cheese magic"
- A full set of rules for brewing new alcoholic ales, wines, and spirits, with extensive tables for generating random drinks
- And much, much more!

So pop a bowl of popcorn, crack open a cold brew, and dig in to the surprisingly tasty world of food and drink!

Part I: Food

This book is divided into two sections: Food and Drink. In the Food section you will find a new prestige class called the Tyromancer, new food-based Feats, and listings for new magic items, including a new form called Wonderous Foods.

Prestige Class: Tyromancer

For reasons that defy explanation, the particular combination of animal milk and coagulating enzymes connects cheese to the various powers of the universe, which is probably why many species find it so incredibly delicious. The true power of cheese, however, can only be unlocked by one who studies its intricacies and nuances to such a level that they become a specialist of cheese magic. Such is the power of the tyromancer!

Role: Though this prestige class may seem like a joke at first (and let's be honest, it is) tyromancy can handily augment any existing arcane class that relies on expensive material components, making it a powerful option for someone who can tolerate its peculiar absurdities.

Alignment: Any

Hit Die: d6

Requirements

Feats: Great Fortitude

Skills: Craft (cheese) 5 ranks or Profession (dairyman) 5 ranks, Knowledge (arcana) 5 ranks

Spells: Ability to cast at least one arcane spell of the divination school.

Class Skills

The tyromancer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcane) (Int), Knowledge (nature) (Int), Perception (Wis), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency: Tyromancers gain no proficiency with any weapon or armor.

Spells per Day: When a new tyromancer level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain other benefits a

Table: TYROMANCER

Level	BAB	Fort	Ref	Will	Special	Spells per Day
1st	+0	+1	+0	+1	Cheese Substitution (50 gp), Cheesy Grin	+1 level of existing class
2nd	+1	+1	+1	+1	The Cheesemaker, Tyromantic Divination (1/day)	+1 level of existing class
3rd	+1	+2	+1	+2	Cut the Cheese, Wine and Cheese	+1 level of existing class
4th	+2	+2	+1	+2	Cheese Substitution (250 gp)	+1 level of existing class
5th	+2	+3	+2	+3	Summon Fondooze, Tyromantic Divination (2/day)	+1 level of existing class
6th	+3	+3	+2	+3	Wine and Cheese	+1 level of existing class
7th	+3	+4	+2	+4	Cheese Substitution (1000 gp)	+1 level of existing class
8th	+4	+4	+3	+4	Tyromantic Divination (3/day)	+1 level of existing class
9th	+4	+5	+3	+5	Wine and Cheese	+1 level of existing class
10th	+5	+5	+3	+5	Cheese Substitution (3000 gp)	+1 level of existing class

character of that class would have gained, except for additional spells per day, spells known (if she is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a tyromancer, she must decide to which class she adds the new level for purposes of determining spells per day.

Cheese Substitution (Ex): A tyromancer can use one serving of cheese in place of normal material spell components up to 50 gp worth. At 4th level, one serving of cheese may be used for material components up to 250 gp worth. At 7th level, one serving of cheese may be used for material components up to 1000 gp worth. At 10th level, one serving of cheese may be used for material components up to 3000 gp worth. Multiple servings of cheese stack; for example, a 1st level tyromancer may use two servings of cheese in place of 100 gp worth of spell components, or a 4th level tyromancer may use two servings of cheese in place of 500 gp worth of spell components. A serving is defined as half a pound of cheese, normally priced at 1 sp.

Cheesy Grin: A tyromancer's smile is very trustworthy, because you can always trust someone who likes cheese. Once per day, a tyromancer may roll twice on any Bluff or Diplomacy check and take the better roll.

The Cheesemaker (Sp): Beginning at 2nd level, a tyromancer can cast *create food and water* as a spell-like ability a number of times per day equal to half her tyromancer level, but can only use this ability to make one serving of cheese. The cheese created from this ability may be used as spell components for Cheese Substitution.

Tyromantic Divination (Su): A tyromancer can use cheese to divine the future and influence outcomes. Beginning at 2nd level, a tyromancer can grant a +1 luck bonus to any attack, skill, or save to any ally within 30 ft as an immediate action once per day. At 5th level, this ability can be used twice per day. At 8th level, this ability can be used three times per day.

Cut the Cheese (Sp): Beginning at 3rd level, a tyromancer can cast *stinking cloud* as a spell-like ability a number of times per day equal to her tyromancer level, using the tyromancer's caster level.

