



BURY MARY:
THE GREAT LICH'S BAKE OFF
TRITONIS GAMES

Bury Mary: The Great Lich's Bake Off

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Powered by the Apocalypse World engine, by D. Vincent Baker and Meguey Baker.



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Introduction

Bury Mary: The Great Lich's Bake Off combines a love for the friendly competition of *The Great British Bake Off* with the fantasy tropes of games like *Dungeons & Dragons*. It is a GM-less game for up to seven players that uses the *Powered by the Apocalypse* ruleset to keep the focus on a forward-moving, cooperative narrative.

The Lich (whose actions are narrated by all the players) is unfathomably powerful but exhausted, and they've concluded they don't want to live forever anymore. As a result, the Lich has decided to host a baking competition to attract the world's most skilled adventurers to destroy its phylactery. Players take on the role of adventurer-bakers who are seeking kitchen-themed magical artifacts in the Lich's possession. There may also be inept NPCs participating in the competition if your group has fewer than seven players.

The game takes place over several rounds, during which characters will attempt to create baked goods powerful enough to destroy the Lich's phylactery. Perfect successes are tallied at the end of the game to determine whether or not the party succeeded in their mission.

Materials

In order to play, you'll need to prepare the following materials:

- A campaign sheet for the table (p. 28)
- A character sheet for each player (p. 29)
- Writing utensils for each player
- At least two six-sided dice

Theme

Just like any other tabletop roleplaying game, *Bury Mary* can be used to tell all kinds of stories. When conceived, though, it was intended to explore the following themes:

Fantastic Invention: You're playing a baker who is also an accomplished adventurer with magic powers. Tap into all those inspirations when you're planning the competition and each of your bakes. Don't feel limited by the constraints of real-life food science!

Friendly Collaboration: Sure, each member of your adventuring team is competing to win a magical artifact, but at the end of the day, you either win as a team or you lose as a team. This game explores what it means to work together and support your friends even when you want to "win" yourself.

Tone

Your group will naturally settle into a tone that works best for you, but the following tones will help support the thematic focus of the game:

Comedy: The premise of a Lich luring in adventurers for a baking competition / assisted suicide is admittedly ridiculous. Don't feel like you've got to play this totally straight. The Lich's reactions, character commentary, and other events around the competition site can and should make the table laugh!

Whimsy and Wonder: You're using magic powers to make magical food, so embrace how over-the-top both the process and the products can be. Tell a story about a feast of baked goods that would be legendary or mythological in scale!

Safety Tools

Even though this game is written to be light-hearted, roleplaying can be unpredictable due to each gaming group's personal style, and content can vary widely from one table to the next.

Consequently, you may find it helpful to establish Lines and Veils for your table.

Lines refer to a player's hard limits – it's that content which players don't want to encounter during play. If a member of your table defines a Line, work together to ensure that such content does not appear in your game.

Veils refer to content that a player is comfortable including in the background of the game but would like to avoid spotlighting. In cinematic terms, these are the moments where the camera "pans away" or "fades to black." If this sort of content appears, work together to keep details about it to a minimum.

Whatever direction your game takes, remember that the ultimate goal is to enable every player to have a fun and safe experience!

Setup

Review Safety Tools

Before beginning play, establish the Lines and Veils for this session (p. 4). Even if you don't anticipate any concerns, it's important to ask to ensure that all players feel like they have a seat at the table.

Create the Competitors (PCs)

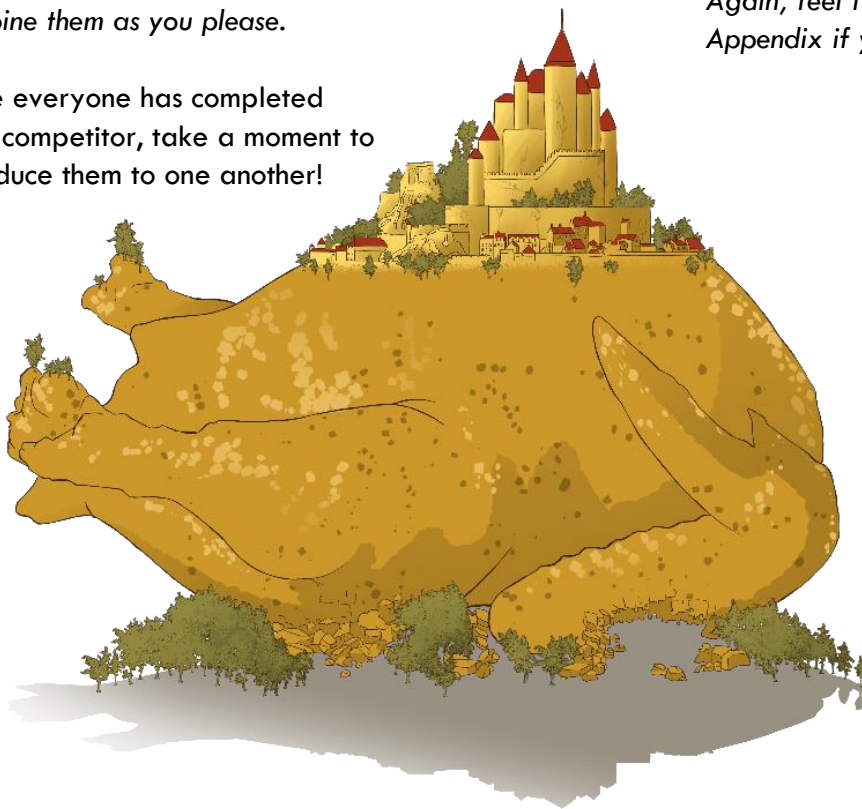
To establish the details and tone of the game, players will first need to create their characters. This step is completed individually by each player.

Our competitors are adventurers that seek the Lich's magical trove, fighting together to put the Lich to rest. Consider the following questions about your character and record your answers on your character sheet (p. 28).

- What's your signature ingredient?
- What school of magic infuses your baking?
- What magical cooking artifact do you seek?
- What do you look like?

If you're unsure how to answer any of these questions or would like to leave it up to chance, you can roll on the relevant tables in the Appendix! Alternatively, you can browse them for inspiration, modify them, or combine them as you please.

Once everyone has completed their competitor, take a moment to introduce them to one another!



Preparing for Play:

1. Review Safety Tools
2. Create the Competitors
3. Describe the Lich
4. Name the NPC Competitors
5. Determine the Five Rounds
6. Optional Stage Dressing

Describe the Lich

Next, players work together to describe the Lich that has initiated this competition. Powerful but ennui-ridden, this undead spellcaster longs to die; however, only perfectly-crafted bakes can destroy their phylactery—the dark vessel that contains their soul and grants them immortality.

Players should work together while considering the following questions about the Lich. Record the group's answers on the campaign sheet (p. 29).

- What flavor is the Lich's phylactery?
- Which ancient or forbidden food-related specialty has the Lich mastered?
- What does the Lich look like?

Again, feel free to roll on the relevant tables in the Appendix if you would like / need to do so!

A chicken-flavored Lich needs an entire community to support its decadent lifestyle.

Name the NPC Competitors

Bury Mary is able to accommodate up to seven players, but your group may not always have that many people available. In order to play all five rounds, then, players should work together to generate a number of NPC competitors equal to seven minus the number of players. If you've got a group of seven people, then wow! Your game won't need any NPCs.

Example: If you had four players at your table, you would want to make three NPCs to complete the roster for that campaign.

Players should work together on the following questions about the NPCs and record the group's answers on the campaign sheet.

- What is each NPC's name?
- What shortcoming makes each NPC inadequate for this competition?
- What does each NPC look like?

There are more tables in the Appendix for these questions, as well!

Determine the Five Rounds

Next, determine the rounds for the competition. Players will need to agree on five food-themed rounds and record them on the campaign sheet.

Example rounds include things like biscuits/cookies, breads, cakes, chocolate, pastries, pies, etc.

Optional Stage Dressing

If the players wish to do so, they can flesh out the world of *Bury Mary* by answering questions like the following. Your group might allow each player to answer one question, or the table may determine the answers together. Note the group's answers on the back of the campaign sheet.

- Where does the competition take place?
- Players present their bakes to the Lich at an altar. What does the Lich's altar look like?
- Is the competition being filmed or broadcast to rest of the world? Or is it held in private?
- Has the Lich enlisted/coerced anyone to serve as the television-style-host to the competition? What are they like?
- Is the phylactery visible during the competition? What does it look like?



*The Lich's co-host?
The fate of an eliminated competitor?
A "living" reagent?*

Playing the First Four Rounds

Assign Stats

At the beginning of every round, active competitors will assign a +1 and -1 shift to two of their stats:

- Presentation
- Flavor
- Magic

Players can track their stats for each round on their character sheet.

Example:

At the beginning of round one, Valerie has +1 Presentation, -1 Flavor, and 0 Magic.

At the beginning of round two, she has +1 Presentation, 0 Flavor, and -1 Magic.

At the beginning of round three, she has +2 Presentation, 0 Flavor, and -2 Magic.

