

BAKTO IS A(N) _____ DEMON THAT IS ALLERGIC TO _____ AND WHO IS HUNGRY FOR A _____, _____ DISH

BAKTO	ALLERGY	DISH	DISH
Pouty	Stand-up Comedy	Traumatizing	Distant
Spaced Out	Learning	Sacrilegious	Nostalgic
Nearly Deaf	Backwards Spelling	Polarizing	Belgium
Hyped Up	Breaking The 4th Wall	Idyllic	Passionate
Passive-Aggressive	Musicals	Erotic	Good Fucking Food*
Life Coach	Relationships	Theatrical	À La Toscana

*overwrites previous entry

BAKTO uses the dungeon as a trap to draw in the best cooks in the world and those hungry or foolish enough to enter. He accepts only truly original cuisine (which could be considered an artistic creation) or **death**. No deals. He also carries with him a set of **Rubedite Dishware** at all times. Players will have **20 Turns** to gather ingredients and return.

! A Turn is measured as the time it takes to fully interact with a room and the distance between rooms/halls. **Cooking time does not count towards it;**

! **BAKTO** watches over the dungeon at all times, narrating the number of turns left and commenting on Players actions;
 _ Track **Turns** using a **d20**;

! **BAKTO's** allergy will kill him, but he will not willingly inform players about it;

! Surviving this ordeal sees players rewarded with an **Immortal Hen** and anything they manage to find in the dungeon.

RESULTS

Points are scored 1 to 3 in the following categories:

! **Creativity:** how unique the dish was;

! **Service:** presentation and overall attitude towards **BAKTO**;

! **Demonic Preferences:** how well players tended to the demon's food preference;

! One player then attempts to **roll 2d4 under** the sum of points. If successful, **BAKTO** is satisfied.

INGREDIENTS

1. **Les Hommes au Vin** - Vermillion bacteria that turns the one who drinks this into a puddle of wine; **{Save vs. poison}**
2. **Unicorn Butter** - Switches the flavour of things to their opposite and sparkles under light;
3. **Tarrasque Sausage** - Writhes uncontrollably. A fully grown Tarrasque regenerates from this sausage upon contact with gastric juices;
4. **Ghosts Peppers** - Translucent and ungodly spicy, these peppers contain memories of long dead souls;
5. **Baked Sun** - The fluffiest bread known to exist, it holds the heat and radiation of a sun. Opening its glass dome is unadvised;
6. **Moon Water** - Anything it touches becomes as light as if it were on the moon. Drinking it also causes never-ending thirst;
7. **Jabberwocky Meat** - Whoever eats it becomes unable to speak in a coherent way ever again. Highly flammable;
8. **Red Cinnamon Skeleton** - Sweet and highly addictive when ground up;
9. **Cosmic Egg** - Contains an unborn dimension. Players may force their will upon it. Highly nutritious;
10. **Holy Jambu** - Prickly numbing fruit, anesthetizes the tongue.

