

Taverns, Festivals, and Fabulous Feasts

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FABULOUS FEASTS

For adventurers, taverns and festivals represent a safe haven free from the rigors of dungeon delving. Such places can also serve as crucial hubs for local gossip, potential quests, and welcome respite. In a similar vein, festivals can offer moments of celebration that help break up the danger throughout a campaign, and remind your adventurers—and the players controlling them—what and who it is they fight for. A good tavern or festival can also allow competitive characters to pursue feats of strength, earn money, and enjoy magical cuisine to enrich their experiences. Some of the greatest adventures have their start in places such as this, so creating unique locations (and the people that inhabit them) can be integral to a good story.

AMBIENT MOOD

While resting in a tavern or celebrating during a festival, characters are exposed to the warmth of life, kindness, and cheer. Sometimes these emotions are disguises for more nefarious motives, but often they simply provide a much-needed breath of fresh air. Taverns and festivals can host dazzling splendor, aromatic scents, excited laughter, delicious meals, and shelter from the elements.

- Within the walls of taverns or amidst festivities, people of all kinds mill about. Each one has unique behaviors, appearances, and emotions. Many wear their hearts upon their sleeves, showcasing their joy or sorrow for all to see, while others are more reserved. Exciting activities and games of chance are also common sights, as everyone celebrates their successes, enjoys company, or mourns their sorrows.
- In many towns and cities, the local tavern or festival can be found simply by following the scent of warm and hearty meals that drift from their open doors or tents. With so many people clustered together, these potent aromas serve to draw customers and distract from other, less-desirable smells common in such populated areas.
- Whether it's a drinking song, elaborate performance, or vivid storytelling, taverns and festivals are centers of art and culture. In many smaller towns, a tavern is their only arena where the performative arts are practiced, so they cherish and protect them fiercely. Similarly, songs and dances of celebration for approaching seasons, harvests, or other holidays provide much-needed breaks from the rigors of the locals' daily labors.
- Especially in harsher biomes, taverns serve as a vital source of warmth and shelter from the elements. Most festivals take place in more pleasant weather, but the backdrop of a summer sun or autumn chill is a vital part of these celebrations. Here as well, the sense of connection and camaraderie between each soul is strengthened and precious memories are made.
- Regardless of the specific menu, taverns and festivals are never complete without their food and drinks. Some serve quality, perhaps even magical, cuisine; others focus on comfort foods and large, sometimes excessive, quantities of alcohol. When a warm meal or drinks with friends are required, there's no place better than a tavern or festival.

- By their very nature, most taverns are built with similar floor plans that provide open areas for tables and booths, a bustling kitchen, and space for customer lodging. In contrast, most festivals are inherently transient, designed to pop up in an open space for a time and then packed away at the close. In both cases, however, much can be learned about a tavern or festival by observing the condition and construction of the building or tents.

TAVERNS AND FESTIVALS

You can roll a d20, d12, d10, d8, and 2d6 on the tables below to quickly generate a random tavern or festival. Alternatively, you can roll on the tables individually to help determine specific aspects of a location or just to kickstart your own ideas.

You can use the following table to randomly determine a special location for a tavern or festival, or simply place them in whichever town or city you need.

EXAMPLE RANDOM LOCALE TABLE

d20	Locale
1	On top of a floating rock above a boiling-hot lake
2	On the grounds of a long-abandoned manor that was originally home to a family of vampires
3	In an underwater cavern covered in bright coral
4	Inside of an old, abandoned wizard tower with some of its magical remnants still in effect
5	Within a living but hollowed-out tree, and its accompanying treehouse
6	On top of a lake that remains frozen year-round, regardless of the ambient temperature
7	In a long-abandoned and renovated temple to an unknown, dead deity
8	Floating across the sky on top of a cloud
9	Inside a labyrinthine network of caves and tunnels
10	In the hollowed-out space of a false hill or mountain
11	Carried aloft on a platform by a large menagerie of tamed, flying creatures
12	In the space below a verdant desert oasis
13	Inside a demiplane that can only be accessed by a single, wooden door that's carried around by the owner or other large creature
14	Carved into icy tundra permafrost and magically kept warm without melting the ice around it
15	In an abandoned, reinforced mine shaft
16	On top of a large, arched bridge that spans a vast white-water river
17	Floating in the middle of a swampy morass with enchantments that keep the insects at bay
18	In a massive warehouse, with enchanted platforms leading up, down, and around the interior
19	On top of a series of lashed-together barges floating along the coastline
20	Entirely underwater, with permanent enchantments to make the water breathable

EXAMPLE TAVERNS AND FESTIVAL IDEAS

You can use the following table to randomly select a fantastical tavern or mystical festival for your adventuring party to rest or celebrate in.