Note: Starting in round two, the player who was awarded Archbaker in the previous round will assign a +2 and -2 shift to two of their stats instead.

Example:

At the beginning of round one, Valerie has +1 Presentation, -1 Flavor, and 0 Magic.

Because she is the current Archbaker from round one, at the beginning of round two, she has +3 Presentation, -3 Flavor, and 0 Magic.

Determine the Lich's Criteria

Though the Lich tires of the endless eternity stretching out before them, they are still an ancient and inscrutable creature operating by a logic that would shred the minds of lesser beings. As a result, it's impossible to predict what they're looking for in a bake before each round begins.

In order to determine which judging criteria the Lich will favor, roll 1d6 each round:

- 1 or 2: The Lich will judge based on Presentation.
- 3 or 4: The Lich will judge based on Flavor.
- 5 or 6: The Lich will judge based on Magic.

Phases in the First Four Rounds:

The first four rounds of the competition move through the same phases:

1. Assign Stats
2. Determine the Lich's Criteria
3. Describe Bakes
4. Roll Moves
 - a. Assist (Optional for Active Players)
 - b. Interference (Optional for Eliminated Players)
 - c. Bake Off (Required for Active Players)
5. Award Archbaker
6. Eliminate a Competitor

During and in between phases, players are encouraged to narrate any details relevant to their character. This includes their baking, magic, and any "talking head" asides their character might make about their fellow competitors or the competition itself.

Describe the Bakes

Each player should take a moment to brainstorm what they will be baking for the round's theme, recording any notes about their recipe on their character sheet.

They should feel free to include as many supporting details based on their signature ingredient and specialty school of magic as they would like. Players are able to earn bonuses on their rolls if they are able to incorporate these elements!

When all players are ready, share your bakes with the rest of the table.

If there are NPCs in your game, decide together what bakes they'll be submitting this round. Whatever they've made, it's probably average at best and entirely appalling at worst.

Roll Moves

At the beginning of this phase, active players will have the option of rolling the Assist move to help with another competitor's Bake Off move. Eliminated players instead have the option of using the Interference move.

Once all players have had the chance to use their optional moves, whichever player feels ready to roll Bake Off first each round may do so. The order of play then proceeds clockwise for the rest of the phase.

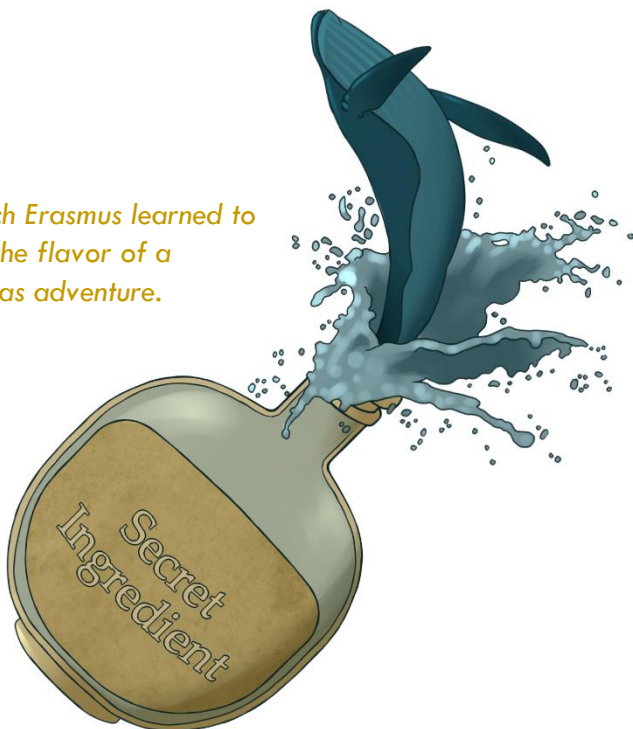
Assist

After players have announced their bakes, once per round, you can **help another competitor** using flavorful ingredients, presentation skill, or magic.

Roll 2d6 + the relevant stat and narrate how you assisted your fellow competitor:

- ≥ 10 : You learn something, too. Both you and the player you aided will gain a +1 bonus to your Bake Off rolls this round.
- 7 to 9: The player you aided will gain a +1 bonus to their Bake Off roll for this round.
- ≤ 6 : You get distracted. The player you aided will gain a +1 bonus to their Bake Off roll for this round, but your own Bake Off roll will suffer a -1 penalty for this round because of the interruption to your work.

Hierarch Erasmus learned to bottle the flavor of a high seas adventure.



Interference

After players have announced their bakes, you can **attempt to help even after your elimination** once per round.

Consider: Are you using your magic from afar? Are you still hiding at the competition site? Are you haunting a player? Did you send an agent? Did you leave tools or ingredients behind? Feel free to use your imagination; anything is fair game!

Choose a player to benefit from your Interference move and narrate how your efforts have made the competition easier for them. The player you aided will gain a +1 bonus to their Bake Off roll for this round.

When that player rolls Bake Off, if they have a result ≤ 6 , the Lich grows suspicious. You'll need to lay low for a while, so you can't use Interference during the next round. Instead of using Interference, narrate how you've dodged the Lich's attention.

Bake Off

Each round, when you **present your bake to the Lich's altar for judgment**, roll 2d6 + Lich's Criteria:

- ≥ 10 : You're a frontrunner this round! Narrate the Lich's delight in your bake and then:
 - Check a box on the campaign sheet's Phylactery Destruction Track.
 - Roll against any other frontrunners at the end of the round to determine who will be Archbaker.
- 7 to 9: You are safe... for now. Narrate the Lich's disappointment in your bake.
- ≤ 6 : You're up for elimination. Narrate the baking disaster that led to this, and then:
 - Roll against any other potential eliminees at the end of the round to determine who will be removed from the competition.

If you can incorporate your signature ingredient into the recipe, give yourself a +1 to this roll.

If you can explain how your specialty school of magic helped you craft your bake, give yourself a +1 to this roll.

Award Archbaker

If there is **only one frontrunner** this round, then they automatically become the Archbaker.

If there is **more than one frontrunner**, each eligible player should roll $2d6 + \text{Magic}$. The player with the highest roll is awarded Archbaker, and the other player is safe for the round.

At the start of the next round, the player who was awarded Archbaker will accrue +2, 0, and -2 to their stats instead of the usual stat shifts; the higher bonus represents the confidence they have gained from their victory, but the higher penalty represents the pressure that accompanies success.

Note: It's possible that no players rolled ≥ 10 on their Bake Off move. In that case, no players are awarded Archbaker this round.



Priestess Ashanti's Whisk of the Winterlands not only slays monsters but also makes a delightful whipped cream.

Eliminate a Competitor

If **only one player** is up for elimination this round and **there are still NPCs** in the competition, the player must roll $2d6 + \text{Magic}$.

- ≥ 7 : choose an NPC to eliminate instead.
- ≤ 6 : The player is eliminated from the competition.

If **only one player** is up for elimination this round and **there are no NPCs remaining** in the competition, the player is automatically eliminated from the competition.

If **more than one player** is up for elimination this round and **there are still NPCs** in the competition, each potential eliminee should roll $2d6 + \text{Magic}$.

- All potential eliminees roll ≥ 7 : choose an NPC to eliminate instead.
- Otherwise, the player with the lowest roll is eliminated from the competition.

If **all players were frontrunners or were safe** and **there are still NPCs** in the competition, then an NPC will be eliminated this round. Determine which NPC will leave the competition at random, by player vote, or by considering any narrative elements revealed about that NPC thus far.

However, **if all NPCs are eliminated**, then a player will need to be eliminated even if they were all frontrunners or safe! All players should roll $2d6 + \text{Magic}$. The player with the lowest roll is eliminated, and all other players move on to the next round.

Consider: What does it mean for a character to be eliminated from the competition? Are they imprisoned beneath the competition site? Are they banished to another plane? Are they the victim of some terrible magic? Do they simply escape the competition? Remember that the Lich's motives are strange, and the goal is to create the most interesting story possible. Do what's most exciting for each NPC and player!

Note: Once a player is eliminated from the competition, they are still able to participate using the Interference move, but their stats will not change for the rest of the game.

Endgame: Round Five

The phases of *Bury Mary* are different during the fifth and final round.

Phases of the Final Round

1. Setting the Stage
2. Assign Stats
3. Determine the Lich's Criteria
4. Describe Bakes
5. Roll Moves
 - a. Assist (Optional for Active Players)
 - b. Interference (Optional for Eliminated Players)
 - c. Bake Off (Required for Active Players)
6. Destroying the Phylactery
7. Narrating the Epilogue

Setting the Stage, Destroying the Phylactery, and Narrating the Epilogue are unique phases of this round; all other phases are treated the same as they were during rounds one through four.

Setting the Stage

Before continuing, take a moment to describe what has changed for the final round of the competition. Players should collaborate to answer questions like the following:

- Has the competition changed locations? Or has the competition site changed its appearance in some way?
- Has the Lich changed forms? How does its "true form" look?
- Are the competitors' families and/or loved ones present? ... How did they get there?