Wine and Cheese (Sp, Su): A tyromancer has a natural affinity for pairing cheeses with wines. At 3rd level, a tyromancer can cast *tears to wine* as a spell-like ability once per day (using the tyromancer's caster level). At 6th level, a tyromancer gains Truth in Wine as a bonus feat, even if she does not meet the prerequisites for that feat. At 9th level, the tyromancer can conjure a cheese and wine tasting party complete with table, chairs, and a variety of wines and cheeses. The cheese created by this ability may not be used for Cheese Substitution. This ability is otherwise identical to the spell *heroes' feast*, and can be cast once per day using the tyromancer's caster level.

Summon Fondooze (Sp): Beginning at 5th level, a tyromancer can summon a fondooze (short for "fondue ooze") once per day as a spell-like ability using the tyromancer's caster level. A fondooze possesses the same stats as an ochre jelly with the fire subtype added. Though it does not have intelligence, the tyromancer can direct the fondooze as if it did. This ability is otherwise identical to the spell *summon monster V*.

Feats

Kitchen Nightmare

You are exceptionally gifted in culinary matters.

Prerequisites: Prepare Magic Food.

Benefits: You gain a +2 bonus on Craft (alchemy) and Profession (cook) checks, and any spell foods you create increase their caster level by 1. This increase has no effect on the cost.

Lactose Tolerance

Your affinity for cheese has granted your body the ability to survive longer and defend against toxins.

Prerequisites: Tyromancer prestige class.

Benefits: Your body is particularly attuned to dairy products. You can survive on half the normal amount of food without suffering from starvation if the foods you consume are cheeses or other dairy solids (for example, yogurt or ice cream). In addition, you gain a +2 bonus on Fortitude saves against ingested poisons.

Prepare Magic Food (Item Creation)

You learn the secrets of food magic and can craft foods that release effects whenever creatures consume them.

Prerequisite: Caster level 1st, Profession (cook) 1 rank.

Benefits: This feat has two uses. First, you may use it to craft Wondrous Food magic items (see the section Wondrous Foods, below).

Second, you may use it to imbue normal food with spell effects, known commonly as spell foods. Crafting spell foods is similar to brewing potions, with some important differences. Only a very limited amount of spells can be imbued within food; these are listed below on the Food Magic Spells list. These spells become available for food magic at the appropriate caster level even if they are not on the caster's usual spell list, but they cannot be used outside of food magic (i.e. they cannot be prepared as a normal spell in a spell slot). To determine the time required for crafting a spell food, use the standard rules for crafting magic items. Likewise, determine the caster level and any other choices normally made during crafting as you would for any other magic item. Spell foods have a base price of spell level * caster level * 50, just like potions.

Magic food can be crafted with the Profession (cook) skill or an appropriate Craft skill instead of Spellcraft. The GM decides what is considered an appropriate Craft skill.

Consuming magic food normally takes the same amount of time as a regular meal. However, a creature may "bolt" their magic food as a full round action to receive its effects more quickly. Bolting food requires a Fortitude save versus DC 10 + the spell level of the magic food; failure means that you gag on the food, vomiting it up and ruining it.

Finally, magic food provides all the usual benefits of a normal full meal. Unlike normal food, magic food does not spoil.

Food Magic Spells

1st-Level Food Spells (unlocked at CL 1)

- Ant Haul
- Cloak of Shade
- Crafter's Fortune
- Deadeye's Lore
- Endure Elements
- Longstrider
- Mage Armor
- Pass Without Trace
- Restful Sleep
- Tireless Pursuit

2nd-Level Food Spells (unlocked at CL 3)

- Bloodhound
- Darkvision
- Delay Disease
- Delay Poison
- Undetectable Alignment

3rd-Level Food Spells (unlocked at CL 5)

- Nondetection
- Water Breathing

4th-Level Food Spells (unlocked at CL 7)

- Detect Scrying
- Enchantment Foil

5th-Level Food Spells (unlocked at CL 9)

- Overland Flight

Wondrous Foods

Wondrous foods are like time-release potions. All wondrous foods take effect upon consumption and last for one hour if not triggered. Once the effect is triggered, the duration ends immediately. Like magic food, wondrous foods provide all the benefits of a full meal, and do not spoil. The type of food used is determined by the crafter during item creation, and is added to the total cost.

Caffeinated Food

Aura faint divination; **CL** 1st; **Price** 150 gp

Description

If the consumer falls an attack roll or skill check, a +1 bonus is retroactively added to the roll.