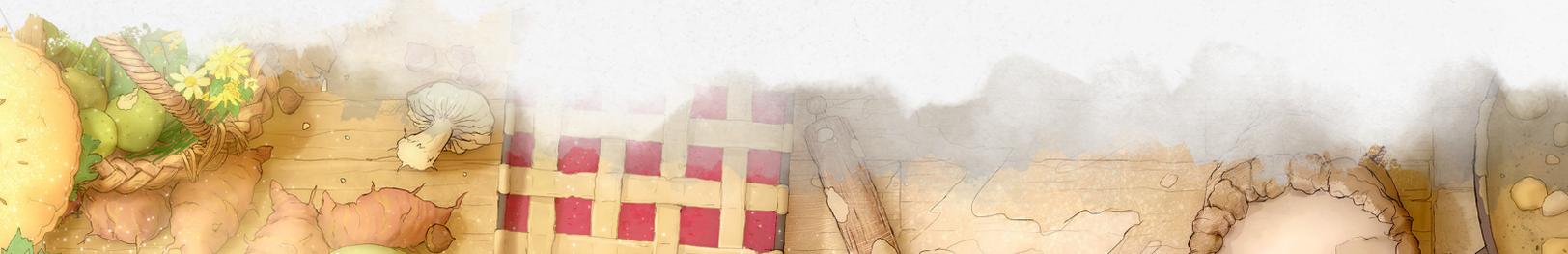
EXAMPLE RANDOM TAVERN OR FESTIVAL TABLE

d12 Tavern

- 1 **Lost Souls** is an eerily quiet establishment, known mostly for its odd sounds and whispers, floating cups, and silent but oft-moving doors.
- 2 **The Unlucky Hare** prides itself on having the softest and finest pelts, hides, and furs to provide luxurious comfort and warmth for its patrons.
- 3 **Otyugh's Bane** is an immaculately kept business that employs many workers to keep things spick and span. Waste and refuse are magically removed as well.
- 4 **The Left-Handed Knight** is known for the pieces of armor that cover the dings and dents in its walls, as the visitors often get out of hand.
- 5 **The Golden Lion** is a warm, multi-leveled tavern that has many large rooms for the adventuring parties that pass through the area.
- 6 **The Tone-Deaf Siren** is renowned for its wide variety of well-respected entertainers. At night, the hall is filled with music and dancing until the sun comes up.
- 7 **The Crossroads** seems to be the place for lost wanderers in the city, with its dark furniture only matching the shady deals made under its tables.
- 8 **The Leaping Chain** is carefully tucked along the side of a mountain, giving all who stay there a grand view of the land below.
- 9 **The Chromatic Scowl** proudly displays a large set of dragon fangs behind the bar, assembled from various sizes and colors of evil dragons.
- 10 **The Howling Hall** is a wide lodge that often houses a dozen wolves at any point, with the pack trading their protection for the hall's housing.
- 11 **The Topsy Wyvern** is a tavern most known for its upside-down layout and eclectic decorations.
- 12 **The Prophet's Garden** has walls covered in vines and flowers, with small patches of grass tucked into the corners, and a small pond filled with gem-like fish.

Festival

- First Moon Festival** is the celebration of the first moon of the new year and is a symbol of new beginnings. Special lanterns and candles are lit as an offering for good luck for the year.
- Blue Moon Festival** is a high-class gathering of rare and bizarre items, as well as exclusive merchants who will only sell to those willing to pay their sometimes exorbitant entrance fees.
- Lunar Eclipse Festival** is a day dedicated to warding against the encroaching shadow of an eclipse. Bonfires and fireworks are lit throughout the duration of the eclipse.
- The Gluttonous Gourd Gathering** is a wandering caravan whose wagons are painted in deep oranges and greens. Whenever they set up near a settlement, they share their gardening secrets and homebrewed pumpkin ale over several nights.
- Singer's Strings** sets up shop along the outside of towns and cities, inviting the trade of story and songs. Contests of songs and performances are often rewarded with fine instruments and books of ballads.
- Feasts of the Fallen Stars** is a winter festival where visitors gather to eat a hearty supper under the light of annual shooting stars. The next day, the festival-goers search for the fallen meteors to collect for their rare materials.
- Green Palm Week** is a week-long festival in which people work together in preparation for the growing season, cultivating fields and community gardens. At the end of the week, special events that reward the people for their work are held.
- The Clarity** is a celebration marking the anniversary of when an ancient curse and its madness were lifted from the land.
- The Cavalcade** is a spectacular celebration in which people split into two groups and reenact a magical war by launching harmless, yet brilliant, fireworks at one another.
- Hero's March** is a memorial celebration of legendary adventurers and their many heroic deeds. Locals dress up in elaborate costumes depicting their favorite heroes: typically ones who either originated from the area or performed a great service to them.
- The Tumbler's Traveling Troupe** is a motley collection of clowns and jesters that roll through towns bringing merriment and festivity.
- Skye Carnival** began after a friendly cloud giant shared insight into flight, freedom, and the winds. During the event, colorful balloons and kites fill the sky.



EXAMPLE OWNER AND HOST IDEAS

You can use the following table to randomly determine the proprietor of your tavern or festival.

EXAMPLE RANDOM TAVERN OWNER OR FESTIVAL HOST TABLE

d10 Tavern Owners

- 1 **Ilmis** is a female half-orc and former adventurer turned owner, who spent her life savings to buy her favorite tavern. She now offers respite for coin or story, as she's still excited to learn about lands she's never seen.
- 2 **Alimorel Wyvernjack** is a large female human who owns an equally large tavern. With her greataxe hung up behind the bar, it is rumored she is part giant due to her height and strength.
- 3 **Ashti** is a human male, ugly as the day is long, but with a charm that comes from his quick wit and quicker drinks. He's not opposed to a bribe to hide someone in a secret room.
- 4 **Okli** is a slim half-elven male with a wide smile and a hiss on his words. He welcomes all into his tavern but is quick to anger when a patron grows unreasonable.
- 5 **Kavon Brightwood** is an outgoing human tavern owner. He has a knack for remembering names, connecting like-minded visitors, and deducing truths from rumors and body language. He is a self-taught wizard and adds spells to his spellbook as drunken tavern-goers leave their spell scrolls and other arcane writings behind.
- 6 **Neth'faris** is often mistaken as a quiet bookworm and is quick to sling a drink to a patron just she can return to reading. It's not unheard of unruly patrons suddenly running in fear from the tiefling after a few sharp, muttered words.
- 7 **Saye** is a large human with a deep laugh and deeper tankards. He keeps a small forest of potted plants in the tavern's storage rooms.
- 8 **Nysea** is a djinni who enjoys spending her time mixing strange, magical drinks to serve her unsuspecting patrons, causing all sorts of strange, sometimes unwanted effects. However, the drinks are cheap, which keeps her clientele coming back for more each day.
- 9 **Metto** is a stone giant that delights in serving smaller folk. They use delicate movements to avoid causing injury and studiously record the life stories of those who are willing to share.
- 10 **Meeplin Leafjaw** is an ambitious but amateur halfling brewer that uses the tavern's income to fund their culinary experiments. They're all for sale at the tavern's bar, but most people avoid them due to their unpredictable results.

Festival Hosts

- Spark** is a reformed male tiefling arsonist that now utilizes extensive pyromantic light shows and fireworks to enhance his festival's other performances. He always ensures water is nearby, just in case.
- Frostjaw** is a rough-scaled and stern white dragonborn. A thoroughly organized leader, they run the festival like a ship. They even refer to employees as crew and often employ other nautical terms in conversation.
- Karethia Brightlow** is a young female gnome that initially joined the circus as a trapeze artist. Over the years, she worked and became the owner. Her flexibility extends to planning and management.
- Briar Fen** is a human who remains sober and somber for most of the year but comes alive with vibrant energy whenever it's time for a festival. Their seemingly boundless energy in organizing the festivities is unparalleled.
- Dematrias** is an ancient gold dragon who enjoys putting on events and festivals in unusual locations, assuming many different forms and names over the years in order to remain undetected.
- Tylina Balefrost** is a centuries-old female elf who enjoys a good drink and a better tale. Her expensive tastes allow her to know exactly what is necessary for the highest quality production of an event, and never settles for less.
- Cristel Kelmys** is an older human lord who is infamous for his stuffy, invite-only parties where anyone who's anyone would kill, often literally, for the honor of attending it.
- Pyp** is a young satyr who enjoys tricks, pranks, and jokes. He's quick to apologize if his actions offend, but doesn't let that stop him from continuing his mischievous activities.
- Torrlok the Magnificent** is a half-orc illusionist that specializes in elaborate glamours and enchantments. He delights in creating fabulous mirages and bursts of color to delight the senses.
- Sir Feren Olefson** is a retired human knight that travels the countryside to encourage attendance in his various chivalrous challenges. Though the advertisements emphasize fairness and honor, the aging knight never loses a match, which sometimes calls his legitimacy into question.