And of course your table doesn't have to answer all of these questions. You can also add questions that aren't on this list. Remember, do what's interesting to you!

Destroying the Phylactery

The player with the highest Bake Off roll in round five describes the award ceremony at the end of the competition. That player is presented with the artifact they sought, and then the Lich's phylactery is possibly destroyed.

In order to destroy the Lich's phylactery and set their soul free, the players need to have accumulated enough Bake Off rolls with successes ≥ 10 .

The number of successes necessary to destroy the phylactery equals the number of players minus one. So, for example, if your table has six players, then you need to accumulate at least five Bake Off rolls whose results were ≥ 10 .

Players should collaborate to answer questions like the following:

- What does it look like when the phylactery is destroyed?
- What happens to the Lich's body?
- Does the Lich say anything significant before passing on?
- Is the Lich's soul ever visible? Does it look different from the Lich as we've known them?

Again, answer as many or as few of these questions as your table cares to answer. Add details, too, if you like! Make this moment climactic and exciting!

Narrating the Epilogue

Starting with the winner of round five, each player should take a moment to describe what happens to them now that the competition is over. Feel free to examine any moment in their lives—even the distant future—but be sure that you don't take so long that other players lose interest.

If the Lich's phylactery was not destroyed, what does the Lich decide to do next? Would they host another competition? Would they pursue some new way of spending their eternity? Would they lash out in frustration?

Example of Play

If you'd like to see the game in action before playing (or if you need to see how the rules are applied for clarification), you can read through the following example text.

Setup Phase

Frank: Hey everyone! Thanks for coming to help put together this example of how to play *Bury Mary: The Great Lich's Bake Off*. Let's start off by making certain we're clear on what kind of content we'd like to include in the game. Does anyone have any lines they'd like to define (p. 4)?

Amelia: Well – I know this game can be a black comedy, but could we make sure that if one of our characters gets eliminated from the competition, their character isn't... y'know. Tortured forever in some hellish fashion?

James: Oh yeah, that doesn't sound fun at all. I second that.

Frank: Sure thing. That's not the kind of story I was hoping to tell anyway. Sound good to you, Helen?

Helen: Sure. No problem!

Frank: Okay, anything else? ... No? Cool! What about any Veils we need to define (p. 4)?

Helen: I think I'm good. Nothing comes to mind.

Amelia: Yeah, if we're cutting out torture anyway, I'm not worried about anything else.

James: Same here.

Frank: Alright, that works for me. Just remember, if something comes up while we're playing, feel free to break into the narrative and let everyone know. We all want to have a good time, after all. So... let's get into character creation (p. 5)! What was the first step again?

James: Looks like we've got to figure out our signature ingredients. Then there's our school of magic, the artifact we're hoping to win in the competition, and our look. Do we have to make it all up ourselves?

Helen: There's a bunch of tables in the back of the book. I might just browse them and see if I get inspired.

Amelia: I think it might take me too long to make a decision, so I'm just going to roll my character background and see what fate has in store for me.

Our players take a moment to brainstorm and roll on tables, recording their choices on their character sheets (p. 29). Soon, they're ready to introduce their characters. Helen volunteers to share first.

Helen: Okay, I'm playing Beartrude. She's a wizard from a sentient polar bear tribe in the distant north.

James: Sure, why not. This is a fantasy game.

Helen: Beartrude's signature ingredient is anchovies, and her favored school of magic is runic magic. So that's, like, enchanting items and imbuing stuff with magical symbols. I think she was a blacksmith or something back home? Oh, and she's joined this quest because she's hoping to find Singed Mahariel's Eversmoking Blowtorch because the winters have been growing harsher for her elderly, ailing mother.

Amelia: Oh, nice, you snuck a little backstory in there.

James: Poor mama bear.

Amelia: Mine is a little more randomly generated, though I did decide to invent my own artifact.

Frank: That's fine! I picked a school of magic that wasn't in the appendix, too.

Amelia: Great! So... I'll be playing Valerie, a little faerie witch. She's got glittering compound eyes and wild, messy hair that's way too long. Her clothes are made of smoke. I wanted her signature ingredient to be super specific, so she always uses something like "the hair of a remorseful dog." And she specializes in transmutation magic. That's all about changing something's physical properties.

Frank: So what artifact is she looking for?

Amelia: Well—I hope this isn't too silly—but when I got the idea that she's a faerie witch, I also thought, "Wouldn't it be funny if she were really tiny? Like Thumbelina size?" And so the magic item she wants to find is Cassandra Bloom's Levitating Broiler because she's too short to cook anything from above.

Helen: I think that sounds great!

James: Same. That's not too silly at all.

Amelia: Nice! So who wants to share next?

James: I'll go! I made Orioleoli of the Neverending Woods. He's specializes in druidic magic, and his signature ingredient is leaves. Green eyes, dirty hair, very little clothing on this guy. Definitely a plant person. He's looking for Master Porky's Meat Displacer. Orioleoli has been trying to eat vegan to complement his druidic magic, but he keeps accidentally eating meat.

Frank: He sounds like a little bit of a goofball, huh?

James: He is, yeah. I picture him being pretty new to his magic.

Amelia: Well, I'm rooting for him!

Frank: I guess that means it's my turn, then? ... I'll be playing Svetlana Rasputin-Smirnova! They've been specializing in the Goetia to help them seal the Lich away. Their specialty ingredient is potatoes. They've got smoldering blue eyes and a brown Farrah Fawcett flip, and they wear Russian Orthodox style robes. They're trying to defeat the Lich in order to take its Masher of Iblis the Destroyer so they can crush the expansion of the Imperialist West.

Helen: Wait! Are we on Earth?!

Frank: I mean, sure. Or not. But that's the mood they're going for on whatever world we're in.

James: Let's say it's not Earth for the sake of playing up the fantasy elements.

Frank: I'm cool with that.

Helen: So, next we decide details about the Lich, right (p. 6)? Looks like we start off by describing the flavor of its phylactery, then its ancient or forbidden food specialty, then its look. Want to take turns?

Amelia: Let's do it!

James: When I was browsing the tables before, I saw that one of the suggested Lich flavors was mayonnaise. I feel like that'd be good for an ancient undead monster.

Frank: That makes me picture some sort of a Southern woman who finds a way to put mayo in everything. Can we call her Blanche?

Amelia: ... Blanche Shreveport.

Helen: Then maybe her forbidden specialty has something to do with pickling? That's something that

always makes me think of my Southern grandma, at least.

Frank: Yeah! What if it was, like, horrifically rapid fermentation? To get that evil wizard angle in there.

Amelia: Oh yeah, so if we want her to be a little frightening, why don't we say her eyes are impossible to remember. And she's got a perm, but it's green balefire.

James: Very good. And what about her clothes?

Frank: To build on the grandma side, what about some 1980s looking, Florida retirement home style dress robes—puffy sleeves and all.

Amelia: But woven out of shimmering midnight! ... Y'know. Magical stuff.

James: Sounds good! Now we just need some NPCs to flesh out the ranks (p. 6). Since we've got four of us here, we'll need to make three NPCs for today. Since they're mostly supposed to be easy targets for the first couple rounds, we'll give them an inadequacy and a quick note about their looks.

Frank: Can one of them just be Merlin? Long beard, oversized blue robes, and all that?

James: And his flaw is that he's experiencing time backwards. So he starts every round with a beautiful bake that he deconstructs, and then he just turns in a pile of loose ingredients at the end of every round!

Helen: I have a name, but don't know what to do with her. How about Beverly the Mind-Slaver?

Frank: Spooky name. What's she look like?

Amelia: I like the idea of some sort of mind-blasting robot. Maybe with a brain in a jar for a head.

Helen: I just rolled for a flaw, too, and got "the only seasoning they use is salt," so sure, a robot with no sense of taste would be perfect.

Amelia: Okay... last one, let's start with this flaw that "they're a catperson whose hair is always shedding into their bakes."

James: Let's call that tabby catboy Cricket.

Frank: Great! What wonderful competitors.

James: Next we've got to decide our rounds (p. 6). Can everyone agree that we just have to do a cake round?

Frank: I'm good with that.

Amelia: Sure.

Helen: Yes! ... Should we all pick one to finish it out? I'd like to suggest an ice cream round for Beartrude.

Amelia: I want one that's all about breads.

James: I'd like to include dessert casseroles. I think that would appeal to Blanche.

Frank: And I'll go with a chocolate round.

Amelia: So, let's go with breads, ice cream, dessert casserole, and chocolate. We ought to save cakes for last. It sounds like the most dramatic!

Frank: Yeah, I think I have a good idea for cakes, and it's definitely best saved for last.

Helen: So do we want to go through these world-building questions (p. 6)?

Amelia: Yeah! It looks like there are five, so we can each pick one to keep us moving right along.

James: Okay—well, I want to say that the competition takes place over several nights on a vast, blasted field. Cracked brown earth beneath us, blackened remnants of trees stabbing out of the landscape.

Amelia: Maybe a half-moon and a sky brimming with brilliant but cold stars.

James: Yeah! And Blanche's eerie-looking castle looming in the distance.