Construction Requirements

Prepare Magic Food, *timely inspiration*; **Cost** 75 gp

Comfort Food

Aura faint conjuration; **CL** 1st; **Price** 75 gp

Description

If the consumer falls below 0 hp, they automatically stabilize.

Construction Requirements

Prepare Magic Food, *stabilize*; **Cost** 37 gp 5 sp

Frozen Food

Aura faint transmutation; **CL** 1st; **Price** 150 gp

Description

The next unarmed strike or natural attack made by the consumer deals an additional 1d6 cold damage.

Construction Requirements

Prepare Magic Food, *frostbite*; **Cost** 75 gp

Spicy Food

Aura faint evocation; **CL** 1st; **Price** 150 gp

Description

The next unarmed strike or natural attack made by the consumer deals an additional 1d6 fire damage.

Construction Requirements

Prepare Magic Food, *touch of combustion*; **Cost** 75 gp

Magic Items

Amazing Hibachi

Aura faint conjuration; **CL** 5th

Slot —; **Price** 5670 gp; **Weight** 16 lbs.

Description

This portable grill can provide food on command once per day for up to fifteen Medium-sized creatures. The flavor of the food is determined by the user. The grill can also keep foods placed on it warm indefinitely, though it is not itself hot to the touch.

Construction Requirements

Craft Wondrous Item, *create food and water, prestidigitation*; **Cost** 2835 gp

Spoon of Fermentation

Aura faint transmutation; **CL** 1st

Slot —; **Price** 2000 gp; **Weight** —

Description

If this long, metal spoon is placed into a container of liquid (1 pint or less) and stirred, the liquid turns to average quality alcohol of standard potency (see the section Alcohol Brewing, below). The liquid looks, smells, and tastes the same, giving no indication of its alcoholic nature. The spoon has no effect on magic liquids, nor does it effect alcohols of greater potency.

Construction Requirements

Craft Wondrous Item, *polypurpose panacea*; **Cost** 1000 gp

Tavernkeeper's Stone

Aura faint conjuration and transmutation; **CL** 2nd

Slot —; **Price** 1870 gp; **Weight** 1 lbs.

Description

This innocuous stone is a boon to tavernkeepers; when placed in a container of 2 cubic feet or less (such as a small chest or standard backpack), it keeps food and drink within fresh indefinitely. In addition, once per day, a command word can be spoken to cause the stone to produce up to 2 gallons of water in an appropriately sized container.

Construction Requirements

Craft Wondrous Item, *create water, purify food and drink*; **Cost** 935 gp

Part II: Drinks

In the Drinks section you will find tables for brewing alcoholic beverages, rules for drunkenness, and a new form of alchemy known as Ethylation.

Alcohol Brewing

First, decide on the type, origin, and flavor of the beverage. The lists provided here are extensive, but not exhaustive. Players or the GM may think of other options, and are encouraged to do so. Consider that not all flavors may be easily accessible in all places; some may be considered exotic substances in certain locales, while others may be trivially available. The GM should feel free to adjust price multipliers based on availability of ingredients: less expensive for local flavors, more expensive for foreign imports.

The base price for an average quality beverage is 4 cp per pint; a gallon bottle costs five times as much, or 2 sp. Prices go up or down depending on the modifiers for quality and potency, as shown on the tables below. Likewise, the DC to craft these brews is also determined by the quality and potency. Remember that the type of beverage and its origin may have an effect on the potency; an orc whiskey for example automatically gets a +45 modifier to potency, whereas a halfling mead receives no such bonuses. This may seem like a way to “cheat,” but keep in mind that a recipe brewed from a specific race may not be palatable to all other races (elves

may be prejudiced against dwarven brews, for example) and that some people might genuinely prefer weaker or cheaper beverages.

Undrinkable alcohol is vile to the taste, and must be spit out promptly. If swallowed, it requires a Fort DC 25 save; failure immediately puts the imbiber at stage 3 of the drunkenness table (see the Drunkenness section below), disregarding normal beverage limits. Poisonous alcohol functions exactly like an ingested poison of the GM’s choice. These options are not meant to be sold; they are provided to give interesting consequences for failed attempts.

The potency of a beverage also determines its Fort DC for drunkenness. Note that a beverage’s quality and potency are not necessarily linked; it is possible to have an extremely potent, poor quality gin, or a very weak, excellent quality wine.

Negligible potency brews are essentially non-alcoholic, but may still be drinkable and enjoyable.