SPECIAL NPCS

Kavon Brightwood, Gavin Glorychase, and Terrowin Caskbow have NPC art and cards that can be found at thegriffonssaddlebag.com/feasts.

TAVERN AND FESTIVAL SECRETS

At your discretion, you can use the following table to randomly determine a secret that plagues your tavern or festival.

EXAMPLE SECRETS TABLE

d8 Secret

- 1 A rare winemaker has suddenly changed their recipe, causing untold hysterics amongst the usual customers—who are now starting to go missing.
- 2 An enchantment placed on the business causes many patrons to magically forget their time there once they leave.
- 3 The proprietor has significant debt owed to the local thieves' guild. They reluctantly help the guild choose its targets, who are often patrons of their tavern or festival, as they are unable to see another way to repay the debt.
- 4 Food provided by the establishment is infused with fey magic, causing a subtle but persistent craving that normal food cannot sate.
- 5 The owner is cursed, making it impossible for them to turn a profit on their business due to various freak accidents and sudden expenses.
- 6 Food and alcohol served by this proprietor sometimes drain the life of patrons, allowing them to sustain themselves by slightly aging their customers instead.
- 7 The employees are united in a plot to murder and usurp the owner in the near future, and the owner may or may not be aware and preparing for their attempt.
- 8 When this establishment is visited by romantic partners, they seem to inevitably end up arguing and break off their relationship in the coming days.

MAGICAL CUISINE

Across the multiverse, the most memorable taverns and festivals provide unique and curious cuisine to their patrons.

You can use the following tables to randomly determine what types of magically delicious food or drink are currently being provided. Most taverns and festivals advertise their magical food and drinks, as well as their effects, openly. Unless otherwise specified in the item's description, the effect of the food or drink lasts for 1 hour.

EXAMPLE RANDOM TAVERN MAGICAL FOOD AND DRINK TABLE

d6	Food	Drink
1	Beefy Stew: Your muscles and physique appear lightly oiled and more toned than usual.	Cure What Ale's Ya: Any pain you have due to open or healing wounds is significantly lessened.
2	Meat Lover's Pie: You gain the ability to safely eat and digest raw meat for 12 hours.	Green Tea: The irises of your eyes turn a vivid green, and your vision is slightly viridescent.

d6 Food

- 3 **Chocolate Ooze Mousse:** Your skin lightly colors the surface of any metal you touch. The coloration varies depending on the metal but disappears after 1 minute.
- 4 **Many Mushroom Stroganoff:** You temporarily grow an additional finger.
- 5 **Spicy Quipper Sandwich:** Your nose focuses on detecting blood, making everyone around you smell metallic.
- 6 **Starry Salad:** For 12 hours, you can see stars and constellations in the sky even during daytime or cloudy weather.

Drink

- Pearl Gray Tea:** For 10 minutes, you exude a gentle aura of nobility, and all of your clothing seems perfectly tailored to you and clean, made from quality cloth, leather, and metal.
- Red Robin Wine:** You can whistle with amazing clarity and pitch, but only bird calls.
- White as Snow Wine:** Your skin grows cold and clammy with fractal snowflake patterns on it, and your breath becomes visible.
- Whisper Whiskey:** When you bellow or yell, your voice is only heard as a soft, breathy whisper. When you talk softly, your voice is heard as boisterously loud shouting.

EXAMPLE RANDOM FESTIVAL MAGICAL FOOD AND DRINK TABLE

d6 Food

- 1 **Carrot Cake:** Your skin turns bright orange, and if your vision normally requires spectacles, you don't need them.
- 2 **Peppered Peppercorn:** You feel compelled to skip, and your weight is halved.
- 3 **Blueberry Jam on Blue Bread:** Your lips and nails turn bright blue.
- 4 **Straw-Berry Iced Cream:** Your hair becomes stiff and golden like hay, and your presence deters normal crows, ravens, and other small birds.
- 5 **Feelings Fruit Pie:** You have difficulty concealing or restraining your emotions, making them plain to observers.
- 6 **Fish 'n Chipper:** You feel more awake, but also have perpetually damp and pruned skin.

Drink

- Beastly Beer:** Your teeth and nails become slightly sharpened, and your vision becomes monochromatic.
- Cinnamon Apple Cider:** You smell strongly of cinnamon, but also need to sneeze frequently.
- Floating Float:** Your hair stands straight up, and your stomach churns as though you were falling.
- Hottest Cocoa:** Steam rises from your skin and softly trails out of your ears. You sweat profusely, no matter what the actual temperature is.
- Marshmallow Mead:** Your skin smells strongly of sugar, becomes oddly soft, and darkens when you get close to flames.
- Long Lemonade:** Your hair grows 1d4 inches, and the tips become bleached yellowish-white.

GAMES AND CONTESTS

One of the hallmarks of a good tavern or festival is a quality selection of games and contests that patrons can participate in. Whether these contests require competing against NPCs or luck itself, no carousing montage is complete without a roll of fate's dice. Rewards for winning a game or contest can vary, be it a few coins, bragging rights, free food and drink, trophies, or anything else the competitors agree on.

You can use the table below to randomly determine what type of games the adventurers can find at their current tavern or festival. Consider rewarding your players with inspiration if they decide to take part in the game in real life as well (space, setting, and safety permitting).

If you're using the optional Drunkenness rules from later in this document and a game specifies the effects of inebriation on a character playing it, you can replace the penalty's amount in the game description with your drunkenness level instead. If the creature already suffers a penalty to the ability check required by the game as a result of its level of drunkenness, you only apply the penalty once.