Helen: I picture our kitchen stations being in some pristine black velvet tent on the field, and the Lich's altar is on a raised dais, and it's draped in this stark, black-and-white gingham tablecloth. With skulls weighing down the four corners, of course.

Frank: Her phylactery is this super shriveled cucumber pickle floating in some sort of necromantic ichor. But like, in just a plain old mayonnaise jar.

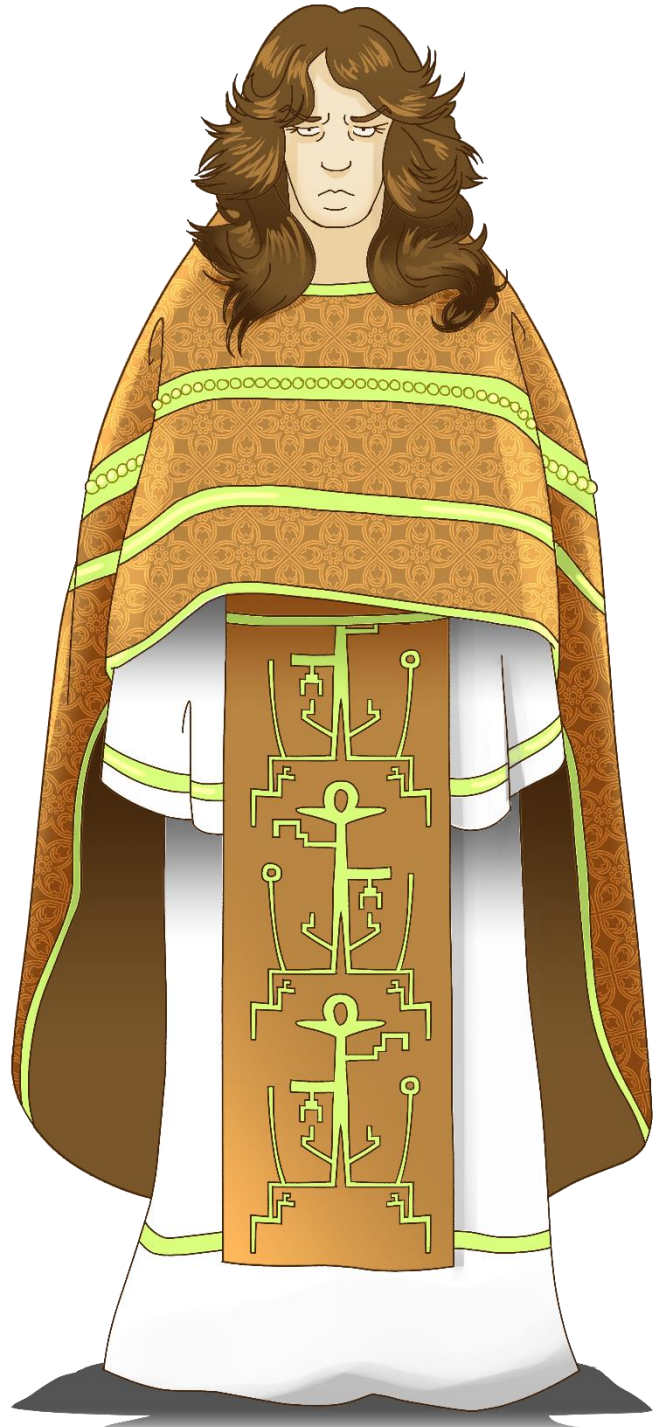
James: Blanche had been hiding her soul in plain sight this whole time, I guess, huh?

Frank: It fits everything we've said about her so far, right?

Amelia: Okay, so I've got the last one... Let's say, yes, this competition is being broadcast. It's like Blanche's so bored with her immortality that she's trying to draw in as many adventurers as possible.

And also, sure, our families probably want to keep an eye on us, too!

Frank: Great! So now we're ready to start round one.



*Svetlana Rasputina-Smirnova:
Goetic Summoner and Potato Specialist*

Playing the First Four Rounds

Since the first four rounds of the game follow the same phases, this example of play will include just the first round and final round.

Frank: The first thing we do every round is assign our stats (p. 7). We'll keep adding to these numbers as the rounds progress. You've got a +1 and a -1 to add to your Presentation, Flavor, or Magic stats.

Amelia: I'll give Valerie +1 Presentation, -1 Flavor, and 0 Magic. She's very small and is able to do a lot of detail work.

James: Orioleoli is going to have 0 Presentation, +1 Flavor, and -1 Magic. He's still figuring out how to use his powers.

Helen: Beartrude is -1 Presentation, +1 Flavor, and 0 Magic. Those big polar bear paws make it hard to work, but she knows a lot about fine dining.

Frank: Svetlana is definitely starting at 0 Presentation, -1 Flavor, and +1 Magic. I'm not sure they actually know how to cook very well.

James: Alright, so next we determine what criteria Blanche is going to use to judge our breads (p. 7). Let's just roll a d6 and... that's a 2.

Amelia: Nice, Presentation.

Helen: Nice for Valerie. That's not Beartrude's strong stat...

James: Nothing to worry about! We can help each other when it's time to roll, so we ought to be able to balance that out for you.

Frank: Let's take a minute to brainstorm, and then whoever is ready first can share what they'll be baking this round (p. 7). Remember, both your signature ingredient and specialty magic can give you a bonus to your roll if you incorporate them. Think about the presentation, too!

The players take a moment to jot down notes about their bread recipes, and before long, James volunteers to share his creation.

James: For this round, Orioleoli has made a 100% whole grain seed and nut bread that's flavored with herbs he grew back home in the Neverending Woods. It's served on a stone slab, still sitting in the leaves it was wrapped in while it was baked. It's got

that flour-dusted, rustic sort of look that a lot of peasant breads have.

Amelia: Valerie has made a tiny basket of breadsticks for this challenge. They're white bread, lightly browned, brushed with garlic butter, and have the lightest dusting of parmesan cheese... Really, they look like any breadsticks you might get at a chain Italian restaurant. What's special is that she's used her transmutation magic to make the breadsticks endless. Like, when you try to lift them out, they just keep stretching forever.

Helen: Beartrude put together one of those tear-and-share breads, where each piece radiating out from the middle looks like a fish. She's given them a smear of anchovy on top, too... but I think it probably looks like a mess. That sort of fine detail work is tough with big polar bear paws. There's probably claw marks all through the dough.

Frank: Svetlana baked a braided potato loaf that's they're calling "Baal's Binding Bread." The cords of the braid undulate like there's something inside weakly attempting to escape. I also want to add that throughout the entire baking process, Svetlana never broke their stare at Blanche.

James: Oookay. So I guess that means it's time for us to roll our moves (p. 8). Nobody's been eliminated from the competition yet, so no one's eligible for the Interference move. Does anyone want to roll to Assist?

Amelia: I think when Valerie sees how Beartrude is struggling, she runs over—it takes a long time because she's so small—and tries to help clean up this dough. Smoothing out the claw marks and stuff. So, I think that means I ought to add Valerie's Presentation stat to this 2d6 roll and... that's a 9.

Helen: Thanks! That adds a +1 to Beartrude's roll now, so now she's breaking even at a zero... And I think Beartrude is appreciative of Valerie's help and gives a harried but grateful grunt—

Frank: Does Beartrude... not speak?

Helen: No way, Frank. She's a bear. C'mon. Anyway, she carried Valerie back over to her station to help save her some time.

Amelia: Anybody else want to Assist?

James: I think Orioleoli will have to pass this round. I don't think he can risk botching the roll.

Frank: And Svetlana is a team player, really. But they're very committed to this staring thing right now.

Helen: Sounds like we're ready to roll Bake Off, then. I'll go ahead and go first... I'm sure Beartrude is just ready to get it over with.

James: Just picture Blanche standing up behind her altar, disaffected by the blackened landscape around her, with her cucumber phylactery floating in its mayonnaise jar set lovingly off to the side.

Helen: And that's when Beartrude arrives and sets her bread down for judgment. So she starts at a -1 for Presentation, +1 for using her signature ingredient, and +1 for Valerie's Assist... That's actually not too bad. So adding that to a 2d6 roll gets me... a 7.

James: So you're safe, but Blanche is disappointed. What went wrong?

Helen: I think Blanche goes to tear one of the bread-fish off the ring, but the bread's a little tough and it makes a huge mess. Blanche knows that Beartrude doesn't speak, so she doesn't try to tell her anything, but they hold eye contact for a long time. Something passes between them, and when Beartrude returns to her station, she seems a little shaken.

Frank: Then Blanche makes the bread erupt into balefire before flinging it out into the field.

Amelia: Hopefully this will go a little better... Valerie brings her basket of breadsticks up to the altar, and Blanche leans over to inspect them. There's a sickening boiling sound, and Blanche is wrapped in smoke that, when it clears, reveals she has miniaturized herself to try Valerie's bake.

Frank: As an aside, Svetlana says, "The little witch is cleverer than I thought. A tiny lich is much easier for the rest of us to deal with. It's a shame she didn't make a more decisive move."

