

Cooking

These are the commonly known recipes for the cooks and chefs of Torukand.

Animal Cookies

Rank: Herbalism Rank 1, Cooking

Materials: binder, herb, meat or grain

Type: Creation

Creates: 5 cookies

Time: 10 minutes

Description: This recipe generates small biscuits that can be used to assist with the Creature Handling skill. There are separate variations for carnivores (using meat as an ingredient) or herbivores (using grain as an ingredient). Omnivores will consume either variation. There are also different variations to calm the animal (use lavender as the herb) or to make the animal more aggressive (use firebloom as the herb). Note that possessing these cookies **does not grant the skill Animal Handling**; it makes the skill easier.

OOG:to be represented by a biscuit, cookie, or similar edible.

Recommended Process: Mix dry ingredients into normal cookie dough; add we ingredients and bake

"Who's a good snallygaster??! You are!! Yes, You are!! Yes, this is for you, nom nom...."

— Metagarn the shepherd

Item	Animal Cookie
Qty	5 cookies
Type	Creation
Effect	Assists in Creature Handling
Expiration	One Use
Price	Cheap
Rarity	Common

Pack Lunch

Rank: Cooking

Materials: Three Common Edibles, One Uncommon Edibles

Type: Creation

Creates: 1 Lunch (serves 3)

Time: 6 minutes

With this item, you can call for a short rest anywhere. The rest takes 15 minutes, and if uninterrupted, restores the use of abilities as normal, and restores anyone at 0 Grit to 1 Grit. You can only benefit from this effect once per day.

Item	Pack Lunch
Qty	1 Lunch (serves 3)
Type	Creation
Effect	With this item, you can call for a short rest anywhere. The rest takes 15 minutes, and if uninterrupted, restores the use of abilities as normal, and restores anyone at 0 Grit to 1 Grit. You can only benefit from this effect once per day.
Expiration	This Event
Price	Cheap
Rarity	Common

Feast

Rank: Cooking

Materials: Three different common Edibles, one Uncommon Edible, one Rare Edible, plus one Edible per additional guest

Type: Procedure

Creates: 1 Meal (serves 5*)

Time: 12 minutes

This massive meal serves up to 5 people, plus one for each additional Edible added. As long as people spend at least a half hour uninterrupted enjoying this meal, they remove all remaining damage, restore their Grit to full, and may remove one Injury they are recovering from. If you write up a card for this item fill in the number of people that this Feast serves. Our in-game Saturday evening meal also grants all the effects of this recipe.

Item	Feast
Qty	1 Feast (serves 5 base. Can add more (see above))
Type	Procedure
Effect	Takes 30 minutes to enjoy. Restores all Body, all Grit, and removes 1 Injury.
Price	Expensive
Rarity	Common

Fresh Cordial

Skill: Cooking

Materials: 2 of any Fruit

Type: Creation

Creates: 2 Drinks

Time: 4 minutes

Description: This sweet, refreshing drink increases the next source of Grit Recovery the target receives by 1. (Note: this recipe does not grant any Grit on its own).

Recommended Process:

Flavor Text

Item	Fresh Cordial
Qty	2
Type	Creation
Effect	Next Grit recovery is increased by 1.
Expiration	This Event
Price	Cheap
Rarity	Common
Research	Known

Loadstone Loaf

Rank: Cooking

Materials: 2 Vegetables, 2 Herbs

Type: Creation

Creates: 2 loadstone loaves

Time: 10 minutes

Description: Immediately upon eating this item, your hit point cap is increased by 3. However, at the start of any scene where reaction time is important (combat or other crisis) you suffer a 1 minute Slow. The Slow condition cannot be mitigated in anyway while benefiting from the hit point cap increase. The effects lasts 15 minutes. You may only benefit from one Loadstone Loaf per rest.

Recommended Process: Vegetables should be or a starchy nature. Boil all vegetables and grains, drain, and mash thoroughly. Add eggs, but no additional water. Toast herbs on an open flame then grind. Add together and form into loaves. Bake at high temperatures quickly.

"The good news is that one loaf is usually enough to keep one person going for the entire day. The bad news is it sits in your stomach like a cannonball."

- *Kristoph Geinstaph, baker*

Item	Loadstone Loaf
Qty	2
Type	Creation
Effect	See description above.
Expiration	This Event
Price	Average
Rarity	Uncommon
Research	Known

Stiff Drink

Rank: Master Chef

Materials: 1 Ripe Fruit, 1 Spices

Type: Creation

Creates: 4 Stiff Drinks

Time: 10 minutes.

Description: After imbibing the Stiff Drink, you may gain 1 grit. If you do so, you must expend 1 mental save. If a character imbibes a Stiff Drink and has no mental saves, they gain the Slow status until they rest. Any subsequent Stiff Drinks before resting will result in Exhaustion.