EXAMPLE RANDOM GAMES AND CONTESTS TABLE

d8 Game or Contest

- 1 Arm Wrestling:** The competitors must attempt to overpower their opponent, first to 3 points wins. Each round requires a Strength (Athletics) contest between both parties, with the higher roll earning a point. If the non-ambidextrous creature uses its non-dominant arm, it has disadvantage on the roll but gains 2 points if it wins that round. If the creature is inebriated, apply a -5 modifier to the roll.
- 2 Bull-Riding:** Competitors attempt to remain on the back of a raging bull for as long as possible using only one hand. Each contestant must make a series of Strength (Animal Handling) checks with disadvantage. The DC of the check is equal to the bull's Strength score and increases by 1 after each successful check. A creature that rolls a 1 on the check suffers 2d4 piercing damage from the bull's horns. An inebriated creature has a -5 penalty on each ability check made as part of this contest.
- 3 Eating/Drinking Contest:** Up to ten creatures compete by consuming more food or drink than their opponents without retching. This requires a series of Constitution saving throws with increasing DCs, beginning with a DC of 5 and increasing by 3 for each consecutive round. If it's a drinking contest and you're using the Drunkenness rules found later in this document, each round is considered to be 4 drinks.
- 4 Padded-Fist Brawl:** Two creatures face off using padded gloves in a heavily regulated fight within a boxing ring or similar space. Each creature enters combat as normal, but can only attack using padded unarmed strikes that deal a maximum of 1 bludgeoning damage on a hit. The damage is nonlethal, and no contestant is allowed to wear any armor or be carrying any magical items (provided they can be detected). The winner is determined by which contestant successfully lands 4 strikes first. Inebriated creatures have disadvantage on these unarmed strike attack rolls.
- 5 Acrobatic Display:** Any number of competitors attempt to complete an obstacle course as quickly as possible. Each competitor makes 5 consecutive Dexterity (Acrobatics) checks. Record each result, adding them together to create a speed score. The contestant with the highest speed score completes the course first and wins the contest. If the creature is inebriated, it has disadvantage on these checks.
- 5 Bulette Takes a Liar:** Two or more players each take 4d6 and a d20, placing the d6s in a cup, tankard, or similar vessel. At the start of each round of the game, both players shake and empty their cups to roll their d6s onto the table, using the cup to hide the result from the other player. Choose three of the four d6s to add together, treating any duplicate numbers after the first as if they were a 0. The goal is to score the lowest total possible. For example, if a player rolled two 1s, a 3, and a 6, the player's lowest point total would be 4 (1 + 0 + 3) by dropping the 6. On the count of three, both players use their d20 to reveal the total value of their roll by placing the result face up on the die. The player with the lowest value wins the round, causing the other player to roll a d6 and gain a number of points equal to the number rolled. A player loses once they have 10 or more points. In the event of a tie, neither player wins the round.
You can choose to lie about the result of your d6s and place any number face up on the d20 when you reveal your roll totals. When a player loses, they can choose to accuse the other player of lying by saying "Bulette," at which point the accused player reveals their d6s. If the player was telling the truth, the accuser rolls 2d6, instead of 1, as a result of losing the round. If the player was lying, they roll 2d6 instead.
- 7 Jousting:** Two plate-wearing contestants on horseback charge at one another with a shield and lance. The contest takes place over a series of rounds. At the start of each round, each contestant must make a Wisdom (Animal Handling) check—recording the result—followed by an attack roll with the lance against the other contestant. A contestant gains a bonus to its AC for the duration of the round equal to the total of their Animal Handling check divided by 5, rounded down. The first contestant to land 3 hits or deal at least 35 piercing damage to the other contestant wins. Damage taken in this way is not subtracted from your hit point total. Inebriated creatures have disadvantage on attack rolls and ability checks in this contest.
- 8 Singing Contest:** The competitors must sing a song at the same time as their opponent to see which singer can either sing louder or put on a better performance. This requires a Constitution (Performance) or Charisma (Performance) contest between both parties. If the creature is inebriated, it gains a +5 bonus to the roll if it uses Constitution for the check, or suffers a -5 penalty to the roll if it uses Charisma.

TAVERN AND FESTIVAL NPCS

As hubs of information, quests, and free-flowing drink, taverns and festivals are often chock-full of both curious and common individuals. Each one has a history, a personality, and possibly a difficult task they're grappling with.

You can use the following table to help randomly populate the patrons of a given tavern or festival.

EXAMPLE RANDOM NPC TABLE

d20 NPC

- 1 **Emmin Morningsinger** is an older, stoic elf who often keeps himself busy with his work as an alchemist. He comes off cold when giving directions or making requests because he expects the best from everyone around him.
- 2 **Nimrielye "Nim" Prylla Ferre** is the bright half-elven leader of the local adventurers guild. Praised from a young age for her leadership skills, she's often the go-to for planning out gatherings.
- 3 **Lasiquea Dontia** is an elderly gnomish woman who always greets everyone with a large smile. She runs a small but popular sandwich shop nearby that's especially busy at lunchtime. Forever thinking about her customers, she treats each one of them as if they were her own child.
- 4 **Fentrian "Soothe" Jasper** is a half-elven acolyte from a nearby temple. They help treat sick or drunk patrons and only occasionally attempt to give sermons. Generally pleasant, they only become angry when their deity is spoken ill of.
- 5 **Gavin Glorychase** is a loud, audacious, and goofy 10-year-old human performer. He shows wisdom beyond his years and has a silver tongue. Despite being seemingly parentless, he appears well off.
- 6 **Alx Lonespark** tends to surround himself with more books than people but is often more than willing to help anyone who needs it. The young halfling has shown a spark of magical aptitude, but it never seems to become more than just that: a spark.
- 7 **Kaale** is a virtual wall of a dragonborn with an equally intimidating aura about him. He comes across as standoffish and rough, quick to point out mistakes, but also appreciates a job well done. He has a secret appreciation for sweets.
- 8 **Remil Twilightmantle** is an older tiefling blacksmith. Her strangely hooved feet and large rounded horns are the results of an old curse, earning her the name of "Ram" from her friends and "Archdevil" from everyone else. She's extremely proud of her smithing skills and enjoys the flames of the forge more than unfamiliar faces.
- 9 **Xarthion** is a willowy, green-scaled dragonborn. They speak rarely, but with keen insight into humanoid behaviors and mannerisms. Despite their chromatic ancestry, rumor has it that they've never hurt a soul or been fooled by a lie.
- 10 **Malthia Higgenbalm** dreams of studying wizardry but is mostly preoccupied with her tobacco farm. An insatiably curious but perpetually tired halfling, she takes a significant interest in arcane practitioners when she's not dozing in a corner.
- 11 **Dannyn Stoutheart** is a dwarf of indeterminate age with a kind smile and immaculate clothing. They rarely drink, but also have a more refined palette. They're always eager to see new adventurers, who often have news of far-off fashion trends.
- 12 **Balthuria Coalst** is a stubborn young gnome with a severe distrust of foreigners. Typically covered in oil and other mechanical grime from the day's labors, they are a stalwart friend and ally once won over. As a quiet observer, they have a finger on the pulse of the local trade and marketplace gossip.
- 13 **Adiarel Lifesworn** is a female elf that carries a small assortment of plants with her. She shares an oddly close connection to these plants, whose health and color reflect her own temperament. She occasionally offers seeds or clippings to those who earn her trust.
- 14 **Sashaa Brightscale** is a female human fisherman renowned by her peers for both work ethic and determination. Rumor is, she's got an uncanny sense for where the fish are and what bait they crave on any given day.
- 15 **Terrowin Caskbow** is a male human who deals in secrets of all kinds. He is a charismatic fence who is excellent at connecting like-minded people—for a price. He has ties to the local thieves' guild and influence over multiple powerful politicians, but no one knows who.
- 16 **Alistaire Greene** is a human farmer with quite the green thumb—metaphorically and literally. They track rich brown dirt wherever they go, but are pleasant company. No one is sure why or how their hands have turned green because the topic is gently, but firmly, avoided.
- 17 **Welfrala Heavyhand** is well-known for her brusque responses but seems to save her words for the tavern after a long day in the mines. Once the ale starts being poured, this older dwarf is much more willing to give thoughtful answers to how her day was.