Amelia: So that's going to be +1 for Valerie's presentation, then +1 for using her transmutation magic. So 2d6+2 gives me... a 10!

James: Great! So that's one point of damage to the phylactery, and Blanche is delighted by your bake. Tell us about it.

Amelia: Blanche picks up a breadstick and brings it to her dry, mummified lips, but before she takes a bite, she notices that it's one long breadstick extending down into the basket now. Her mouth becomes a vortex of gnashing teeth as she inhales a stream of ever-elongating breadstick. She finally stops, pushes the length of bread back into the basket, and croaks out, "Valerie... if you do 'simple,' it's got to be absolutely perfect... and... this is delightful..." And then with a crack of thunder and an explosion of black smoke, she's back to her normal size. But she's got this hint of a smile still.

Helen: What about the damage to the phylactery?

Amelia: I think as soon as Blanche admits that she enjoyed it, a hairline crack forms in the side of the mayonnaise jar. But we've still got a long way to go to defeat her.

Frank: And hey! You're set up to be Archbaker next round!

James: Unless I can get there, too! ... So Orioleoli proudly carries his seed loaf up to the altar and sets it down in front of Blanche. He tries to give her his winningest smile and says, "I grew all the grains and herbs for this myself!" ... He's really banking on Flavor even though that's not this round is about.

Helen: You don't have many bonuses this round, do you?

James: Well, I have +0 for Presentation, but I feel like I worked in his druidic magic by saying he grew it all himself—so that's +1 there. Then he used leaves in the seasoning and the presentation for another +1. Rolling 2d6+2 means... an 8!

Amelia: So Orioleoli is safe, but Blanche is disappointed...

James: I think that as Blanche sticks her bony claws straight into the loaf to test the texture, little plants shoot up and start to wrap around her fingers. She grimaces slightly and shoves the bread off the altar, and it rolls a few feet when it hits the ground. With her gravelly voice, Blanche says, "Completely underdone. It's a fine idea... but next time, finish baking it."

Helen: I picture this little loaf taking root in the ground and continuing to grow as the competition moves forward. Blanche is just too jaded to do anything about it right now.

Frank: So that leaves just Svetlana, huh? ... First they set up a circle of dozens of white candles arranged in some esoteric pattern around the altar, and then they perform a stately march from their station to Blanche, holding the bread overhead the entire time and chanting an invocation to Baal.

Amelia: ... How long does this take?

Frank: Oh, at least ten minutes. Blanche is half intrigued, half annoyed by the time Svetlana finally places the bread on the altar with a flourish. The braids are undulating in place, much more rapidly than back at the work station.

Helen: So what kind of bonuses is Svetlana working with?

Frank: Svetlana has +0 Presentation but is using her summoning magic and made a potato bread, so really they've got a +2. That means that 2d6+2 is... oh, a 5.

James: Ouch, so a total disaster. And they're up for elimination.

Helen: What goes so wrong?

Frank: When Blanche reaches for the bread, the braids unfurl and a hellish bull's head bursts out. It starts to chomp its way up Blanche's arm, and Svetlana brandishes their dagger and waves it in a star pattern in front of Blanche, chanting "I bind thee, I bind thee, I bind thee!" ... But Blanche just plucks the bull-bread from her arm, unhinges her jaw, and sucks it down whole. Without so much as a burp, she growls, "A bit overdone, isn't it? ... Very gaudy. I expected better from you."

James: That's rough... what do our NPCs present?

Helen: I think Merlin brings just a big mess of flour and stuff up onto the altar. Blanche blows it away in a small cyclone before sending him back to his station.

Amelia: Beverly the Mind-Slaver rolls up to the altar and casually drops a huge chunk of crystal onto it. That's what passes for robot nutrition.

James: I guess Cricket brings up what would pass as a great loaf of bread otherwise, except for the fact that it's visibly hairy.

Amelia: So this means that since no one else got a 10+ on their Bake Off roll, Valerie is awarded Archbaker this round! ... What does that look like? A little skull pin for her apron or something?

James: Sure, why not? Sounds like the weird sort of token Blanche would share.

Helen: Just remember that means you'll be adding +2 and -2 to Valerie's stats in the next round!

Frank: And with that... It's time to see who gets eliminated. I need to get a 7 or higher with a 2d6 + Magic roll to stay in... and yes! That's an 8.

Amelia: Lucky! ... But poor NPCs. Who's going to get eliminated?

Frank: It looks like it ought to be Beverly the Mind-Slaver. I mean, she didn't even bring food up to the altar, right? ... So what does it mean to be eliminated in this case?

Amelia: Just no torture, remember!

Helen: I know we don't really know a whole lot about Beverly, but I do kind of like her. What if we said something that, right as the Lich was about to vaporize her in frustration, Beverly's head detaches and rockets into the sky... she'll rebuild herself and live to bake again another day!

James: And that's round one, everyone!

Playing the Final Round

Our players move through rounds two through four, repeating the same phases as the first round. By the start of round five, three PCs are still in the competition: Beartrude, Valerie, and Svetlana. All NPCs have been eliminated.

Round five is included in this example of play because it includes modified phases for the end of the game.

Amelia: Ah man, I'm gonna miss Cricket. Good on him for getting so far into the competition, the rascal.

James: I still can't believe he beat Orioleoli going into round four.

Helen: But congratulations to Frank for finally getting Archbaker last round!

Frank: Finally! Svetlana's been working hard.

James: Before we start round five, we've got to set the stage for the finale (p. 10). What kinds of things are different this round?

Helen: The ground was always cracked and blasted, right? So maybe there's some sort of ominous mist issuing forth all around our tent now.

Amelia: I feel like it would be most dramatic if, as the round continued, the stars slowly winked out of the sky.

James: Blanche is probably in her "final boss" mode, right? So what if she's a couple feet taller, a little shadowy and insubstantial... and maybe it literally stings the eyes to look at her, she's brimming with so much arcane energy.

Frank: That all sounds good to me.

James: So stats are next for you guys. Orioleoli's don't change since he's been eliminated.

Frank: With the Archbaker pin, that means... Going into this round, Svetlana has +0 Presentation, -6 Flavor, and +6 Magic.

Amelia: Is that such a good idea?!

Frank: Listen, Svetlana wants to specialize, not generalize.

Amelia: Valerie is sticking with the balanced approach. She's going to have +1 Presentation, -1 Flavor, and +0 Magic this round.

Helen: Beartrude's probably somewhere in between. She's got -5 Presentation—those paws!—+3 Flavor, and +2 Magic.

James: Looks like it would be best for everyone if Blanche decided to judge based on Magic, so let's see... a 3. That's Flavor.

Frank: ... Of course.

Amelia: There, there. We just need one more 10+ on a Bake Off roll to destroy the phylactery. If we all chip in, Beartrude can definitely do it!

Frank: But Svetlana has grand designs...

Amelia: But the only way to win is if we all win together. They'll have another chance in another story, perhaps!

Helen: So, everyone should take a minute to brainstorm their bakes for the cake round.

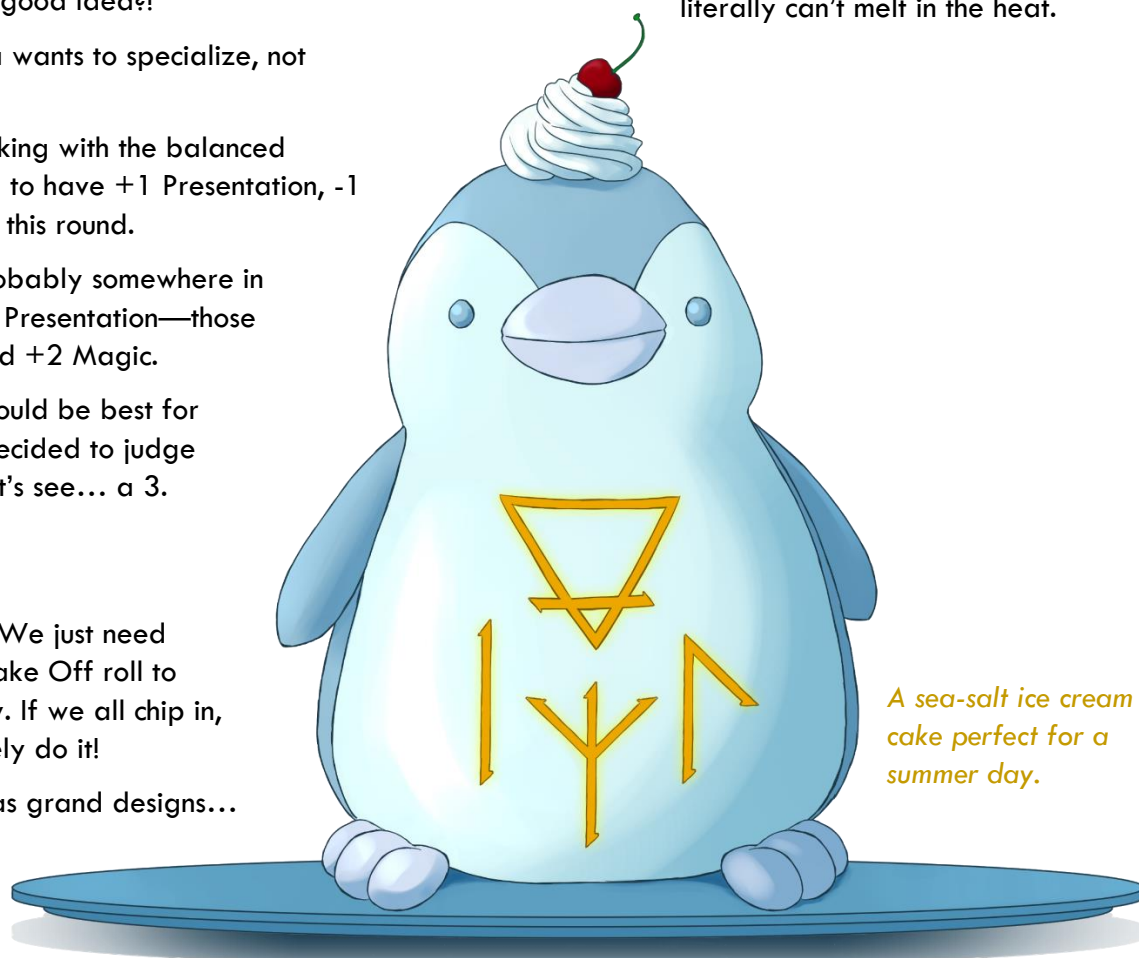
The players take a moment to jot down notes about their cake recipes, and before long, Amelia volunteers to share her creation.

