

mastershark

be a fish - cook food - die frying



**KILL YOUR FOES AND COOK UNDER
PRESSURE IN THIS AQUATIC KITCHEN
NIGHTMARE FOR 2-4 PLAYERS**

BY OLIVER CLEGG





GREETINGS, DELECTABLE MORSELS.
WELCOME TO ANOTHER EPISODE OF
MASTERSHARK
YOUR FAVOURITE, PRIME TIME COOKERY
COMPETITION WITH LETHAL STEAKS.
I AM YOUR HOST: MASTERSHARK.

THIS WEEK OUR CELEBRITY CHEFS
WILL COMPETE AGAINST EACH
OTHER FOR THE HONOR OF NOT
BEING EATEN BY ME.
AND A SMALL CASH PRIZE.



EACH CHEF WILL BE ALLOCATED A STATION IN THE
MASTERSHARK KITCHEN AND GIVEN TIME TO
PREPARE A MEAL. THERE'S ONLY ONE REAL RULE TO
MASTERSHARK - EAT OR BE EATEN!
MURDER, MAIM AND MICROWAVE YOUR WAY TO
VICTORY AT THE EXPENSE OF THE OTHER CHEFS.
ON YOUR MARKS! GET SET! SHARK!



BEFORE WE BEGIN

A GAME OF *MASTERSHARK* IS A COOKERY ROMP IN A KITCHEN. FOOD IS THROWN. KNIVES ARE DRAWN. FISH PEOPLE ARE COOKED INTO PIES.

THE GAME CAN TAKE PLACE OVER ONE OR MORE SCENARIOS AS THE EPONYMOUS *MASTERSHARK* PUTS THE AMATEUR CHEFS THROUGH THE WRINGER, EVENTUALLY DRIVING THEM TO THEFT, MURDER AND (MORE THAN LIKELY) A PREMATURE DEATH.



STEP ONE: SELECT CHEFS

BEFORE STARTING A SCENARIO, PLAYERS SHOULD EACH CHOOSE A TYPE OF CHEF FROM THE AVAILABLE TEMPLATES IN THE REAR. HAVE EVERYONE NAME THEIR CHEF WHATEVER THEY LIKE, BUT SUGGESTIONS ARE PROVIDED. YOU CAN ALSO ALLOW THEM TO USE THEIR OWN CHARACTERS UP TO LEVEL 5, IF YOU WISH.

STEP TWO: SELECT RECIPES

EACH CHEF KNOWS TWO RECIPES. ALLOW THEM TO CHOOSE FROM THE OPTIONS LISTED IN THE BACK OF THIS DOCUMENT. (IT WILL BE EASIER IF YOU SEND THE PLAYERS A COPY OR CUT OUT THE RECIPES FOR THEM TO CHOOSE FROM)

DEAD THING IN BOWL

DC 10



RECIPES

EVERY RECIPE HAS TWO TRAITS TO BE AWARE OF

A DC FOR COOKING IT SUCCESSFULLY.

EACH RECIPE ALSO HAS A STAR RATING FROM 1 - 3. THIS INDICATES

- A) HOW MANY INGREDIENTS IT TAKES TO MAKE
- B) HOW MANY POINTS IT IS WORTH IF COOKED SUCCESSFULLY.

COOKING

COOKING A RECIPE IS A SIMPLE INTELLIGENCE, DEXTERITY OR STRENGTH ABILITY CHECK. TO ATTEMPT A ROLL, A CHARACTER MUST POSSESS A NUMBER OF INGREDIENTS EQUAL TO THE STAR LEVEL OF THE RECIPE. CHARACTERS PROFICIENT IN COOKERY UTENSILS MAY ADD THEIR PROFICIENCY BONUS TO THE ROLL. SUCCESS INDICATES THE MEAL IS MADE. ON A FAILURE, THE INGREDIENTS ARE WASTED.

