

### Eating Wild Food

Animals and monsters from the wild can be killed and meat from their carcasses may be used as a food source. The correct dressing and cooking of the meat requires a survival check, with the DC reliant on how unnatural or unusual the animal is. If the check fails and the characters still eat the meat, the DM should roll on *table a* and *table b* if the creature was magical or mythical. Most wild game is about 50-60% edible meat by weight. Trail rations are about 1 lb each per day and you suck all the liquid weight out by drying meat. So a character can harvest days of rations equal to 30% of the animal's total weight in pounds.

### Chance of food spoiling

The table below shows the length of time food can last before it spoils. The table shows with the first number how long food can remain at a certain temperature before a check must be made to see if it has spoiled, with the second number giving the % chance that the food has spoiled. The % chance must be rolled every day after the initial time has passed. An entry of – means the food is naturally preserved at that temperature and no check is required. Food that has been frozen can be thawed. However it cannot be refrozen; the timer is started from the day it is thawed and cannot be stopped. Once the food is determined to be thawed the DM uses the 31-50 column to determine when it spoils. Food starts to spoil on the day listed, so for example Soft Fruit will start to spoil from the 3<sup>rd</sup> day onwards at a temperature of 31-50. The DM would roll a d100 and the fruit has a 70% chance of being spoilt. If the food is not spoilt the DM will roll again the next day if it is not consumed.

Type of Food	Effective Temperature					DC*
	< 30	31-50	51-70	71-90	> 90	
Green Plants	-/-	6/20	4/30	2/40	1/50	10
Hard Fruit or Veg	-/-	5/30	3/40	2/50	1/60	15
Soft Fruit	-/-	3/70	2/80	1/90	1/95	20
Cured Meat	-/-	10/30	8/50	6/60	4/75	10
Cooked Meat	-/-	3/20	2/50	1/60	1/80	15
Raw Meat	-/-	2/50	1/70	1/80	1/90	20
Cured Fish or Insects	-/-	6/60	5/70	3/80	2/90	20
Cooked Fish or Insects	-/-	2/75	1/75	1/85	1/95	25
Raw Fish or Insects	-/-	1/75	1/85	1/95	0.5/95	30
Any Preserved Food	-/-	120/60	60/75	30/85	1/80	15
Any Salted Food	-/-	500/50	400/60	300/70	200/80	15

\*Increase DC by 5 if the food source was magical or mythical in nature

**Effects of eating spoiled non-magical food or food that the DM determines to be poisonous.**

If the character succeeds the Constitution Check against the DC, they lose 1d8 HP and have disadvantage on Constitution checks for 1d4 hours.

If the check fails, the character rolls on *table a* if the food source was natural in nature, or *table a* and *table b* if it came from a mystical or magical origin or background.

*Table a*

1d20	Effect
<b>1-8</b>	After 1d4 turns the spoiled food invades their system, poisoning the creature for 1d12 hours. The creature also loses 1d4 hp per hour for the poison's duration.
<b>9-14</b>	After 1d4 turns the spoiled food invades their system, poisoning the creature for 1d20 hours and they lose 1d8 hp per hour for the poison's duration.
<b>15-17</b>	After 1d4 turns the spoiled food invades their system, poisoning the creature for a number of hours equal to 3d8, unless the poison is cured. In half that time, the creature becomes incapacitated for the rest of the duration. The creature loses 1d8 hp per hour for the poison's duration.
<b>18-19</b>	After 1d4 turns the spoiled food invades their system, poisoning the creature for a number of hours equal to 3d8, unless the poison is cured. In half that time, the creature becomes unconscious for the rest of the duration. The creature loses 1d8 hp per hour for the poison's duration.
<b>20</b>	After 1d4 turns the spoiled food invades their system, killing the creature in a number of hours equal to 1d12 +the creature's constitution score, unless the poison is cured. In half that time, the creature becomes unconscious for the rest of the duration.