Amelia: For this final round, Valerie has decided to bake an ever-transmuting layer cake... It looks pretty simple on the outside—Valerie didn't have a lot of time for decorating because of all the enchantments she imbued—but every bite of the cake has a different flavor.

James: That's a cool idea! Is it still really tiny?

Amelia: Absolutely! It's like a petit four! What did Beartrude make?

Helen: Beartrude's cake looks like a penguin! She really wanted to evoke the flavors of her homeland, so she's made a sea-salt ice cream cake. She's carved runes like "cold" and "ice" across its tummy, so it's perfect for summer weather because it literally can't melt in the heat.



A sea-salt ice cream cake perfect for a summer day.

James: Cute!

Frank: Svetlana made a nine-layer wedding cake, with the top of each tier inscribed with the seal of a king of hell in buttercream icing. It's a spectacle to behold and is absolutely brimming with demonic energy, but I feel like the fact that it's a potato-based wedding cake means it probably tastes like it came from hell, too.

James: So going into the moves phase, I think Orioleoli is going to use Interference to help Beartrude get a +1 to Flavor. We really need her to get that last success to set Blanche free!

Amelia: What's that going to look like?

James: Well, remember the tree that sprouted from the seed loaf in the first round? ... It's been going through an accelerated growth, and now there's a single tiny lemon on it. As Beartrude is giving her cake batter a taste test, she feels like it needs just a little more brightness. That's when she notices the lemon and adds a little of the zest to her batter!

Helen: And she remembers that sweet druid and all the laughs they shared through the stress of the competition, and she hopes he escaped Blanche's hellhounds when he had to run away after his elimination.

Frank: I guess Svetlana will help too... Under the pretense of helping Beartrude get her runes totally perfect, they hide the seal of the demon prince Orobas on the back of the cake.

Amelia: ... What exactly does that do?

Frank: Orobas is supposed to speak the truth no matter what. So I say that means tasting this cake will convey a vision of Truth so powerful that it can't help but shatter Blanche's phylactery.

James: Don't forget to roll!

Frank: Oh, right. So, that's a Magic roll at $2d6+6$... and I got an 11. Now we both get a +1 to our Bake Off rolls!

Helen: I think your bonus is because, while helping Beartrude, you got in some practice with your piping, and you were able to maintain a steadier hand with your own decorations than you would have otherwise.

Amelia: So, finally, Valerie is going to Assist by doing some fine detail work on the penguin cake.

She gets in there and helps texture the icing for the feathers, makes the eyes especially glossy, and so on. With $2d6+1$ Presentation, that's... a 9.

Helen: So that's a total of +3 to Beartrude's Bake Off roll! Thanks, everyone!

James: Since Beartrude's got the best chance of success, let's save her for last... Svetlana, would you like to go first?

Frank: Sure! ... Svetlana has the wedding cake on a rolling cart, and they push it up to the altar. Starting from the bottom tier and moving upward, the demonic seals begin to glow red with the phantom faces of their respective demon kings writhing in agony. Blanche smiles and whispers "Finally, you've mastered the art of presentation... but it all comes down to the taste..." So Svetlana rolls $2d6-3$ since they got the bonus for their magic, ingredient, and Assist roll... and that's still a 5. Ouch.

Helen: Well, at least there's no elimination this round.

Frank: I think Blanche cuts a slice of the cake with one of her knife-like talons, and as she lifts it onto a serving plate, that's when everyone realizes—Svetlana didn't just use potatoes as a specialty ingredient. The entire cake is just buttercream-frosted mashed potatoes.

Amelia: Oh yeah, that wouldn't be satisfying...

Frank: I think Blanche still takes a bite, but she holds long, silent, and cold eye contact with Svetlana as she chews. She swallows, then reaches a single finger out to the cake and disintegrates it in one touch.

Amelia: That means Valerie is up next. She probably needs Beartrude's help to get up to the altar in a timely fashion.

Helen: Oh sure, Beartrude will gladly give Valerie a ride. They're lifelong friends now!

Amelia: Blanche casts whatever spell she's been using to shrink herself yet again and inspects the miniature cake that Valerie has prepared. I think the only indication that it's anything special is that the frosting slowly shifts colors as it waits on the altar. So now I roll $2d6+0$ since my Flavor penalty was negated by using my transmutation magic... which gives me a 7.

James: What a shame!

Amelia: I think that Blanche is actually loving the cake at first. Everyone can hear her mutter incomprehensibly to herself, but then, on the third or fourth bite, she freezes up, and lets the bits of cake just dribble from her open mouth. She leans in to Valerie and whispers, “I never wanted to taste that again. I didn’t want to remember those years. That young man. His eyes—” but before she reveals anything more, she’s enveloped in black smoke and returns to her previous size.

Frank: Any volunteers to write a fanfic about Blanche’s long-lost lover?

James: She’s lived a long time, after all... I don’t know why I feel so surprised.

Helen: But before we worry about that, Beartrude is up! She manages to get her ice cream cake up to the altar more-or-less intact, and she awaits judgment while standing on her hind legs in the most dignified pose she can manage. She’ll roll 2d6+6, thanks to her +3 Flavor and the +3 she got from everyone else’s help... And that’s a 10! Woo!

Frank: We did it! Even if it’s the very last roll, we did it. So what delighted her so much about it?

Helen: I think I’ll just build off of that last thing with Valerie and say that as her phylactery has been breaking, she’s been regaining more memories of her old human life... She tastes the cake, and at first she isn’t all that impressed. But then the taste of the sea salt hits her, and the black pits of her eyes grow wide. She sees herself—much younger—on a beach. It’s cloudy overhead, and she’s standing there holding hands with a young man as they let the waves lap at their bare feet. He kisses her cheek. She blushes. He whispers something to her, but it’s not for us to know—

Amelia: Oh, come on!

Helen: But what our characters do see is a single fat tear roll down from one of Blanche’s incomprehensible eye sockets, and when it drops from her cheek and hits the ground, her phylactery shatters with a deafening crack.

James: How is the phylactery finally destroyed, then? (p. 10)

Frank: I picture the cracks in the mayonnaise jar shooting out beams of light before the glass explodes in all directions.



The Lich Blanche Shreveport achieved immortality by pickling her soul in a mayonnaise jar.

Amelia: What happens to her body? ... I feel like her incredibly advanced age would catch up to her all at once, and she'd start to crumble into dust.

James: But before that happens, we catch a glimpse of her soul dissipating into the air above her. It's veiled in this brilliant golden-black light, but it looks to be somewhere between the young woman we saw in the memory and the ancient monster we've seen during the competition. It's probably whatever age she was when she was last human.

Helen: The ground stops issuing that thick mist. The stars return to the sky... and then what?

James: Well, Beartrude has to get her prize somehow, doesn't she?

Helen: Maybe as our adventurers explore Blanche's slowly crumbling castle, they find a treasure trove at the end of a long and winding passage.

Amelia: It's filled with all sorts of gold, gems, and arcane reagents. And maybe it's even got some other cool minor magic items... but the only artifact we find there is yours, Beartrude.

Frank: So what happens to everyone after the competition? I want to hear an epilogue (p. 10)!

Helen: Beartrude takes Singed Mahariel's Eversmoking Blowtorch back to the North Pole, and with it she's able to ensure that her mother is able to spend their last winters together free of care. After her mother eventually passes, Beartrude takes the blowtorch apart and studies its power. She develops a runic magic version of the artifact that she's then able to share with homes in the North Pole and all across the world. It makes the winters easier and more comfortable for everyone and hey, it's rune magic, so it's totally safe and clean.