A FINITE NUMBER OF INGREDIENTS ARE PROVIDED ON A TABLE AT THE START OF EVERY ENCOUNTER (SEE THE KITCHEN MAP)

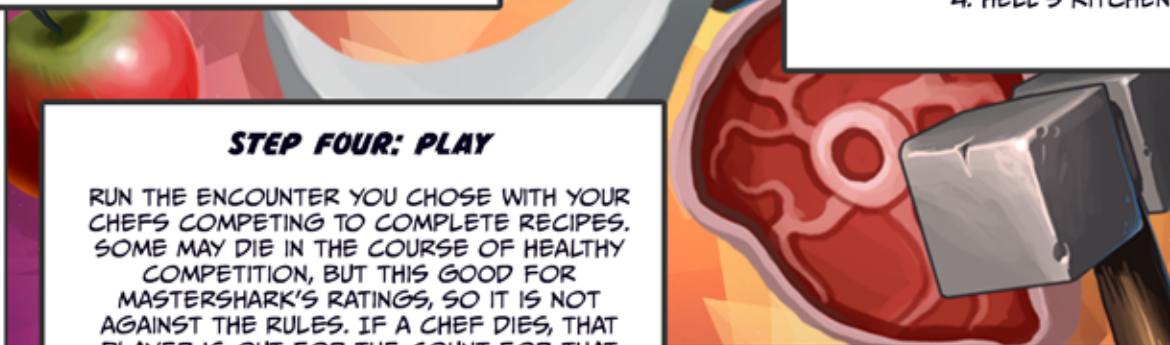
STEP THREE: SELECT SCENARIO

CHOOSE A SCENARIO FROM THE LIST BELOW. YOU MAY INSTEAD CHOOSE TO DETERMINE THE SCENARIO RANDOMLY BY ROLLING A D4

1. THE C WORD
2. MEAT'S BACK ON THE MENU, BOYS
3. THE GREAT BARRACUDA BAKE-OFF
4. HELL'S KITCHEN

STEP FOUR: PLAY

RUN THE ENCOUNTER YOU CHOSE WITH YOUR CHEFS COMPETING TO COMPLETE RECIPES. SOME MAY DIE IN THE COURSE OF HEALTHY COMPETITION, BUT THIS GOOD FOR *MASTERSHARK*'S RATINGS, SO IT IS NOT AGAINST THE RULES. IF A CHEF DIES, THAT PLAYER IS OUT FOR THE COUNT FOR THAT SCENARIO BUT MAY MAKE A NEW CHEF FOR ANY SUCCEEDING SCENARIOS





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the mastershark kitchen



RED TILES ARE STARTING TILES
WHEN THE SCENARIO BEGINS
EACH CHEF MUST BE ON A STARTING TILE



GREEN TILES ARE INGREDIENT TILES
A CHARACTER ON ONE OF THESE TILES CAN USE A BONUS ACTION
OR AN ACTION TO PICK UP A SINGLE INGREDIENT, AS LONG AS THE
LOCATION HAS INGREDIENTS LEFT INSIDE IT.
THE **CUPBOARD**, **FRIDGE** AND **BIN** START WITH A NUMBER OF
INGREDIENTS INSIDE AS LISTED IN THE SCENARIO YOU ARE PLAYING

LIZARD MEAT



BASIC SCENARIO: THE C WORD

WELCOME BACK! WE'RE JUST ABOUT TO GET ROLLING WITH OUR NEXT CHALLENGE - THE C WORD!

COOKERY!

CONTESTANTS HAVE A RANDOM AMOUNT OF TIME TO PREPARE AS MANY MEALS AS THEY CAN.



IN THE C WORD, ROLL INITIATIVE AS SOON AS THE ENCOUNTER STARTS. CHEFS MUST MAKE AS MANY MEALS AS THEY CAN BEFORE THE SCENARIO ENDS...BUT THEY HAVE NO IDEA WHEN THAT WILL BE. AT THE END OF EVERY ROUND, ROLL A D6. ON A 6, THE MASTERSHARK APPEARS TO JUDGE THE FOOD AND THE SCENARIO ENDS.

CUPBOARD: 3

FRIDGE: 4

BIN: 1

WINNER

THE WINNER OF THE ROUND IS THE CHEF WHO HAS THE MOST STARS AMONGST THEIR PREPARED MEALS. ONLY MEALS THAT ARE PRESENT AT THE END WILL BE COUNTED - MEALS THAT ARE EATEN OR DESTROYED BEFORE THE END ARE NOT COUNTED. MEALS ARE ATTRIBUTED TO WHATEVER COUNTER THEY ARE ON AT THE END. SO YES, YOU CAN STEAL ANOTHER CHEF'S MEAL AND TAKE CREDIT.