d20 NPC

- 18 **Harley** is a tiefling that finds great pleasure in practical jokes and harmless pranks. They are beloved for the entertainment they bring as well as their even-handed distribution of humor. They long to someday find someone crafty enough to successfully out-trick or prank them and become a partner in their antics.
- 19 **Rhonas Grout** is a male half-orc mason and provider of quality sculptures and brick-laying. When he relaxes after work, he enjoys strong ale and laughter. Over the years he's accumulated a number of entertaining stories, though he tends to tell them in a roundabout manner.
- 20 **Brenton Ashforge** is a quiet human who's often unsure of his own skills, but does his best to meet expectations. It is said he keeps a sketchbook with pages filled with designs of clockwork insects, though he's always denied such a thing exists.

DRUNKENNESS LEVEL

Drinking alcohol is a common pastime and element of many social encounters. However, consuming too much alcohol causes a creature to become drunk. At the GM's discretion, this drunkenness can be measured in six levels using the following rules. A creature gains one level of drunkenness whenever it has a number of alcoholic drinks within 1 hour equal to 2 + half its Constitution modifier, rounded up (a minimum of 2 drinks per hour).

While a creature has at least one level of drunkenness, it gains a bonus to saving throws it makes against being frightened equal to its level of drunkenness, and the DC required to intimidate it increases by the same amount. However, the creature also suffers a penalty to certain rolls equal to its drunkenness level. The kinds of rolls that suffer these penalties, as well as other effects of drunkenness, are shown in the table below.

DRUNKENNESS LEVEL TABLE

Level	Effect
1	Penalty to Wisdom (Insight and Perception) checks
2	Penalty to Strength and Dexterity saving throws, as well as Constitution saving throws to maintain concentration
3	Penalty to ability checks that don't use Charisma
4	Penalty to attack rolls and Charisma checks
5	Speed halved, can't concentrate on spells
6	Unconscious, and can't remember the events of the last hour.

A creature suffers the effect of its current level of drunkenness as well as all lower levels. For example, a creature suffering level 2 drunkenness has a -2 penalty to Wisdom (Insight and Perception) checks, Strength and Dexterity

saving throws, and Constitution saving throws to maintain concentration. However, it also gains a +2 bonus to saving throws against being frightened, and its DC to resist being intimidated increases by 2.

Certain creatures have a tolerance to alcohol that's either natural or practiced. A creature that has resistance to poison damage or has advantage on saving throws against poison must drink twice the amount of alcohol as normal to gain one level of drunkenness. A creature immune to poison damage or the poisoned condition can't become drunk against their will. Alternatively, at the GM's discretion, a creature may need to drink additional alcohol to gain levels of drunkenness as a result of building up a natural tolerance from drinking it frequently over time.

When a conscious creature starts its turn with level 6 drunkenness, it must make a DC 10 Constitution saving throw. On a failed save, the creature falls unconscious. On a success, the creature spends its action that turn retching and reeling. When it does, the creature loses 1 level of drunkenness. The DC for this saving throw increases by 5 each time the creature repeats the save before it loses all of its levels of drunkenness.

For every hour the creature doesn't drink any alcohol, it loses one level of drunkenness, provided it's either unconscious or has also ingested some food or water. Finishing a long rest removes any levels of drunkenness unless the creature fell unconscious for the duration of the rest as a result of suffering level 6 drunkenness. In that case, the creature loses 1d4 + 2 levels of drunkenness instead and doesn't regain Hit Dice as a result of finishing a long rest.

DRUNKEN EMOTIONS

You can use the following table to randomly determine how an NPC handles themselves when inebriated.

EXAMPLE RANDOM DRUNKEN EMOTION TABLE

d6	Drunken Emotion
1	Fearful/Anxious
2	Sad/Mournful
3	Contemplative/Morose
4	Angry/Competitive
5	Dancing/Celebratory
6	Happy/Joyful



ADVENTURE HOOKS

Consider including the following scenarios if you wish to add a potentially lighthearted side quest to your campaign.

EXAMPLE RANDOM ADVENTURE HOOK TABLE

d6 Tavern Adventure Hook

- 1 After a celebratory night in the local tavern, the party discovers that the building has been transported 5d20 miles away, trading spots with a different tavern. If the magic responsible can be identified, perhaps it can be reversed.
- 2 The party's favorite tavern has no alcohol to serve, as their entire stock has vanished. The business may be forced to close if the barrels are not recovered.
- 3 As part of a promotional event, the bartender has hidden numerous bar coasters all around town and is offering a night of free drinks to whoever finds the most.
- 4 The owner can only offer a single room for the party because one of the last travelers to rent a room vanished without returning their key. If it can be found and returned, the owner offers both rooms free for 3 nights.
- 5 The establishment's tables and chairs have succumbed to a drunken brawl, so the owner is hiring adventurers to bring the town's carpenter high quality wood so that replacement furniture can be made. However, the only nearby source of lumber is in a nearby forest that's said to be haunted.
- 6 The city's most popular storyteller, a wizened old bard, is refusing to perform in the city's taverns. None of the owners understand why the performer is ignoring them, and tensions between the businesses are rising.