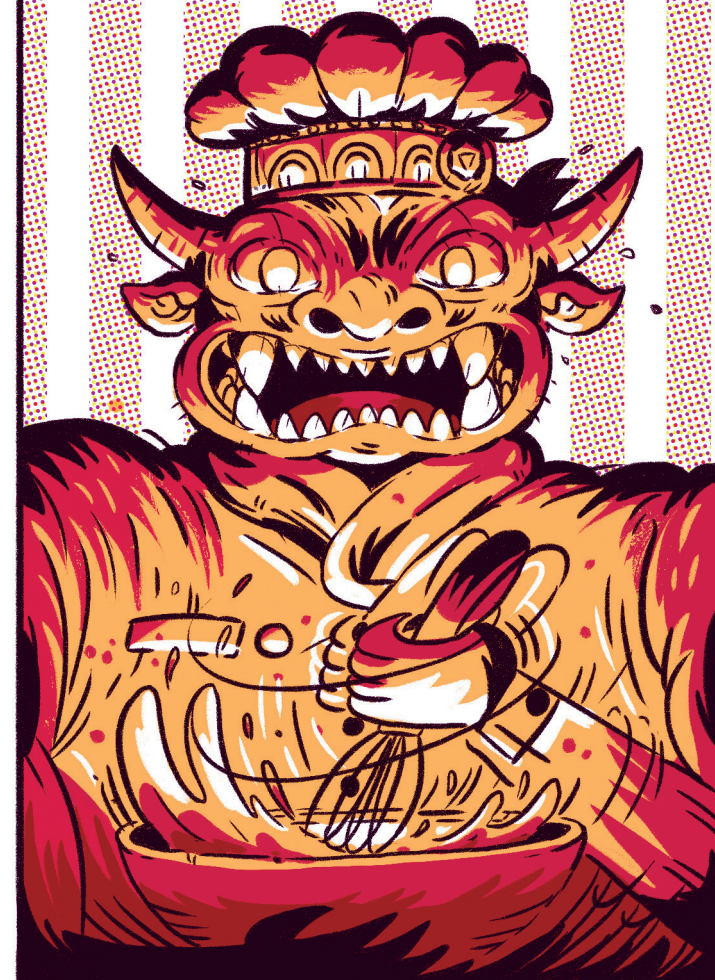
MAGIC ITEMS

1. **Immortal Hen** - An edible, ever regenerating chicken. It shrieks in agony when eaten but never dies, no matter how much of its flesh is consumed;
2. **Lenguals** - Pair of tongue textured gloves, which allow the wearer to identify and taste the composition of anything they touch;
3. **Rubedite Dishware** - Can be animated and controlled remotely, while also allowing the user to eat anything they touch;
4. **Flesh to Pie** - Turns a fleshy humanoid into a perfectly preserved meat pie; **{Save vs. Magic}**
5. **Red Soapstone**- Glows in the dark. Usually used as chalk;
6. **Butter Sword** - The first touch of this blade turns any matter into butter consistency **{Save vs. Magic}**. It also cuts through said matter like a hot knife, severing any limbs and appendages as if they were, well, butter.

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BAKTO'S TERRIFYING CUISINE



A DELICIOUSLY DANGEROUS CULINARY ADVENTURE FOR A GROUP OF STARVING LEVEL ADVENTURERS.

GENERAL DESCRIPTION

The walls and floor of the dungeon are made of red marble, there is no light and all wooden doors are unlocked. The air is thick and salty.

1. KITCHEN ARENA

From the center of this decommissioned arena, a fully lit platform rises with **BAKTO** on it;

! Any kitchenware one may need is displayed in four color coded zones here.

2. WINE CELLAR

55 kegs of high quality wine and a marked cask of **Les Hommes au Vin** are guarded by 7 **Red Cinnamon Skeletons** in golden armor; {HD 2, AC 16, Sickle 1d4, BLIND, golden armor 150SP each}

! 1 in 6 chance of one keg containing the **Cat God of Wines**. He wears a fancy jacket and acts like a very hungry cat.

3. GREAT FRIDGE

9 giant cuts of **Jabberwocky Meat** and 100 bricks of **Unicorn Butter** are stashed here;

! 3 in 6 chances that one of the bricks is a **Butter Golem**. {HD 3, AC 16, Fists 1d8, immune to normal weapons, area around it is slippery}

4. DRESSING ROOM

Red, Green and Blue colored chef coats hang beneath faded out paintings;

! The **Garden People** treat those who wear them as living saints.

5. GOBLIN MARKET

100 edible goblins live and trade amongst themselves. Here one can find the most commonly available food items, except for vegetables;

! They are currently at war with the **Garden Kingdom** and craving veggies;

Obscenely Tender Porcini King leads them and wields a pair of **Lenguals**. {Lv1 Specialist}

6. TOOL FORGE

A fork, a spoon and a knife bicker endlessly about who was the best chef atop an anvil in this abandoned forge;

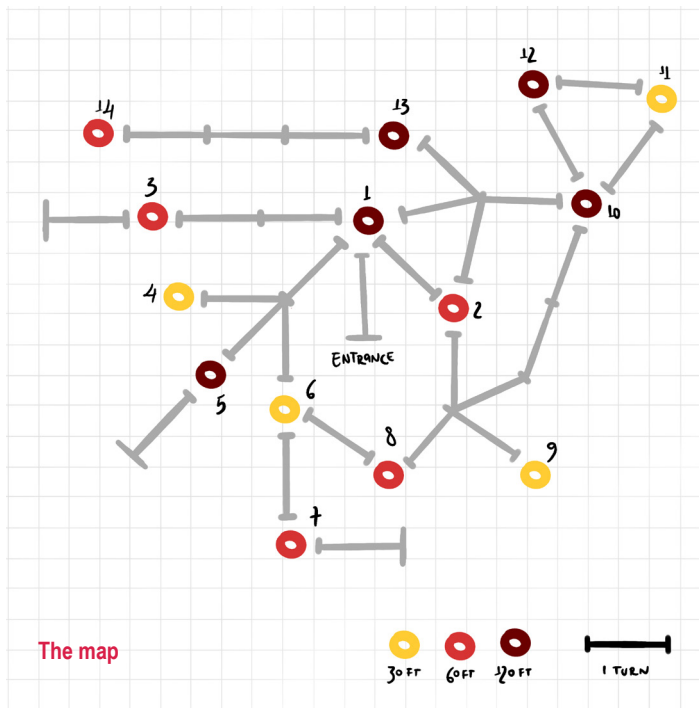
! All three claim to know **BAKTO**'s weakness, but only the **Knife** knows and tells players the truth. The other two shamelessly lie to them.