Frank: Svetlana travels home and faces a great deal of castigation from their family—without the imprisoned soul of a lich, there's no way for the Rasputina-Smirnova family to fuel the conquest they had planned. Svetlana fades from the public eye for a few decades, but they spend that time quietly amassing a legion of spirit servants, waiting until the time is right for their grand return to the spotlight.

James: I think Orioleoli shakes off the hellhounds that had been chasing him for days and finally makes it back home to the Neverending Woods. People heard about the Great Lich's Bake Off, and especially about his lemon tree's contributions to the final blow against Blanche, and the druids welcome him back home as a hero. He retires from the adventuring life and starts a booming citrus business that totally turns his life around.

Amelia: Valerie still has a hard time cooking things from the top, and since it turns out Blanche didn't have Cassandra Bloom's Levitating Broiler in her treasure trove, Valerie embarks on another adventure in pursuit of culinary perfection. She was last seen setting off for the capital of the dark elves deep beneath the earth.

Frank: Wow! And that's it for tonight! Thanks so much for playing, everyone!



*Beartrude
Runic Blacksmith
Anchovie Specialist
Winner of the Great Lich's Bake Off*

Appendices

Roll 2d6 to use the tables in this section. Choose what you like best from the results.

For example, rolling a 2 and a 4 on the item tables below lets you choose from either Lord Roshan's Havoc Grater or Little Keela's Mixing Bowl of Transcendence.

Items in the Lich's Magical Trove

Set 1	
1	Ol' Jimmy's Auto-Flippin' Spatula
2	Matriarch Carmilla's Dragon Egg Timer
3	Master Yen's Ladle of the Archmagi
4	Earl Ravid's Far-Reaching Tongs
5	Stalwart Georgie's Pressurized Grill
6	Brilliant Neelam's Shadowform Spoon

Set 2	
1	Priestess Ashanti's Whisk of the Winterlands
2	Quick Connie's Vorpall Chef's Knife
3	The Hag Lupe's Merciless Mortar
4	Lord Roshan's Havoc Grater
5	Exarch Sydney's Kitchen Shears of Fortune
6	Paragon Toby's Dwarvenkind Potato Masher

Set 3	
1	Lady Bluebird's Golembane Can Opener
2	Crafty Esme's Infinite Corkscrew
3	Queen Arya's Ghostvision Thermometer
4	Shifty Sam's Cups of Displacement
5	The Storm Lord's Crackling Peppermill
6	Gracious Shannon's Colander of the Dryad

Set 4	
1	Overlord Lim's Armored Cutting Board
2	Little Keela's Mixing Bowl of Transcendence
3	Keeper Mohana's Elvish Vegetable Peeler
4	King Eden's Verdant Juicer of Health
5	Sly Bertie's Skillet of Deception
6	Enchanter Whitney's Pot of Tricks

Set 5	
1	Curator Aeron's Daredevil Saucepan
2	Deacon Harlow's Loathsome Sheet Pan
3	Singed Mahariel's Eversmoking Blowtorch
4	Peerless Puck's Halfling Stockpot
5	Challenger Anah's Relentless Slotted Spoon
6	Cruel Otto's Poisoner Fork

Set 6	
1	Gutsy Rocky's Oven Mitts of Mighty Fists
2	Fearless Loreto's Universal Blender
3	Gallant Kerry's Deathwatch Food Wrap
4	Bog Witch Hulga's Merciful Pestle
5	Gluttonous Taylor's Vampiric Sponge
6	Wise Yaffe's Truesight Kitchen Scale

Schools of Magic

	1	2	3	4	5	6
1	Abjuration	Enchantment	Evocation	Necromancy	Divination	Illusion
2	Transmutation	Conjuration	Cryomancy	Pyromancy	Geomancy	Angelology
3	Demonology	Aberrant Magic	Chaos Magic	Law Magic	Primal Magic	Blood Magic
4	Faewild Magic	Shamanism	Chronomancy	Chromamancy	Alchemy	Herbology
5	Technomancy	Shadow Magic	Metamagic	Oneiromancy	Runic Magic	Astrology
6	Arithmancy	Bardic Magic	Healing Magic	Stage Magic	Draconic Magic	Hexes

Abjuration – magic of protection (barriers, negation, banishment, etc.)

Enchantment – magic of the minds of others (charms, influencing behavior, direct control, etc.)

Evocation – magic of energy manipulation (fireballs, lightning bolts, ice storms)

Necromancy – magic of life and death (extending life, draining energy, controlling undead, etc.)

Divination – magic of information (contacting gods, revealing secrets, glimpsing the future, etc.)

Illusion – magic of deceiving the senses (seeing what isn't there, ignoring what is there, etc.)

Transmutation – magic of changing physical properties (growing, shrinking, hardening, etc.)

Conjuration – magic of summoning (calling materials, drawing energies, teleporting creatures, etc.)

Cryomancy – magic of ice (creating / controlling / shaping / manipulating ice, etc.)

Pyromancy – magic of fire (creating / controlling / shaping / manipulating fire, etc.)

Geomancy – magic of the earth (creating / controlling / shaping / manipulating earth, etc.)

Angelology – magic of angels (summoning / controlling angels, mimicking angelic powers, etc.)

Demonology – magic of demons (summoning / controlling angels, mimicking demonic powers, etc.)

Abberant Magic – magic of corruption (misshaping, warping, distorting, etc.)

Chaos Magic – magic of randomness (disintegration, mutation, encouraging entropy, etc.)

Law Magic – magic of order (compulsion, regulation, containment, etc.)

Primal Magic – magic of nature (drawing power from the land, summoning animal spirits, controlling nature, etc.)

Blood Magic – magic of blood (controlling others' bodies, creating homunculi, binding, etc.)

Faewild Magic – magic of the faery world (manipulating nature, charms, trickery, etc.)

Shamanism – magic of spirits (commanding elemental spirits, summoning ancestors, performing rituals, etc.)

Chronomancy – magic of time (accelerating time, slowing time, stopping time, etc.)

Chromamancy – magic of color (adding colors, removing colors, invisibility, etc.)

Alchemy – magic of chemistry (tinkering with formulae, enchanting potions, crafting mutagens, etc.)

Herbology – magic of plants (distilling poisons, brewing remedies, treating wounds, etc.)

Technomancy – magic of machines (impossible machines, controlling machines, etc.)

Shadow Magic – magic of darkness (creating / controlling / shaping / manipulating darkness, etc.)

Metamagic – magic of magic itself (enhancing magic, dampening magic, canceling magic, etc.)

Oneiromancy – magic of dreams (calling items from dreams, entering dreams, altering perception, etc.)

Runic Magic – magic of runes (augmenting materials, crafting magic items, altering magical properties, etc.)

Astrology – magic of the stars (calling upon your star sign, manipulating fate, predicting the future, etc.)

Arithmancy – magic of mathematics (manipulating ratios, nudging probabilities, lucky numbers, etc.)

Bardic Magic – magic of music (generating music, amplifying sound, inspiring, etc.)

Healing Magic – magic of restoration (channeling positive energy, mending wounds, curing disease, etc.)

Stage Magic – magic of ... magicians? (rabbits from hats, flocks of doves, sawing in half, etc.)

Draconic Magic – magic of dragons (summoning / controlling dragons, mimicking draconic powers, etc.)

Hexes – magic of curses (weakening, misdirecting, tormenting, etc.)

Hair

	1	2	3	4	5	6
1	Afro	Wild	Tonsure	Asymmetric	Bowl Cut	Shorn
2	Helmeted	Bob Cut	Pompadour	Patchy	Long Curls	Blown Out
3	Bald	Braided	Frosted	Caesar	Mohawk	Pageboy
4	Feathered	Cropped	Shaggy	Jheri Curled	Liberty Spikes	Curtained
5	Mop Top	Mullet	Natural	Dreadlocks	Payot	Undercut
6	Rattail	Ringlets	High and Tight	Pixie Cut	Slick	Spikey

Eyes

	1	2	3	4	5	6
1	Unwavering	Disquieting	Radiant	Wounded	Pure	Darting
2	Mesmerizing	Piercing	Hollow	Unnerving	Stony	Calculating
3	Hungry	Empty	Burning	Flickering	Doe	Beady
4	Captivating	Murky	Fierce	Predatory	Playful	Smirking
5	Grim	Knowing	Joyous	Kind	Wise	Eager
6	Smoldering	Warm	Animal	Dancing	Glittering	Squinting

Clothing

	1	2	3	4	5	6
1	Homemade	Inconspicuous	Uniform	Colorful	Expensive	Revealing
2	Messy	Dirty	Bespoke	Stylish	Comfortable	Gaudy
3	Baggy	Ragged	Cheap	Bejeweled	Full Disguise	Traditional
4	Modern	Formalwear	Mismatched	Protective	Scavenger	Flowing
5	Monastic	Ceremonial	Practical	Weathered	Fur	Dark
6	Spandex	Blood-Stained	Vintage	Concealing	Archaic	Insectoid

