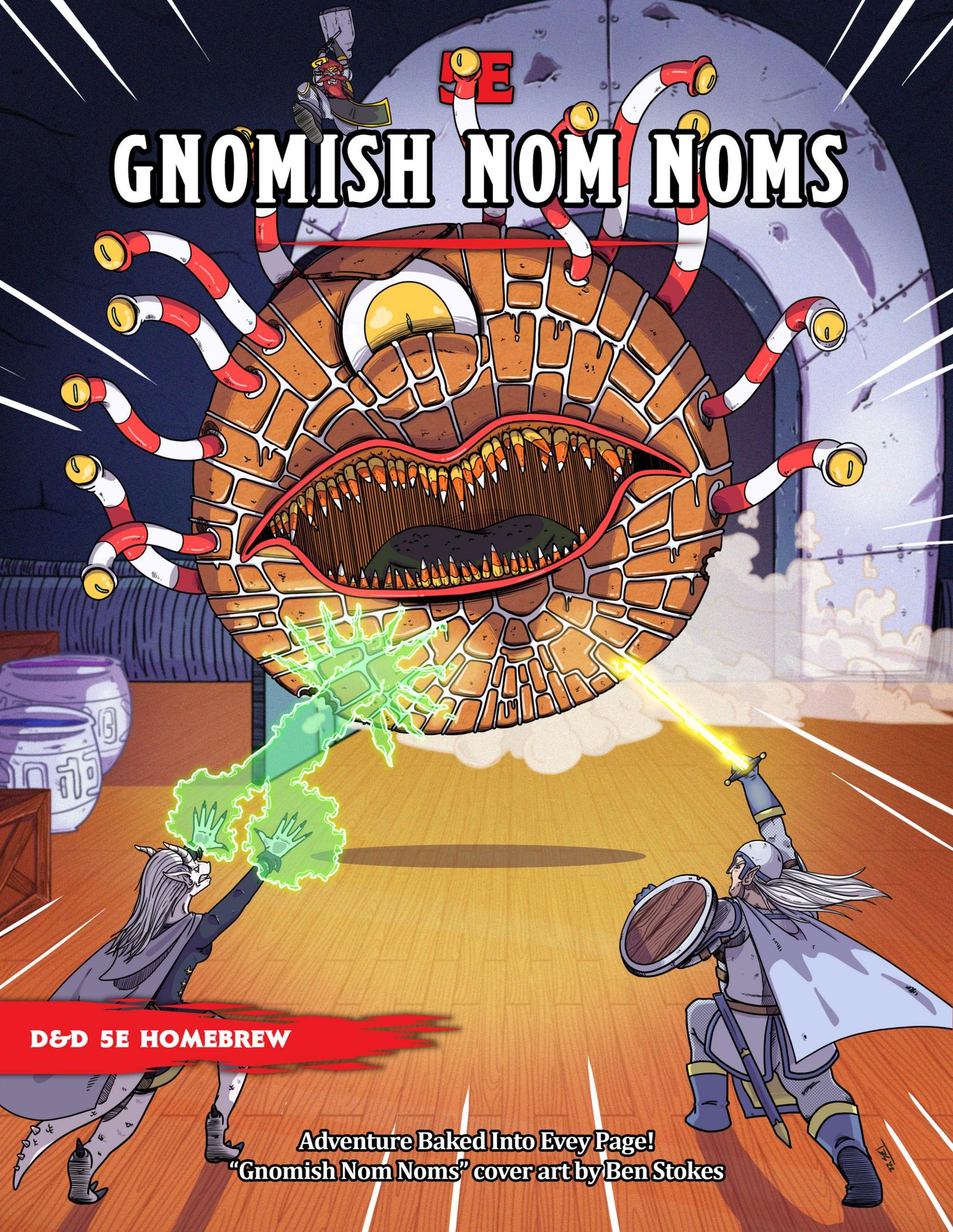


# GNOMISH NOM NOMS



**D&D 5E HOMEBREW**

**Adventure Baked Into Every Page!**  
**"Gnomish Nom Noms" cover art by Ben Stokes**

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# GNOMISH NOM NOMS

A bad batch of cookies has turned the employees of *Gnomish Nom Noms* bakery into *Gibbering Mouters*. The party will be asked to retrieve the **Cookinomicon** from the basement vault to reverse the curse that turned the Gnomes into *Gibbering Mouters*.

## INTRODUCTION

During a long rest while travelling on the road, the party is awakened from their slumber to find *Tancorin Quickrock*, a Gnome Mage, going through their belongings.

The hook of this adventure is that *Tancorin* steals a valuable item from the players. The goal is for the party to follow *Tancorin* to the *Gnomish Nom Noms* bakery to retrieve what was stolen. The dungeon master can choose what item *Tancorin* steals, but ideally you should select a weapon or magical item to entice the players to make chase.