7. ELDRITCH OVEN

A humongous obsidian oven, with a ritual carved on it, describes how to fuse any two things inside by cooking it for 2 turns;

! If the **Oven** is turned on, 2d6 **Ash Zombies** rise up every turn.

{1HD, AC 12, obsidian shard 1d4 damage. On death, save vs. breath or suffocate on ash}



The map

8. RECIPE LIBRARY

Crumbling crimson papyrus scrolls line the walls and shelves here, while **Ghost Pepper** branches hang from the ceiling;

4d6+2 **Slug Moths** float around and are drawn to flame; {1HD, 1d4 damage, eat one item per turn}

! Spending a turn searching the library yields a scroll of [Flesh to Pie] and allows players to consult the internet for 5 minutes.

9. THRONE ROOM

A sea of perfectly preserved meat pies stands before and surrounds the throne where a **Lich Chef** in red garbs is sitting, clutching a half-eaten **Baked Sun** in a glass dome;

! Wading through the pies awakens him; {HD 3, AC 14, Casts **Flesh to Pie at will**}

A key to the **14. Chamber of Qu** can be found in his pocket.

10. TEMPLE OF WATER

10 **Moaning Moon Frogs** fight amongst themselves for their share of **Moon Water** that drips from the single eyehole of an unknown giant skeleton. They don't take well to visitors.

{HD 2, AC 12, Claws 1d4, FLOATING, feast on the blood of the dead}

11. AQUARIUM

There is broken glass all around a giant plastic pirate ship, which houses the hoard {6000SP and a **Red Soapstone**} of the **Blue Coral Crab**; {HD 4, AC 18, claw 1d8/cuts off limb on an 8}

! If its hoard is stolen, the crab will relentlessly pursue players throughout the dungeon.

12. THE BIG CHICKEN COOP

A myriad of huge broken shells are scattered around a castle-sized sleeping chicken, whose screams will burst any mortal's eardrums. Otherwise, it's defenseless;

! 7 **Porcini Goblins** hang from it, grooming and caring for the bird. If asked, the goblins will reveal that the current hatching egg will birth a new dimension. Anyone might force their will upon it.

13. GARDEN KINGDOM

Extremely xenophobic, these tiny living vegetables have created a pseudo-romantic feudal realm. It's all about chivalry and riding rabbits;

! They mean to exterminate all **Porcini Goblins** and protect their **Holy Jambu**;

Led by **Potato Knight**. {3rd Level Fighter, AC 18, Leaf Sword 1d4, save vs. poison or die}

14. CHAMBER OF QU

This room is locked and requires a key from the **9. Throne Room**;

! On top of a table and in front of a single fork of **Rubedite Dishware** lies an unconscious, half-eaten giant God. Inside its mouth, a portal to the rotting dimension of **Gurgula** can be found.

RANDOM ENCOUNTERS

1 in 6 chance of an unique encounter while traversing the halls of the dungeon;

1. A battle rages between a unit of 4 **Rabbit Riding Carrot Knights** and 8 **Porcini Goblins**. The latter are losing and carrying a **Tarrasque Sausage**. {HD 2, AC 15, "Jousting Spear" 1d4/ HD 1, AC 13, Toothpick 1d4}

A **Butter Golem** stumbles around with a **Butter Sword** sticking out of its back. {HD 3, AC 16, Fists 1d8, immune to normal weapons, area around it is slippery}

A scantily clad, insane chef mumbles along the corridor. He offers special ingredients if the players sacrifice "turns":
1T = Roll an Ingredient; 3T = Choose one Ingredient;

The **Potato Knight** is "cleansing" a group of 4 **Porcini Goblins** with fire. {3rd Level Fighter, AC 18, Leaf Sword 1d4, save vs. poison or die/ HD 1, AC 13, Toothpick 1d4}

4 **Red Cinnamon Skeletons** play dead along the path. {HD 2, AC 16, Scythe 1d4, blind, golden armor 150SP each}

Blue Coral Crab is scuttling around the ceiling looking for treasure. {HD 4, AC 18, Claw 1d8, cuts off limb on an 8}