Festival Adventure Hook

At the end of a day at a carnival, the party learns that the circus tent, including the people and creatures inside it, has mysteriously vanished. The party is asked to recover them and help ensure that the show can go on.

The conflict between two of the festival's performers is driving away business. Since they won't explain the feud, the owner asks the players to help resolve the disagreement instead.

After winning a stuffed festival prize and then losing it in the crowds, a crying child asks the party for help finding it.

Amidst the festivities, the festival's cartpulling oxen have been lost. The host offers free admittance and a piece of free magical food for each party member if they are returned.

The festival hunting contest appears to be more difficult than ever, as the hunting woods have become inexplicably barren of game. Before it's postponed, the huntmaster requests adventurers venture into the woods to see why the wildlife are avoiding the area.

The festival's jousting event threatens to be canceled due to the disappearance of the local ferrier. Most contestants suspect foul play, with the heaviest suspicion being placed upon the current champion.



TAVERN AND FESTIVAL MAPS

Maps are available for free, courtesy of Cze & Peku, at thegriffonssaddlebag.com/feasts.

SCAVENGERS' SMORGASBORD

When a festival moves, it leaves behind an enormous amount of waste and detritus. This results in a loose following of scavengers and animated creatures that can be found around the festival, waiting for its departure to herald their next meal. Magical remains can sometimes attract more dangerous creatures, or even pass on some of their magical properties to the creatures that find them. These same creatures are equally likely to lurk in the shadows around a busy tavern, providing unexpected combat opportunities for the people who frequent them.

You can use the following table to help determine special random encounters for your adventurers while they visit a tavern or festival.

EXAMPLE RANDOM SCAVENGERS' SMORGASBORD ENCOUNTER TABLE

3d4	Encounter
3	1d3 otyughs
4	2d4 awakened shrubs (50%), 1d3 awakened trees (40%), or a shambling mound (10%)
5	1d4 mimic kegs (see Fabulous Feasts Stat Blocks) (50%) or mimics (50%)
6-7	1d6 giant rats (20%), 1d4 hyenas (20%), 1d6 boars (50%), 2d4 vultures (20%), or 2d3 swarms of ravens (20%)
8-9	2d4 gnolls (40%), 3d4 goblins (50%), or 1d2 trolls
10	1d3 ale elementals (see Fabulous Feasts Stat Blocks) or wine elementals (see Fabulous Feasts Stat Blocks)
11	1d2 refuse golems (see Fabulous Feasts Stat Blocks) (40%), 1d3 black puddings (20%), 1d4 purple jams (see Fabulous Feasts Stat Blocks) (20%), or 2d3 gray oozes (20%)
12	1d4 rot monsters (see Fabulous Feasts Stat Blocks)

EXAMPLE TREASURE

Adventurers in and around taverns and festivals can be rewarded with alcoholic potions like the *aged goodberry wine*, *bloody marilith*, *celestial sunshine*, *djinn and tonic*, *Orostead iced tea*, *shifter's shine*, or *wispy sour*, food and drink-related items like the *bartender's armistice*, *bath potion*, *battlebrew maul*, *battlechef buckler*, *battlechef field dresser*, *battlechef's splendid saucepan*, *cleaning cube*, *dwarven boozehound's backpack*, *firecracker crystals*, *matron's mug*, *merry berry*, *singing stein*, *storyteller's stein*, *Talyard the great's wand of power*, *tea weird*, or *tub of churning and fermentation*. Novelty items like the various *sugarbomb candies*, *bard-in-a-box*, *Borbos's joyous wand of color*, *club of dancing*, *diviner's dice*, *fortune's fivepence*, *glove of the grim fandango*, *hat trick*, *silver coin of divra*, *snugglebeasts*, *stuffy familiar*, *Torrdok's magnificent forgery*, *wand of merriment*, *wand of puppetry*, *weapon of showmanship*, and *widemouth bucket* are also good choices.

FABULOUS FEASTS STAT BLOCKS

ALE ELEMENTAL

These swirling and frothy, caramel-colored creatures smell of honey and hops. The existence of ale elementals has brought about hours of intense research and debate about the possibility of an elemental plane of alcohol or the like. Planar travel has thus far proved impossible, although these elementals are occasionally summoned by inebriated mages purposefully or accidentally. Regardless of their means of arrival, these creatures swarm towards areas with high concentrations of alcoholic beverages. As they pursue their murky agendas, they usually end up causing terrible havoc and general mayhem.

FESTUS BATTLECHEF

A veteran of both cuisine and combat, the battlechef is a devout warrior and an exemplary cook. Renowned for their magical prowess and strength of will, a battlechef goes where their deity and culinary sense of purpose lead. They are found most often behind the bar, within the bustling kitchen, slicing through enemies, or providing much-needed succor to those in need.

MIMIC KEG

Although most mimics are known for their ability to transform into innocuous items, mimic kegs are a particular cousin that transform solely into alcohol-related objects. Scholars believe that long-term exposure to alcoholic drinks gradually morphed a number of ancient mimics into this unique breed. Most mimics are ambush predators, but mimic kegs are particularly patient hunters. When plagued by these monsters, some taverns develop an almost religious inventory system to ensure their mugs, jugs, and kegs are safe for customers.

PURPLE JAM

A small and yet pernicious ooze, the purple jam looks like a mushy globule of smashed grapes or dark berries. They mindlessly consume plantlife, leading some to speculate that they originated from a *goodberry* spell gone wrong. Their wanderings often lead them to spaces like taverns where their natural camouflage is uniquely suited, and food is plentiful. A persistent creature, it's surprisingly difficult to destroy—especially for the type of magical practitioners typically found in the small towns and cities they prefer.

REFUSE GOLEM

Many speak of trash becoming treasure, but trash is lifeblood for the refuse golem. Most common in areas with large amounts of magical food and drink, these beasts form when mounds of partially consumed waste are not disposed of properly. The resulting magical landfill develops an

aggressive, sentient construct that is formidable in battle, most known for their poisonous stench and amorphous defenses.

