

## Unholy Result

At 1<sup>st</sup> level, Barpigs complete their initiation and grow pig-like features: the cute wiggly tail, the firm snout and floppy ears.

You gain a +1 bonus to ability checks involving food and drinks. Once per long rest, you can also choose to have advantage on an ability check involving food and/or drinks.

## Born to Brew

Following the realization of the Unholy Result, you become proficient with Brewer's Tools and Cooks Utensils. You also get the ability to create special brews and food, provided you find the right materials and make a successful Constitution Check during its creation. The DC is 10 + the modifiers shown in the table, shown on the right side of this page.

Creating a single Brew takes 1d4 hours using Brewer's Supplies. For using the Brewer's Supplies for these Brews, you need the Barpig Component Douch, which costs 100 gold pieces for a total of 10 uses of a 'special touch'. You require this alongside the specific materials shown on the right side of this page.



*Are you prepared for the dangers ahead?*

| Type of "Brew" or meal:  | Needed Materials  | DC |
|--|---|----|
| Referee's Bribing Brew   | Water, 5 lbs yeast, 2 lbs hop and 3 lbs barley as well as 2 melted platinum pieces.   | +2 |
| You make a deal with Lady Luck (or the tavern owner). You can use 1 Luck point within 10 minutes of drinking this brew.  |   |    |
| Drunken haggler Brew   | Water, 5 lbs yeast, 2 lbs hop and 3 lbs barley as well as 50 gold pieces worth of botanic gin.  | +1 |
| Slurring has never been this useful. You gain advantage on Charisma ability checks and saving throws for 10 minutes.   |   |    |
| Douchebaggery Brew   | Filtered water, 2 lbs granulated sugar and 25 gold pieces worth of green grapes.  | +2 |
| Sometimes, things get ugly and this Brew give you three shots of Douchebaggery. Drinking a shot gives you the skill to impose Disadvantage on the next attack against you. |   |    |
| Dainty hand of Dissapproval  | Filtered water, 2 lbs granulated sugar and 50 gold pieces worth of red grapes.  | +3 |
| This Brew (a wine) is perfect for throwing in someones face. The target must make a DC 11 Constitution saving throw or be paralyzed until the end of its next turn.        |   |    |
| Snake-Eyes Brew  | Fruit juice, 5 lbs yeast, 2 lbs agave syrup, basil leaves and 25 gold pieces worth of jalapeños.  | +2 |
| Drinking this Brew gives you advantage on the next attack roll.  |   |    |
| Unknown Elixir of Bar-top Spills   | Mix at least four drinks into a special bronze jug and add filtered water, granulated sugar, yeast, hop for a total worth of 100 gold pieces. | +5 |
| You shouldn't drink this. But if you do, you gain resistance against all damage for 1d10 minute. But you also take 1d4 damage each round the effect is active.             |   |    |
| Mysteriously Discarded Halfeaten Kebab   | 25 gold pieces in meat, lettuce, milk, vinegar, bread, carrot and red cabbage.  | +0 |
| heal 2d4+2 hit points by finishing this meal in your action.   |   |    |
| Miraculously Discarded Pizza   | 75 gold pieces in bread, tomatoes, ham,   | +3 |
| heal 2d4+2 hit points by finishing this meal in your action.   |   |    |

You also gain the ability to drink a potion in a Bonus Action, instead of an Action on your turn. Eating a meal requires an action; you're a pig.