SCENARIO: MEAT'S BACK ON THE MENU, BOYS



SOMETIMES YOU GET BORED WITH THE SAME OLD FOOD FROM THE SAME OLD PLACES. OR MAYBE YOU'RE JUST TOO POOR TO AFFORD FOOD. TODAY WE'LL BE EXPLORING SOME GOVERNMENT APPROVED RECIPES TO REALLY MAKE THE MOST THE PEOPLE YOU KNOW AND LOVE.

IN "MEAT'S BACK ON THE MENU", USE THE SAME BASIC STRUCTURE AS FOUND IN "THE C WORD".

SPECIAL RULES

THERE ARE *NO INGREDIENTS* IN THE KITCHEN. HOWEVER, THERE'S STILL MEAT IN THE ROOM. CHARACTERS CAN HARVEST 3 "MYSTERY MEAT" INGREDIENTS FROM THE CORPSE OF A RECENTLY DECEASED HUMANOID.

CUPBOARD: 0



FRIDGE: 0



BIN: 0



WINNER

THE WINNER OF THE ROUND IS THE CHEF WHO HAS THE MOST STARS AMONGST THEIR PREPARED MEALS.

SCENARIO: THE GREAT BARRACUDA BAKE OFF

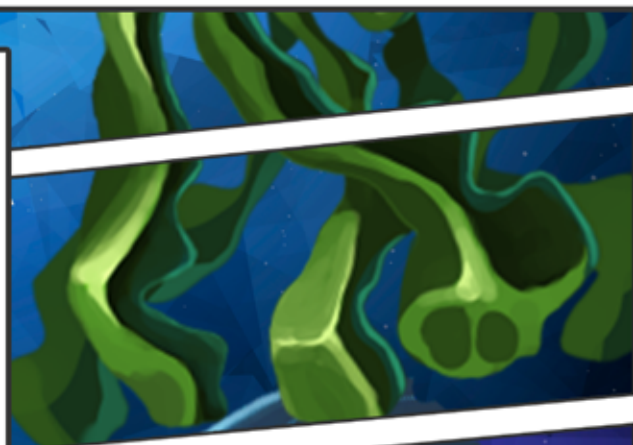


AND NOW FOR OUR NEXT CHALLENGE - THE GREAT BARRACUDA BAKE OFF! OUR CHEFS WILL BE STRETCHED TO THE LIMIT AS WE FILL THE KITCHEN WITH WATER AND UNLEASH A GIGANTIC BARRACUDA ON THEM. WILL THEY BE ABLE TO COOK UNDER PRESSURE? LET'S FIND OUT.

IN "BARRACUDA BAKE-OFF", USE THE SAME BASIC STRUCTURE AS FOUND IN "THE C WORD".

SPECIAL RULES

THE ENTIRE KITCHEN IS UNDERWATER (USE THE RULES FOR UNDERWATER FIGHTING IN THE PHB). IN ADDITION, AT THE START OF ROUND 1, A HUGE BARRACUDA (USE THE STATISTICS FOR A GIANT SHARK) IS LET INTO THE KITCHEN, WHICH ALWAYS TARGETS A CHEF CURRENTLY HOLDING INGREDIENTS OVER OTHER OPTIONS



WINNER

THE WINNER OF THE ROUND IS THE CHEF WHO HAS THE MOST STARS, OR THE CHEF WHO LANDS THE KILLING BLOW ON THE BARRACUDA WITH AT LEAST ONE MEAL PREPARED



SCENARIO: HELL'S KITCHEN



DON'T TURN AWAY, FOLKS! WE'VE GOT SOME EXPLOSIVE CONTENT COMING RIGHT UP FOR YOU HERE ON MASTERSHARK.

OUR CHEFS WILL COMPETE TO CREATE THE SPICIEST MENUS OF THEIR CULINARY LIVES AS WE TURN UP THE HEAT AND SEE HOW QUICKLY THEY BOIL OVER



SPECIAL RULES

THE KITCHEN BEGINS TO HEAT UP EACH ROUND. CHECK FOR HEAT EXHAUSTION (PHB P.X) AT THE END OF EACH ROUND.

AT THE END OF THE 4TH ROUND, START ROLLING A D6 AT THE END OF EACH ROUND. ON A 5-6. THE SCENARIO ENDS.



CUPBOARD: 1

FRIDGE: 7

BIN: 0

WINNER

THE WINNER OF THE ROUND IS THE CHEF WHO HAS THE MOST STARS ON THEIR COMPLETED RECIPES.