ROT MONSTER

Considered a cousin to rust monsters in behavior if not biology, the rot monster thrives on spoiled, contaminated, or rotting food and drinks—consuming them without suffering any ill effects. Its appearance is not unlike a featherless, scaly-skinned vulture, though its wings are almost vestigial. A vicious scavenger, it is willing to stalk living prey when the pickings are slim. In this instance, it shows a terrifying ability to rapidly putrefy organic material with its talons.

TIPSY

Most fey on the Material Plane take abundant joy in the manipulation of mortals and instigation of drama, but the tipsy in particular delights in the chaos of drunken romance. These small, pastel-colored fey flutter around bars to cause mischief. The tipsy can use its subtle magic to encourage confession of true feelings and impulsive action, whether they are long-repressed or new temptations. Invisible to sober patrons, they whisper sweet nothings and bold encouragement as necessary, then watch the scene unfold. Softened by inebriation, individuals find themselves unwitting participants, unable to smother the truth any longer.

VARIANT: WINE ELEMENTAL

Taking the form of bubbling liquids of various colors, wine elementals are a more potent and rare version of the ale elemental. More intelligent and attuned to nature than their fellows, their appearance is usually in reaction to the destruction of nature. Bacchanalian parties that damage the environment often attract their ire, resulting in many party-goers getting far more than they reckoned. Whatever their perceived or actual motivations, these elementals are a formidable force and especially dangerous for those with a low tolerance for alcohol.

A wine elemental has the same statistics as an ale elemental, with the following changes:

- Its Intelligence and Charisma scores increase to 10 (+0).
- It can speak Druidic.
- It replaces the Freeze trait with the Partial Freeze trait (detailed below).
- While a creature is grappled by the elemental's Whelm, it gains two levels of drunkenness if it fails the Constitution saving throw at the start of each of the elemental's turns, and one level if it succeeds.

Partial Freeze. If the elemental takes 10 cold damage or more during a single turn, it partially freezes. Until the end of its next turn, its speed is reduced by 20 feet.

ALE ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, drunkenness, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Alcohol Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) poison damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 8 (1d8 + 4) bludgeoning damage plus 4 (1d8) poison damage and must succeed on a Constitution saving throw or gain one level of drunkenness. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength check and succeeding. Any levels of drunkenness caused by this effect go away when the grapple ends.

FESTUS BATTLECHEF

Medium humanoid (any race), any alignment

Armor Class 18 (chain mail, shield)

Hit Points 91 (14d8 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	11 (+0)	16 (+3)	13 (+1)

Skills Medicine +6, Nature +3

Damage Resistances poison

Senses passive Perception 13

Languages Common plus two other languages

Challenge 5 (1,800 XP)

Divine Strike (1/Turn). When the battlechef hits a creature with a weapon attack, the battlechef can cause the attack to deal an extra 4 (1d8) acid or poison damage (battlechef's choice) to the target.

Poison Resilience. The battlechef has advantage on saving throws against poison.

Spellcasting. The battlechef is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *mending*, *sacred flame*, *thaumaturgy*

1st level (4 slots): *bless*, *goodberry*, *purify food and drink*

2nd level (3 slots): *heat metal*, *protection from poison*, *spiritual weapon*

3rd level (3 slots): *create food and water*, *mass healing word*, *stinking cloud*

4th level (2 slots): *blight*, *control water*

Strong Stomach (Recharges after a Short or Long Rest). While the battlechef is drunk, it can choose to magically suppress the alcohol's effects for 1 minute.

ACTIONS

Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Create Healing Draft (Recharges after a Short or Long Rest).

The battlechef creates a magical potion in its free hand or at its feet (battlechef's choice). A creature that drinks this potion regains 15 (2d6 + 8) hit points. The potion turns to dust and is lost if the battlechef finishes a short or long rest before it is consumed.

REACTIONS

Table-Turner (3/Day). When the battlechef is hit by an attack from a creature within 5 feet of it, the creature must make a DC 14 Constitution saving throw. On a failed save, the creature takes 6 (1d12) poison damage and is poisoned until the end of its next turn. On a successful save, the creature takes half as much damage and isn't poisoned.

PURPLE JAM

Small ooze, unaligned

Armor Class 10

Hit Points 30 (4d6 + 16)

Speed 20 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	18 (+4)	3 (-4)	6 (-2)	3 (-4)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages understands Druidic but can't speak

Challenge 1 (200 XP)

Amorphous. The jam can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the jam remains motionless, it is indistinguishable from a mass of grape jam.

Limited Spell Resistance. The jam has advantage on saving throws against spells of 1st level or lower.

Regeneration. The jam regains 10 hit points at the start of its turn if it has at least 1 hit point. If the jam takes necrotic damage, this trait doesn't function at the start of the jam's next turn.

Rejuvenation. If the jam dies, it regains all its hit points and becomes active again in 24 hours unless its remains are eaten, destroyed, or targeted by a *dispel magic* spell.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage plus 3 (1d6) poison damage.

MIMIC KEG

Medium monstrosity (shapechanger), chaotic neutral

Armor Class 13 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	3 (-4)	12 (+1)	10 (+0)

Skills Stealth +6

Damage Immunities poison

Condition Immunities drunkenness, poisoned, prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 2 (450 XP)

Shapechanger. The mimic can use its action to polymorph into a keg, mug, vat or other alcohol-related object or back into its true, amorphous form. Its statistics are the same in each form, except when it polymorphs into an object, it can choose to change its size to Tiny or Small until it polymorphs back into its true form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary alcohol-related object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

REFUSE GOLEM

Large construct, unaligned

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	3 (-4)	10 (+0)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 8 (3,900 XP)

False Appearance. While the golem remains motionless, it is indistinguishable from an ordinary pile of garbage.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

Stench. Any creature other than a refuse golem that starts its turn within 10 feet of the golem, must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all refuse golems for 1 hour.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 9 (2d8) piercing or slashing damage (golem's choice).

Hurl Junk. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 26 (4d10 + 4) bludgeoning damage.

REACTIONS

Missile Absorption. When the golem is hit by a ranged weapon attack, it absorbs the projectile into its form. When it does so, the damage it takes from the attack is reduced by 11 (2d10). A creature within 5 feet of the golem can take an action to pull an absorbed projectile out of it with a successful DC 15 Strength check.

ROT MONSTER

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Keen Sight and Smell. The rot monster has advantage on Wisdom (Perception) checks that rely on sight or smell.