The party will eventually learn that *Tancorin Quickrock* robbed the party of an item he thinks he can use to help turn the *Gibbering Mouters* back into Gnomes.

The party must succeed on a **DC 13 Survival** (Wis) check to track *Tancorin Quickrock* to the *Gnomish Nom Noms* bakery or encounter **2 Owlbears**. Use the Owlbear stat block from **appendix A** of this module. The party will eventually find the bakery after the *Owlbear* encounter if they fail the survival check.

## GNOMISH NOM NOMS BAKERY

*Gnomish Nom Noms* is the best bakery in the realm. Players in the party may be familiar with their delicious treats and the magical properties that they contain. When the party approaches the bakery read the following text out loud.

Through a clearing in the forest you see a giant boulder with a massive tree growing from the center. The scent of cookies and delicious confections invites you down a pathway leading into an alcove of the boulder.

## F1. LOBBY

The lobby of *Gnomish Nom Noms* bakery is carved from the inside of the boulder with a massive tree growing in the center of the room. The lobby has hardwood floors, 40 ft. high ceilings, and is well lit from magical lanterns spread throughout. The lobby is eerily empty except for the *Gibbering Mouter* lurking in **room 1e**.

## 1A. ELEVATOR SHAFT

Inside of the hollow tree trunk is an elevator shaft. There are **maintenance stairs** that lead **up to F2** or **down to B1** that the party can access. When players arrive at the bakery **the elevator is at F3** and cannot be called down.

## 1B. LOBBY CAULDRONS

**2 large cauldrons** sit in the lobby filled with magic oils that grant the players a vision if they look inside. Players who look inside see visions of the history of *Gnomish Nom Noms* and how its founder, *Kelner Fapplepatch*, used the mythical **Cookinomicon** to bake the most delicious magical treats in the realm.

In addition to seeing this vision, have the player looking inside the cauldron **roll 1d4**, and use the table below to decide what additional effects they experience.

CAULDRON TABLE

1d4	Cauldron Effect
1	The player has the taste of cinnamon on their tongue and has advantage on charisma checks for 1 hour.
2	The player smells a delicious aroma and has advantage on perception checks for 1 hour.
3	The player has the taste of chocolate on their tongue and has advantage on medicine checks for 1 hour.
4	The player has the taste of peanut butter cookies on their tongue and has advantage on insight checks for 1 hour.

## 1C. RECEPTION DESK

This 20 ft. long solid wood desk has several paper schedules and invoices scattered about. If a player succeeds on **DC 13 Investigation** (Int) check they will find a memo from *Kelner Fapplepatch* written in Gnomish that reads,

“Attention *Gnomish Nom Noms* employees, a reminder that the **Gingerbread Beholder** will be finished baking tomorrow and only authorized personnel are allowed to operate the oven until the beholder can be transported and processed. Thank you.”

## 1D. COMPLIMENTARY TREATS

Spread out on silver platters are complimentary **Nom Nom cookies**, *Gnomish Nom Noms* signature product. **Roll 1d4** to determine how many cookies the players get. Eating a cookie will heal a player **2d4+2 HP**.

## 1E. LOBBY BATHROOM

Lurking in the bathroom is **1 Gibbering Mouter** that will lunge at any player that enters the room. The player must succeed on a **DC 13 Dexterity** check or be surprised for the first round of combat. Use the *Gibbering Mouter* stat block from **appendix A** of this module.

Any player that succeeds on a **DC 13 Perception** (Wis) check will notice that several of the faces that make up the *Gibbering Mouter* have *gnomish beards and chef hats*, implying that this creature is made up of Gnomes that work for *Gnomish Nom Noms*.

## F2. OVEN ROOM

The second floor of the bakery is where *Gnomish Nom Noms* bakes treats and experiments with new recipes. This room has hardwood floors, 40 ft. high ceilings, and is well lit from lanterns spread throughout. The **oven at area 2d** emits a faint red glow.

### 2A. ELEVATOR SHAFT

Inside of the hollow tree trunk is an elevator shaft. There are **maintenance stairs that lead up to F3 or down to F1** that the party can access. When players arrive at the bakery **the elevator is at F3** and cannot be called down.

### 2B. TREASURE CHESTS

These treasure chests are locked and can be picked with thief's tools and a successful **DC 15 Sleight of Hand** (Dex) check. The **key to the chests** can be found on one of the *Gibbering Mouthers* in **B1**. The chests contain a **Chef's Hat, Oven Mitts, and a Baker's Kit**.

**Chef's Hat** - The wearer is given +1 AC and can craft +1 *Cookinomicon* recipe per day.  
**Oven Mitts** - The wearer has resistance to Fire damage but Dis Adv on any Sleight of Hand checks.  
**Baker's Kit** - A spatula, rolling pin, and other cooking utensils are rolled up in a leather wrap. Baker's Kit is required to bake *Cookinomicon* recipes.