FROG COOKS

FROG CHEF

SMALL HUMANOID, (ANY ALIGNMENT)

ARMOR CLASS 12

HIT POINTS 11 (2D8 + 2)

SPEED 20 FT., SWIM 40 FT.

STR	DEX	CON	INT	WIS	CHA
12 (-2)	12 (+2)	13 (-2)	7 (-1)	10 (-2)	7 (-1)

SKILLS COOKING +4, STEALTH +3

SENSES PASSIVE PERCEPTION 10

AMPHIBIOUS. THE FROG CHEF CAN BREATHE AIR AND WATER.

STANDING LEAP. THE FROG CHEF'S LONG JUMP IS UP TO 20 FEET AND ITS HIGH JUMP IS UP TO 10 FEET, WITH OR WITHOUT A RUNNING START.

KITCHEN CAMOUFLAGE. THE FROG CHEF HAS ADVANTAGE ON DEXTERITY (STEALTH) CHECKS MADE TO HIDE IN A KITCHEN.

ACTIONS

WHACK WITH A PAN. MELEE WEAPON ATTACK: +0 TO HIT, REACH 5 FT., ONE TARGET. HIT: 1 (1D4 -2) BLUDGEONING DAMAGE.

EXTENDABLE TONGUE. THE FROG CHEF MAY INTERACT WITH OBJECTS AT A DISTANCE OF 10 FEET WITH ITS TONGUE.

SWALLOW. MELEE WEAPON ATTACK: +7 TO HIT, REACH 15 FT., ONE INGREDIENT OR FINISHED MEAL. HIT: THE TARGET IS SWALLOWED, AND DESTROYED AT THE END OF YOUR NEXT TURN. TAKING DAMAGE IN THE MEANTIME CAUSES YOU TO REGURGITATE IT.

PLOP



CROAK



BOING



SEAMEN CHEFS

SEAMEN CHEF

MEDIUM HUMANOID, (ANY ALIGNMENT)

ARMOR CLASS 12

HIT POINTS 22 (4DB + 4)

SPEED 30 FT., SWIM 40 FT.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

SKILLS COOKING +3

SENSES DARKVISION 60 FT., PASSIVE PERCEPTION 11

LIMITED AMPHIBIOUSNESS. SEAMEN CAN BREATHE AIR AND WATER, BUT NEED TO BE SUBMERGED AT LEAST ONCE EVERY 4 HOURS TO AVOID SUFFOCATING.

BLOOD FRENZY. THE SWARM HAS ADVANTAGE ON MELEE ATTACK ROLLS AGAINST ANY CREATURE THAT DOESN'T HAVE ALL ITS HIT POINTS.

ACTIONS

MAIM WITH A KITCHEN KNIFE. MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT., ONE TARGET. HIT: 3 (1D4 + 1) PIERCING DAMAGE. A CREATURE HIT BY THIS ATTACK HAS THEIR MOVEMENT SPEED REDUCED BY 5 FEET (CUMULATIVE) UNTIL THEY NEXT REST.

AUGMENT MUSSELS (1/REST). YOU CAN CAST ENLARGE/REDUCE OR ALTER SELF ONCE WITH THIS ABILITY, REQUIRING NO COMPONENTS.

RUNCIBLE SPOON. MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT., ONE TARGET. HIT: THE TARGET MUST SUCCEED ON A DC13 CONSTITUTION SAVING THROW OR BE BLINDED UNTIL THE END OF THEIR NEXT TURN.

MUSTACHO



EYEBALLS



TEETH



MAD FISH CHEFS

MAD FISH CHEF

SMALL HUMANOID, (ANY CHAOTIC)

ARMOR CLASS 10

HIT POINTS 18 (4D8)

SPEED 30 FT., SWIM 30 FT.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	11 (+0)	10 (+0)	8 (-1)

SKILLS COOKING +2

SENSES DARKVISION 120 FT., PASSIVE PERCEPTION 10

AMPHIBIOUS. THE MAD FISH CHEF CAN BREATHE AIR AND WATER.

SLIPPERY. THE MAD FISH CHEF HAS ADVANTAGE ON ABILITY CHECKS AND SAVING THROWS MADE TO ESCAPE A GRAPPLE.