Limited Flight. The rot monster can only fly for up to 1 minute at a time. While flying, it has disadvantage on ability checks and saving throws against effects that would knock it prone. If it ends its turn in the air after 1 minute of consecutive flight and nothing else is holding it aloft, it falls.

Rot Wood. Any nonmagical weapon made of wood that hits the rot monster rots and deteriorates. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of wood that hits the rot monster is destroyed after dealing damage.

Waste Scent. The rot monster can pinpoint, by scent, the location of rotting food and other decaying organic matter within 1 mile of it.

ACTIONS

Beak. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage plus 3 (1d6) necrotic damage.

Talons. The rot monster touches a nonmagical object made of organic matter that it can see within 5 feet of it, causing it to rot and deteriorate. If the object isn't being worn or carried, the touch destroys a 1-foot cube of it. If the object is being worn or carried by a creature, the creature can make a DC 12 Dexterity saving throw to avoid the rot monster's touch.

If the object touched is either armor made of leather or hide, or a wooden shield being worn or carried, it takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object touched is a held wooden weapon, it deteriorates as described in the Rot Wood trait.

TIPSY

Tiny fey, chaotic neutral

Armor Class 14

Hit Points 3 (1d4 + 1)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	18 (+4)	13 (+1)	11 (+0)	14 (+2)	17 (+3)

Skills Insight +4, Persuasion +7, Stealth +6

Condition Immunities charmed, drunkenness

Senses passive Perception 12

Languages Common, Sylvan

Challenge 1/4 (50 XP)

Drunken Confessions. Each creature within 15 feet of the tipsy that has two or more levels of drunkenness (as per the Drunkenness rules from page 9 of this document) is under the effect of a *zone of truth* spell. Whenever an affected creature tells the truth as a result of this effect, it must succeed on a DC 13 Charisma saving throw or also be compelled to share a true feeling it has about one or more of the creatures to whom it's speaking.

Innate Spellcasting. The pixie's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *message*, *prestidigitation*

1/day each: *detect thoughts*, *enthrall*, *silent image*, *suggestion*

Magic Resistance. The tipsy has advantage on saving throws against spells and other magical effects.

ACTIONS

Charm. One humanoid the tipsy can see within 30 feet of it must succeed on a DC 13 Wisdom saving throw or be magically charmed. If the charmed creature is under the effect of a *zone of truth* spell, it isn't aware of the spell and thus won't intentionally avoid answering questions to which it would normally respond with a lie.

Each time the tipsy or its allies ask the target a question, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts for 1 hour or until the tipsy dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this tipsy's Charm for the next 24 hours. The tipsy can have no more than three creatures charmed at a time.

Invisibility. The tipsy magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the tipsy wears or carries is invisible with it. Creatures with two or more levels of drunkenness are unaffected by this effect and can see the tipsy as if it wasn't invisible.



CLERIC OF THE FESTUS

NEW CHARACTER OPTION: CLERIC

A conduit for the divine, Clerics harness their faith and intuitive sense of a deity's wishes to channel powerful magic. These miraculous spells are capable of helping friends and harming foes, calling forth healing arias and radiant flames alike. Not all who are devoted to the gods are capable of achieving such feats, as these powers are reserved for only those chosen to fulfill a greater purpose. As a result, clerics rely on their connection to a deity rather than years of rigorous study. Fueled by divine purpose, clerics depend on a mixture of combat training and heavenly magic to thwart the forces that resist the will of their deity.

FESTUS DOMAIN

Gods of eating and drinking, such as Daghdha or Dionysus, promote the value of a good meal as much as they do the joy of sharing it with friends. As a follower of this domain, you believe that a good feast can be enough to settle most

wars. You may know this first-hand: perhaps your life has been marred by poverty and survival with spoiled scraps, or maybe you've been blessed with lovingly-cooked meals and the joy of a full stomach. Regardless of your origins, you recognize the magic of a good meal and the power it has on a person's spirit and well-being.

Through your passion and devotion, you see mealtime as a joyous way to worship the magic of food and your chosen deity. You are a capable chef with an appreciation of all food, both good and bad. You know that a foul meal can turn even the most veteran of stomachs against themselves, and have learned to harness this power for yourself. Like food, most people will like you at your best, but everyone will fear you at your worst.

FESTUS DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Festus Domain Spells table. See the Divine Domain class feature for how domain spells work.

FESTUS DOMAIN SPELLS

Cleric Level	Spells
1st	<i>goodberry, purify food and drink</i>
3rd	<i>heat metal, protection from poison</i>
5th	<i>create food and water, stinking cloud</i>
7th	<i>blight, control water</i>
9th	<i>cloudkill, contagion</i>

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor, martial weapons, brewer's supplies, and cook's utensils.

TABLE-TURNER

At 1st level, you can cause an attacker's own body to turn against itself. When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to cause the creature to make a Constitution saving throw against your cleric spell save DC. On a failed save, the creature takes 1d12 poison damage and is poisoned until the end of its next turn. On a successful one, it takes half as much poison damage and isn't poisoned.

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

CHANNEL DIVINITY: CREATE HEALING DRAFT

Starting at 2nd level, you can use your Channel Divinity as an action to create a small and magically concentrated potion called a healing draft. The potion appears in a small glass bottle in your free hand or at your feet (your choice), and is a deep blue color with flecks of gold. A creature that uses a bonus action to drink this potion regains a number of hit points equal to 2d6 + your cleric level. The bottle and any undrunk healing draft turns to dust and is lost when you finish a short or long rest.

STRONG STOMACH

Starting at 6th level, your divinity and magically enhanced constitution have strengthened your natural defenses. You have advantage on saving throws against poison, and you have resistance to acid and poison damage.

In addition, whenever you cast the create food and water spell, the food tastes delicious, and you can choose to replace up to 5 gallons of the water created by the spell with ale or wine. You choose what the food and ale or wine look and taste like.

Finally, if you're drunk or poisoned, you can use an action to magically suppress the effect for 1 minute. Once you use this feature, you can't use it again until you finish a long rest.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 acid or poison damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

INVIGORATING FEAST

At 17th level, you can say a special prayer before eating a meal to enchant it and other food of your choice within 30 feet of you with unique protections. A creature that eats this enchanted food over the next 10 minutes gains 2d6 + 10 temporary hit points, is immune to being charmed, and can't be put to sleep by magic. These benefits last for 8 hours and don't set in until these 10 minutes are over. You and up to six other willing creatures of your choice gain these benefits by partaking in the meal.

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