Recommended Process: Combine water, spices, and other ingredients together in a kettle and simmer on a low heat. Look for steam, but avoid a full boil. Use water cooled copper tubing and an alembic to collect the distilled vapors. Repeat three times. Add any flavoring reagents afterwards. Store in a container that protects from light exposure.

“The glassware and apparatus required to make a proper distilled spirit are most commonly employed by those mastering the alchemical arts. This is why chefs and alchemists are often long time drinking buddies and influence the creations of one another; especially after a few rounds”

- *Palaeqius Greimeco, Master Distiller*

Item	Stiff Drink
Qty	4 units per recipe
Type	Creation
Effect	Drink to convert 1 mental save into 1 grit. If a character imbibes a Stiff Drink and has no mental saves, they gain the Slow status until they rest. Any subsequent Stiff Drinks before resting will result in Exhaustion.
Expiration	Event Created
Price	Average
Rarity	Uncommon
Research	Known

Ceremonial Beverage

Rank: Master Chef

Materials: 1 Pristine Fruit, 1 Fruit, 1 Herb (any), +1 herb for each additional participant beyond the third. The number of servings must be determined upon crafting.

Time: 10 minutes

Type: Creation

Creates: Enough beverage for three persons, +1 for each additional herb used.

Time: 14 minutes

Description: This beverage replaces any non-unique common or uncommon material components required for a Ritual. A ritualist casting a ritual that bestows an invokable blessing may bestow its benefits onto all drinkers (ritualist and non-ritualists) of the Ceremonial Beverage.

Recommended Process: Ceremonial Beverages are best prepared in a large metal bowl, bearing the sigils of the elements. Macerate the fruit and simmer with a small amount of water until a uniform gel. Grind all herbs and add to the gelled fruit with enough water and/or distilled spirits to serve all drinkers. Heat until simmering and remove from heat. Strain or skim away any remaining solids. Serve in small cups.

"The ritualists tell me the drink allows them to 'better perceive the spirits and link their energies together.' I'm not sure about any of that, but I do know if you drink enough of this stuff, you'll be seeing something strange for sure."

- *Greggor Thistlewick, brewer.*

Item	1 pot of Ceremonial Beverage
Qty	3 servings +1 serving per herb added. Must all be imbibed together simultaneously.
Type	Creation
Effect	See Descriptions Above
Expiration	Event Created
Price	Expensive
Rarity	Rare
Research	Known

Artisans' Charcuterie Platter

Rank: Master Chef

Materials: 1 Prime Meat, 1 Spices, 3 common edibles. +1 common edible for each additional participant beyond the third.

Type: Creation

Creates: Enough food for three persons, +1 for each additional common edible used. The number of servings must be determined upon crafting.

Time: 14 minutes

Description: While crafting, persons eating the Charcuterie Platter may produce 4 units of a recipe for the time and materials it would take to create 3 units. Once the meal begins, it lasts for 30 minutes.

Recommended Process:

"The problem with artisans is that they're married to their work. Getting them away from the workbench is neigh impossible at times, so a meal a smoked meats, cheeses, and pickled vegetables can be served to them without interrupting their 'creative genius'."

- *Linus Hornbee, caterer to the rich and famous.*

Item	Artisans' Charcuterie Platter
Qty	3 servings +1 serving per common edible added. Must all be imbibed together simultaneously.
Type	Creation
Effect	See Descriptions Above
Expiration	Event Created
Price	Expensive
Rarity	Rare
Research	Known

Campfire Breakfast

Rank: Master Chef

Materials: 1 Spices, 5 common edibles, 2 Tallow +1 common edible for each additional participant beyond the third.

Type: Creation

Creates: Enough food for three persons, +1 for each additional meat or vegetable used. The number of servings must be determined upon crafting

Time: 14 minutes

Description: After eating the Campfire Breakfast together, all participants gain 1 Grit. In addition, if the participants are filled with esprit de corps. They gain one of two benefits:

-Next time they would enter a Formation, they may raise the Member Requirements by 2.

-Next time they would benefit from a Drill, they may reduce the one of the components costs by 1 (to a minimum of 1) and the person leading the Drill may designate up to two others who may call the name of the Drill and activate it, as if they were the one conducting the Drill(You still can only gain the benefits once).

Recommended Process: Heat a pan or cauldron over a smokey camp fire. Once the pan is hot, add tallow until it melts and coats the entire surface. Add vegetables and beans first and cook down. Add meats or grains next, followed by spices. Any eggs should be added towards the end. The end result may look like a work of art or an unidentifiable blob.

"Slap enough lard in a pan and you can cook anything in it. Which is good, because supply lines are thin and beggars can't be choosers"

- Zebadiah "Cookie" Wiley, camp cook.

Item	Campfire Breakfast
Qty	3 servings +1 serving per common edible added. Must all be imbibed together simultaneously.
Type	Creation
Effect	See Descriptions Above
Expiration	Event Created
Price	Expensive
Rarity	Rare
Research	Known