The Brewing Process: When using the brewing rules to produce liquors, the brewer makes a Profession (brewer) check and adds it to the beverage quality roll. If the brewer has ranks in both Profession (brewer) and Craft (alchemy), she may choose either skill for the roll. A brewer may always choose to make a lower quality brew than rolled, unless said quality is unsellable (this keeps players from exploiting the rules to make cheap poisons). Potency is determined in the same

Table: ALCOHOL TYPE

d10	Beverage
1	Ale
2	Brandy*
3	Gin*
4	Liqueur*
5	Mead
6	Rum*
7	Tequila*
8	Vodka*
9	Whiskey*
10	Wine

* Add +15 to the potency of Brandy, Gin, Liqueur, Rum, Tequila, Vodka, and Whiskey brews.

Table: ALCOHOL RECIPE ORIGIN

d10	Race
1	Dwarf*
2	Elf
3	Gnoll
4	Gnome
5	Goblin
6	Halfling
7	Human
8	Kobold
9	Ogre*
10	Orc*

* Add +15 to the potency of dwarven brews. Add +30 to the potency of ogre and orc brews.

Table: ALCOHOL FLAVOR
(optional for all types except "Liqueur")

d%	Material	d%	Material
01-02	Agave	51-52	Ginger
03-04	Almond	53-54	Hazelnut
05-06	Anise	55-56	Honey
07-08	Apple	57-58	Honeydew
09-10	Apricot	59-60	Juniper
11-12	Banana	61-62	Kiwi
13-14	Barley	63-64	Mulberry
15-16	Blackberry	65-66	Oatmeal
17-18	Blueberry	67-68	Orange
19-20	Butterscotch	69-70	Peach
21-22	Cantaloupe	71-72	Pear
23-24	Caramel	73-74	Peppermint
25-26	Caraway	75-76	Pineapple
27-28	Cherry	77-78	Pomegranate
29-30	Chili Pepper	79-80	Potato
31-32	Chocolate	81-82	Plum
33-34	Cinnamon	83-84	Prune
35-36	Coconut	85-86	Pumpkin
37-38	Coffee	87-88	Raspberry
39-40	Cranberry	89-90	Rice
41-42	Cucumber	91-92	Sloe
43-44	Dandelion	93-94	Strawberry
45-46	Elderberry	95-96	Vanilla
47-48	Fennel	97-98	Watermelon
49-50	Garlic	99-00	Wheat

manner as quality. A brewer makes these rolls once per day. A brewer may take 10 (but not 20) if able, and may use skill modifiers.

Example: A PC decides to try his hand at brewing. He has a Profession (brewer) score of +5 and rolls a 6 on his d20 skill check, for a total of 11. He can now make a percentile roll, which gives him a 90. Adding his 11 puts him over excellent quality, which means he can brew any quality of alcohol he likes. Now he repeats the process for the potency. He rolls a 7 on his check for a total of 12, then rolls a percentile of 71; this puts his potency roll at 83, which means his liquor can be of strong potency or less. He decides to craft a batch of Strawberry Brandy with good quality and standard potency, priced at 4 sp per pint with a Fort DC of 10.

The next day he tries another batch; he rolls a 3 on his check for a total of 8, then a 6 on his percentile roll, for a grand total of 14. This means he can only

make terrible quality on this batch (which means it's probably a good idea to just throw it out). On the other hand, it may end up being a particularly potent batch, which could have certain advantages. He decides to try his luck. He rolls a 4 on his skill check for a total of 9, then a percentile roll of 10 for a final total of 19. Not only is his brew terrible, it's not even alcoholic!

The amount of alcohol that can be crafted is determined by the normal crafting rules. For example: a crafter wants to make alcohol with good quality and insane potency; the DC is 25 (DC 10 for good, +15 for insane) and the base price is 4 gp (or 40 sp) per gallon. Say the crafter has a +15 in Profession (brewer) and takes 10 on the roll. $25 * 25 = 625$ sp per week, or 89 sp 2 cp per day. Thus, the crafter can brew two gallons (80 sp worth) of said alcohol per day.

These tables need not necessarily just be used

Table: BEVERAGE QUALITY & PRICE

d%	Quality	Price Multiplier	Craft DC
01	Poisonous	unsellable	5
02-06	Undrinkable	unsellable	5
07-18	Terrible	1/10	5
19-38	Poor	1/4	5
39-62	Average	1	10
63-82	Fair	5	10
83-94	Good	10	10
95-99	Fine	50	15
00	Excellent	100	20

Table: BEVERAGE POTENCY & SAVE DC

d%	Potency	Fort DC	Price Multiplier	Craft DC Modifier
01-20	negligible	N/A	1/2	N/A
21-50	weak	5	1	N/A
51-80	standard	10	1	N/A
81-97	strong	20	2	+5
98-99	extreme	30	4	+10
00	insane	40	8	+15

by the players; they work equally well for determining random brews in whatever taverns your adventurers find themselves in. Rolling up an exotic selection like Orc Pumpkin Whiskey or Gnoll Blackberry Gin can add a unique element to an otherwise normal tavern encounter.