MAD. THE MAD FISH IS MAD. DO NOT COME TO THEM WITH YOUR CONCERNS ABOUT TASTE OR SMELL.

ACTIONS

BITE ANKLES. MELEE WEAPON ATTACK: +3 TO HIT, REACH 5 FT., ONE TARGET. HIT: 3 (1D4 + 1) PIERCING DAMAGE.

IMPROVISE (1/REST). YOU CAN THROW AWAY ONE OF YOUR RECIPES, AND CHOOSE ANOTHER AVAILABLE RECIPE, OR YOU CAN EXPEND A SPARE INGREDIENT YOU HAVE TO HAND TO REGAIN 18 (4D8) HIT POINTS.

BLEACH IN YOUR EYES. RANGED WEAPON ATTACK: +2 TO HIT, REACH 10 FT., ONE TARGET. HIT: 7 (2D6) ACID DAMAGE AND THE TARGET IS PERMANENTLY BLINDED.

SACRIFICE. AS AN ACTION, THE MAD FISH CAN GAIN 1 INGREDIENT BY HARVESTING A CHUNK OF FLESH FROM A LIVING, WILLING HUMANOID. THAT CREATURE LOSES 1 HIT DIE PERMANENTLY.

SCREECH



THOUSAND TEETH



GAPEFACE



RECIPES

BROWN THING

DC 10



SOMETHING BETWEEN BREAD

DC 10



IT HAS ICING ON?

DC 10



SOMETHING INSIDE A PIE CASE

DC 12



A THING IN A BOWL

DC 12



FLAT THING

DC 12



HEAVY STUFF ON PLATTER

DC 15



THINGS STACKED ON EACH OTHER

DC 15



THING IN A BOWL WITH GARNISH

DC 15



RECIPES

RECIPES

CURVED THING

DC 10



BUCKET OF STUFF

DC 10



DEAD THING IN BOWL

DC 10



SKEWERED THING

DC 12



A SLICED THING

DC 12



THE EMPEROR'S NEW FOOD

DC 12



STUFF YOU PICK UP WITH STICKS

DC 15



SLIMY THING WHICH IS IMPOSSIBLE TO EAT

DC 15



SURPRISE MENU

DC 15



RECIPES

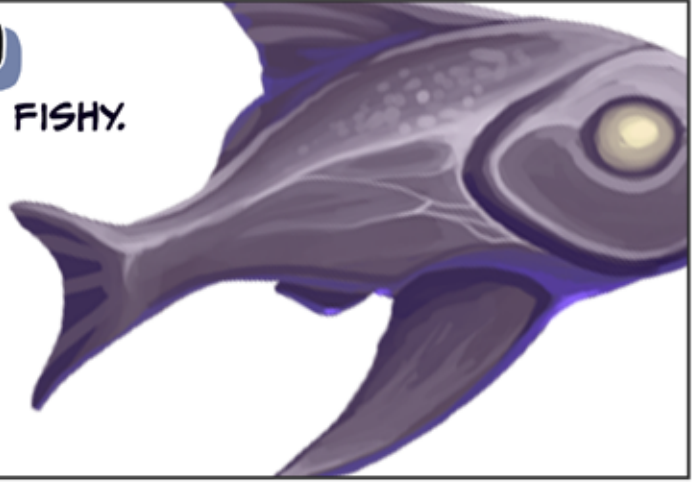
INGREDIENTS

MYSTERY MEAT



FISH

YES. IT IS FISHY.



EGG



GRAPES

OTHERWISE
KNOWN AS
"RAW WINE"

CARROT

LEGENDS SAY
THAT THESE
CAN CURE
BLINDNESS.

IN REALITY THEY
JUST TASTE A
BIT FUNNY.



ONLY A 3%
CHANCE OF
ANAPHYLAXIS.

PEANUTS



CHEESE

HOLY.
NOT DIVINE.



BEETROOT

EVERYTHING YOU OWN IS
NOW STAINED PURPLE.

FOREVER.



APPLE

ORGANIC.
SOURCED
FROM
AN EVIL
CRONE WITH
AN AGENDA



BONES

BETTER THAN NOTHING.
SUPPOSEDLY.



INGREDIENTS

INGREDIENTS

SPIKY APPLE



DOES NOT GO ON FLAT THINGS


AUBERGINE

WINK




CABBAGE

EW.