Table b

1d100	Magical Effect
1-5	The creature grows two horns from their forehead.
6-10	The creature's skin takes on a greenish tinge, giving them disadvantage on their charisma checks unless the DM rules otherwise.
11-15	The creature's eyes change colour. Roll 1d6 for colour. 1=brown, 2=grey, 3=blue, 4=green, 5=yellow, 6=combination: roll twice, ignore any sixes
16-20	The caster becomes slightly translucent. There is no physical effect, they are still completely corporeal, and the caster gains no ghost-like abilities. This may give advantage or disadvantage in situations at the DM's discretion
21-25	The creature's skin glows in the dark. They have disadvantage on stealth rolls.
26-28	The creature grows a tail. The tail can act as an extra attack per round, dealing 1d4 damage, but cannot carry anything. It also adds advantage to dexterity checks. After 1d8 days it turns to stone and falls off.
29-33	The character grows a beard, regardless of gender. After 1d4 hours the beard falls out. If the character already had a beard, that beard falls out instead and the character can no longer grow a beard.
34-36	The character turns to stone and is petrified for 1d8 hours. The poison in the creature's system is suspended for the duration.
37-41	The character hiccups uncontrollably for the next 1d4 hours and has disadvantage on any spellcasting involving verbal components and the DM may rule that it also gives disadvantage to ability or skill checks in social situations such as negotiating or intimidating.
42-46	The creature emits steam and mist for the next 1d4 hours. The steam is harmless and easily dispersed by movement or even a light breeze, but at the DM's discretion the steam provides disadvantage to ability or skill checks in social situations.
47-49	The creature belches, emitting a stinking cloud as per the spell's effects with the 20ft radius centred on the creature.
50-52	The creature belches, emitting a Thunderwave as per the spell description using the creature's level as the spell level.
53-55	The creature changes gender.
56-60	The creature emits golden flames from his body for 1d4 hours. The flames do not generate any heat but cause 1d4 fire damage to anyone the character touches. The creature gains disadvantage to checks at the DM's discretion.
61-62	The creature is transformed into a peacock for 1d8 hours. All HP's and stats remain the same.
63-66	The creature's weight increases by 20lbs
67-70	The creature's weight decreases by 20lbs
71-72	The creature forgets the events of the last 1d12 hours
73-75	The creature ages 1d10 years
76-78	The creature becomes 1d10 years younger
79-83	The creature begins to sweat profusely for the next 1d20 hours, gaining disadvantage in certain situations at the DM's discretion
84	The creature vomits 1d4 Violet Fungus.
85	The creature vomits a swarm of insects. Roll 1d4 for insect type 1 =Beetles 2=Centipedes 3=Spiders 4=Wasps
86	The creature vomits an elemental. Roll 1d4 for type 1 =Earth 2=Fire 3=Water 4=Air
87-90	The creature is cured of the poison in its system after 1d10 minutes
91-95	The creature gains the effects of the Barkskin spell for 1d6 hours
96	The creature's body will release 1d4 tiny gas spores on death that will grow to maturity in seven days
97-98	The creature becomes allergic to cats, gaining disadvantage to rolls when within 10ft of a cat.
99	The creature teleports to the ethereal plane for 1d4 rounds. The creature returns to his location on the prime material plane at the end of the turn. If anything occupies the space the creature was in, the creature makes a shove attack against it to move it 5ft away. If the shove fails, the creature is moved 5ft away from the object occupying the space.
100	The creature spins around for 1d4 turns and is stunned for 1d6 minutes afterwards

Effects on the table are permanent unless otherwise noted. They can be removed by a remove curse spell.

Effects inspired by <http://www.angelfire.com/rpg2/vortexshadow/magic/unstablemagic.html>

Food dressing mechanics by [cjrashoveride](#) and [bigmcstrongmuscle](#)

The spoilage mechanics inspired by The Wilderness Survival Guide