Drunkenness

Generally, a character can drink a number of alcoholic beverages equal to 1 plus twice their Constitution modifier without issue; thus, a character with a Constitution of 16 (and thus a +3 modifier) can consume seven beverages safely.

Exceeding this limit means the character must now make a Fort save with each new beverage, the DC of which is governed by the potency each brew. As long as they continue to make these saves, they can drink all night without problems. Failing a save, however, brings on condition penalties.

Each condition lasts 1d4 hours, at which point it downgrades to the next lowest condition on the table. Additional conditions reset the duration of previous conditions, but said previous conditions are not rerolled. An unconscious character, it should go without saying, cannot continue to drink.

Example: Gerry the Rogue has reached his limit of drinks, but decides he wants another. He fails his Fort save, which brings him to condition staggered. Now he must roll a d4 to see how long it lasts; he rolls a 3, which means it will take three hours for him to get sober again. Gerry decides to press his luck and has yet another drink. He again fails his Fort save; now he is staggered and sickened. He rolls another d4, which gives him a 1. Thus, it will take one hour from this new point for Gerry to downgrade to merely staggered, but then another three hours after that to reach a sober state. Notice that Gerry does not reroll his first condition duration; if he were to roll lower it might “cheat” the system, getting him back to sober quicker. Notice also that the first condition duration resets when he acquires the second condition; even if he had the last drink two and a half hours into his recovery, he would restart the three hours all over.

Table: DRUNKENNESS

Fort Saves Failed	Condition
1	staggered
2	staggered and sickened
3	nauseated
4	unconscious

Ethylation

Ethylation is a specialized category of food magic; in short, it allows for magic-like properties to be derived from alcohol in beverages known as libations. Unlike other forms of food magic, ethylation is alchemical in nature, and requires neither a caster level to perform nor an item creation feat to unlock. However, due to the volatile nature of the alcoholic ingredients involved, failures in ethylation processing can cause extremely hazardous, often lethal explosions.

To craft a libation, make a Craft (alchemy) check at the listed DC. If the check fails by 5 or more, there is an explosion. In such a case, subtract the check from the DC and resolve the damage as an alchemist bomb of that level (for example, a player gets only an 18 for a DC 30 libation check; the explosion is resolved as a level 12 alchemist bomb for 6d6 fire damage). In any case, a failed check ruins the ingredients. Players can never take 10 on libation crafting checks because the very nature of ethylation puts them in immediate danger.

Because libations are alcoholic beverages, they are governed by the same drunkenness rules as normal alcoholic beverages, and have potency scores to determine the DC for their Fortitude saves. Unlike normal alcohol, quality and potency provide no multipliers to the cost to craft libations. Like spell foods, libations do not spoil.

Libations

Bar Brawler's Brew

Quality average; **Potency** strong (Fort DC 20)

Description

This easy-going ale provides a +4 alchemical bonus to natural armor for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 125 gp

Cooler Heads Prevail

Quality fair; **Potency** weak (Fort DC 5)

Description

A delicate and fruity wine cooler that provides a +4 alchemical bonus to Wisdom for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 250 gp

Dancer's Draft

Quality good; **Potency** weak (Fort DC 5)

Description

An artisanal microbrew that provides a +4 alchemical bonus to Dexterity for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 250 gp

Egghead Nog

Quality average; **Potency** standard (Fort DC 10)

Description

A thick, creamy cocktail that provides a +4 alchemical bonus to Intelligence for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 250 gp

Punch Drunk Punch

Quality poor; **Potency** strong (Fort DC 20)

Description

A sweet and fruity “jungle juice” that provides a +4 alchemical bonus to Strength for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 250 gp

Reverse Alcohol

Quality poor; **Potency** extreme (Fort DC 30)

Description

This unusual clear moonshine provides a +4 alchemical bonus to Constitution for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 250 gp

Smooth Operator

Quality fair; **Potency** standard (Fort DC 10)

Description

A coffee-blended digestif that provides a +4 alchemical bonus to Charisma for five minutes.

Construction Requirements

Craft (alchemy) DC 30; Cost 250 gp

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MM 02

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