UNKNOWN BOTTLE JUICE

THE ONLY THING WORSE THAN UNKNOWN BOTTLE JUICE WOULD BE KNOWING WHAT'S INSIDE




TINY GREEN TREE

DOES IT TASTE GOOD? NO. BUT YOU CAN MAKE VERY INTERESTING FOREST DIORAMAS FROM IT




ENERGY BEANS



AAAAAAAAAAAAAAAAAAAA
AAAAIMALIVINGGODAAA
AAAA
AAAA
AAAA


PUMPKIN

NOT A RELIABLE SUBSTITUTE FOR PUBLIC TRANSPORT



SEAWEED

FANCY. STRINGY. SALTY. FULL OF REGRET.

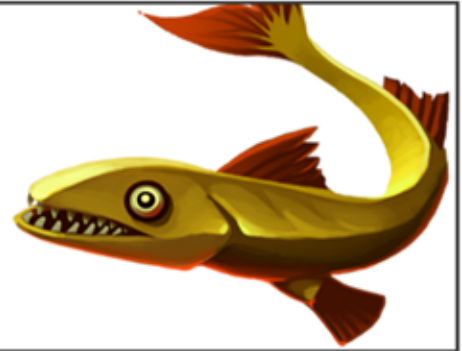


INGREDIENTS

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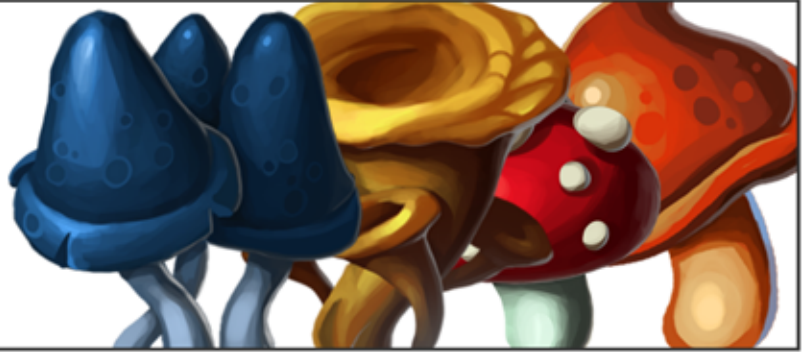
BAD FISH

A BAD FISH IS 99 PARTS POISON TO
ONE PART DELICIOUS SPLEEN.
PREPARE WITH CARE.



MUSHROOMS

THE RISK OF DEATH IS
WORTH IT



CURVY YELLOW HERB



IT'S BENDY!
ALL FOOD IS
MORE FUN WHEN
IT'S BENDY.
WATCH OUT FOR
SPIDERS.

DEAD FISH

OH DEAR.

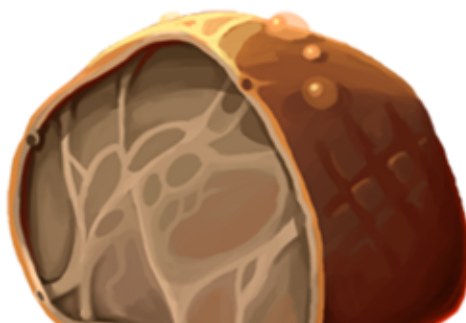


SAD FISH

AS IF YOUR
MEAL WASN'T
ALREADY
DEPRESSING
ENOUGH



GREY MEAT



LIZARD MEAT



INGREDIENTS

CREDITS

OLIVER CLEGG IS A WRITER OF D&D CONTENT FOR THE DUNGEON MASTER'S GUILD AND OTHER COMMUNITY CONTENT PROGRAMMES. HE HATES COOKING TV SHOWS AND THIS IS HIS WAY OF VENTING THAT RAGE. HE TAKES NO RESPONSIBILITY FOR CHEFS WHO DIE IN KITCHEN RELATED DISASTERS



KEVIN MILLER IS AN ILLUSTRATOR AND TOKEN DESIGNER WHO HAS BEEN KIDNAPPED BY AN EVIL CHEF SHARK AND CONVINCED TO LICENSE HIS AQUATIC DRAWINGS FOR THIS MODULE. YOU CAN FIND HIM ON TWITTER @KEVDNG, ON PATREON.COM/KEVDNG AND ON THE ROLL20 MARKET AS KEVDNG

mastershark
be a fish-cook food-die frying

BORING LEGAL STUFF

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