Lich Flavors

	1	2	3	4	5	6
1	Caramel	Chocolate	Gingerbread	Fruit Jam	Sweet Citrus	Sour Lemon
2	Dill Pickle	Miso	Chipotle	Sriracha	Kimchi	Barbecue
3	Fried Pork	Grilled Chicken	Seared Beef	Fresh-Cut Grass	Egg	Old Blood
4	Wine	Dark Rum	Champagne	Bourbon	Gin	Absinthe
5	Black Tea	Licorice	Mayonnaise	Peanut Butter	Bacon	Marshmallow
6	Taco Seasoned	Cheesecake	Cotton Candy	Peppermint	Cinnamon	Coffee

Ancient Food-Related Specialties

	1	2	3	4	5	6
1	Kneading Immoveable Doughs	Shaping Amorphous Doughs	Proofing Rotwood Doughs	Scoring Draconic Doughs	Piping Anarchic Icings	Cutting Gemstone Cookies
2	Frying Screaming Donuts	Rolling Halfling Croissants	Throwing Orcish Pizza Doughs	Crusting Heretical Pies	Whisking Eggless Meringues	Caramelizing Moon Sugars
3	Tempering Void Chocolates	Pinching Microscopic Salts	Browning Elven Butters	Poaching Deathless Fruits	Rolling Reverse Pinwheels	Lining Invisible Pans
4	Blind Baking Dwarvish Pastry Crusts	Steaming Dread Puddings	Enriching Umbral Breads	Setting Lost Custards	Churning Flaming Ice Creams	Sculpting Defiant Fondants
5	Candying Ghostly Flowers	Flambéing Goblin Fruits	Infusing Alchemical Alcohols	Garnishing Poisoned Dishes	Simmering Sacred Sauces	Separating Yolkless Eggs
6	Testing Theoretical Doneness	Cooling Infernal Cookies	Creaming Invulnerable Butters	Dusting Prismatic Sugars	Whipping Levitating Creams	Measuring Imaginary Ingredients

NPC Inadequacies

Set 1

- 1 They're extraordinarily sweaty.
- 2 They think they're the Lich's co-host.
- 3 They insist every bake should be totally deconstructed.
- 4 Their bakes have soggy bottoms, every time.
- 5 They're intangible and can't affect anything in the kitchen.
- 6 They're a hyper-intelligent infant... with infant-level strength and dexterity.

Set 2

- 1 They have two or more heads that constantly disagree about how to proceed.
- 2 They have an incredibly high rate of spell misfires.
- 3 They frequently forget where they are.
- 4 They spend too much time making all their bakes into elaborate miniatures.
- 5 They're too busy socializing with the other competitors.
- 6 Their overflowing magical energies mana-burn all their bakes.

Set 3

- 1 They are followed by "helpful" rats. Everywhere.
- 2 Their bakes frequently achieve sentience.
- 3 They're allergic to almost everything, but especially the Lich's phylactery flavor.
- 4 They're not an adventurer but rather just a really-talented-but-totally-mundane baker here by mistake.
- 5 The only seasoning they use is salt.
- 6 They're a catperson whose hair is always shedding into their bakes

*Magi Tux thinks every
bake should have fish in it.*



Set 4

- 1 They try to multitask with their psionic powers but are always getting distracted.
- 2 They pander to the Lich's phylactery flavor and put it in everything they bake.
- 3 They refuse to look at recipes and estimate all their measurements (poorly).
- 4 They spend the entire competition sleepwalking / sleepbaking.
- 5 They can't stop crying at everything.
- 6 They're plagued by faeries at the most inconvenient moments.

Set 5

- 1 The mechanized constructs they brought to assist them are terrible at following instructions.
- 2 They're merely a talking sword.
- 3 Their animal companion / familiar is desperate for attention.
- 4 Their divine / otherworldly patron scrambled their sense of taste.
- 5 They frequently transmute one of their ingredients into something inedible.
- 6 They have a rival adventurer that keeps interrupting their efforts in order to duel them.

Set 6

- 1 They're experiencing time backward.
- 2 The elementals in the kitchen constantly fight against them.
- 3 They're followed by a ghost that haunts their bakes.
- 4 They suffer fits of lycanthropy that interrupt their work.
- 5 They are afflicted with a family curse that makes them extremely hungry.
- 6 They're a humanoid construct that has not yet learned to love.



If Remy could have stayed awake long enough to present their bakes at the altar, they certainly would have won.

Character Sheet

Competitor Name:	
Signature Ingredient:	School of Magic:
I seek the artifact because...	Eyes: Hair: Clothes:

Challenges

(At the beginning of every round, active competitors will assign a +1 and -1 shift to two of their stats)

Round	Recipe Notes	Presentation	Flavor	Magic
1				
2				
3				
4				
5				

Other Notes:

Phases in the First Four Rounds

The first four rounds of the competition move through the same phases:

1. Assign Stats (p. 7)

At the beginning of every round, active competitors will assign a +1 and -1 shift to two of their stats. A player who was awarded Archbaker will assign a +2 and -2 shift to two of their stats instead.

2. Determine the Lich's Criteria (p. 7)

Each round, roll a die for the Lich's Criteria: 1-2 = Presentation, 3-4 = Flavor, 5-6 = Magic

3. Describe Bakes (p. 7)

When all players are ready, they share their bakes with the rest of the table. Players are encouraged to include as many supporting details based on their signature ingredient and specialty school of magic as they would like.

4. Roll Moves (p. 8)

Assist

After players have announced their bakes, you can help another competitor.

Interference

After players have announced their bakes, you can attempt to help even after your elimination.

Bake Off

Each round, active players must present their bake to the Lich's altar for judgment.

5. Award Archbaker (p. 9)

Eligible frontrunners should roll $2d6 + \text{Magic}$.

The player with the highest roll is awarded Archbaker; other players are safe for the round. If only one player is a frontrunner, they are automatically awarded Archbaker.

6. Eliminate a Competitor (p. 9)

If only one player is up for elimination and there are still NPCs, the player must roll $2d6 + \text{Magic} \geq 7$.

If only one player is up for elimination and there are no NPCs remaining, the player is automatically eliminated.

If more than one player is up for elimination and there are still NPCs, each player must roll $2d6 + \text{Magic} \geq 7$.

All potential eliminees roll ≥ 7 : choose an NPC to eliminate instead.

Otherwise, the player with the lowest roll is eliminated from the competition.

If all players were frontrunners or were safe, then an NPC will be eliminated this round.

Determine which NPC will leave the competition at random, by player vote, or by considering the narrative thus far.

However, if all NPCs are eliminated, then a player will need to be eliminated even if they were all frontrunners or safe! All players should roll $2d6 + \text{Magic}$.

The player with the with lowest roll is eliminated, and all other players move on to the next round.

During and in between phases, players are encouraged to narrate any details relevant to their character. This includes their baking, magic, and any "talking head" asides their character might make about their fellow competitors or the competition itself.

Phases in the Final Round

The final round has unique phases:

1. Setting the Stage (p. 10)

Before continuing, take a moment to describe what has changed for the final round of the competition.

2. Assign Stats (p. 7)

At the beginning of every round, active competitors will assign a +1 and -1 shift to two of their stats. A player who was awarded Archbaker will assign a +2 and -2 shift to two of their stats instead.

3. Determine the Lich's Criteria (p. 7)

Each round, roll a die for the Lich's Criteria: 1-2 = Presentation, 3-4 = Flavor, 5-6 = Magic

4. Describe Bakes (p. 7)

When all players are ready, they share their bakes with the rest of the table. Players are encouraged to include as many supporting details based on their signature ingredient and specialty school of magic as they would like.

5. Roll Moves (p. 8)

Assist

After players have announced their bakes, you can help another competitor.

Interference

After players have announced their bakes, you can attempt to help even after your elimination.

Bake Off

Each round, active players must present their bake to the Lich's altar for judgment.

6. Destroying the Phylactery (p. 10)

The player with the highest Bake Off roll this round describes the award ceremony at the end of the competition.

That player is presented with the artifact they sought, and then the Lich's phylactery is possibly destroyed.

In order to destroy the Lich's phylactery and set their soul free,

the players need to have accumulated enough Bake Off rolls with successes ≥ 10 .

The number of successes necessary to destroy the phylactery equals the number of players minus one.

7. Narrating the Epilogue (p. 10)

Starting with the winner of round five, each player should take a moment to describe what happens to them now that the competition is over.

If the Lich's phylactery was not destroyed, what does the Lich decide to do next?

During and in between phases, players are encouraged to narrate any details relevant to their character. This includes their baking, magic, and any "talking head" asides their character might make about their fellow competitors or the competition itself.

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About the Author

Peter Reitz is a high school teacher in northeast Georgia. He's been playing video games his entire life and started playing tabletop games in college (his first character ever was an elven cleric of Corellon Larethian in *Dungeons & Dragons 3.5e*). He is obsessed with cooking shows, mythology, faeries, Old Testament angels, and Southern Gothic literature. This is the first tabletop game he has published.

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