### 2C. BAKING INGREDIENTS

Players find **1d10** of the following ingredients: **Red powder, Blue Powder, Yellow powder, Green Powder, Green Plants, Black Plants**. The DM can choose how much of each to give out, or have the player draw randomly.

These ingredients can be used to cast spells or craft baked goods from the *Cookinomicon*.

### 2D. GIANT OVEN

Approaching the giant steal oven players feel as though they are being watched. Opening the oven door releases a **Gingerbread Beholder** from the inside that fights to the death. Use the *Gingerbread Beholder* stat block from **appendix A** of this module. If the *Gingerbread Beholder* is not killed *Gnomish Nom Nom's* bakery will become its lair in **1d6 days**. If players release the *Gingerbread Beholder* read the following text out loud:

The oven's giant door slowly swings open, and from the billowing smoke a vile *gingerbread beholder* emerges! The snarling beast displays its razor sharp candy corn teeth while its 12 candy cane tentacles lash about. Roll initiative.

In front of the oven is a large lever in the off position. Flipping the lever left opens the oven door while flipping it

to the right activates the oven, burning whatever is inside to a crisp. Players can learn how the oven lever works by succeeding on a **DC 15 Investigation** (Int) check. If players defeat the *Gingerbread Beholder* they loot the corpse and salvage **1 Beholder Eye**.

### 2E. CAULDRONS

Within these cauldrons players can find the following ingredients: **Purple Oil, Blue Oil**. There is enough to **fill 1d6 empty glass bottles**.

These ingredients can be used to cast spells or craft baked goods from the *Cookinomicon*.

## F3. EXECUTIVE OFFICES

The top floor of *Gnomish Nom Noms* is where the executives work during their day-to-day. This is where players will find both the elevator and *Tancorin Quickrock* with their stolen goods. This room is well lit, has hardwood floors, and a 30 ft. high ceiling.

### 3A. ELEVATOR

The elevator is a floating slab of stone held up by magic. Players can de-activate the elevator using the **3rd level Dispel Magic** spell. If they do this, the elevator will **fall to B1**, killing any players still on it.

Players can use the terminal to select which floor they would like to visit, and **pull the lever to activate the elevator**. The elevator will stay wherever it lands until the players use it again.

### 3B. TANCORIN QUICKROCK

Players discover a cowering *Tancorin Quickrock* hiding under his desk. If players decide to fight *Tancorin* use his stat block from **appendix A** of this module. If they decide to talk with *Tancorin* he will explain that after an experimental cookie recipe went wrong, all of the employees of *Gnomish Nom Noms* were turned into *Gibbering Mouthers*.

*Tancorin* goes on to explain that he robbed the party of their item because he thought it could help him get past the *Gibbering Mouthers* that currently **reside in B1** so he could access the vault and retrieve the *Cookinomicon*. *Tancorin* believes there is a cure for his friends and coworkers in the *Cookinomicon*.

Before *Tancorin* could retrieve the *Cookinomicon* he got scared and hid in his office. He returns the stolen item to the party, and asks for their help retrieving the *Cookinomicon* to cure his friends.

As a reward for helping him, *Tancorin* offers the party **2,000 GP** and a **Candy Corn Flail**. He can be

**Candy Corn Flail** - +2 to hit. +2 to damage. Deal 1d8 bludgeoning damage. While Candy Corn Flail is in your possession you can speak and understand Gnomish.

persuaded to let players keep the **Cookinomicon** on a successful **DC 18 Persuasion** (Cha) check.

If the party accepts Tancorin's quest, he will tell them that the password to the vault is "**Crispy Wafers**" and must be **spoken out loud** in front of the door.

*Tancorin* does not have high enough security clearance to know the answer to riddle in the basement vault.

## B1. BASEMENT

The basement of *Gnomish Nom Noms* is where all of the cookie dough is stored, as well as the vault containing the **Cookinomicon**. This area is dimly lit except for the elevator shaft and vault room, which is illuminated by lanterns spread throughout, and has 40 ft. high ceilings.

The floor surrounding the elevator shaft is cookie dough that goes 60 ft. deep. The players will begin to sink into the cookie dough if they stand in one spot for too long and will become totally submerged in **1d4 minutes**. The cookie dough floor is **difficult terrain** and **reduces movement speed to 5 ft.**

When players exit the elevator shaft **Gibbering Mouters** emerge from the cookie dough and attack the players. The *Gibbering Mouters* are unaffected by the difficult terrain. Use the table below to determine how many *Gibbering Mouters* appear from the depths.

GIBBERING MOUTHERS TABLE

Party Size	Number of Gibbering Mouters
1	2
2	4
3	6
4	8
5	10

One of the *Gibbering Mouters* **holds a key** to the **Treasure Chests in Oven Room area 2B**.

## 1A. ELEVATOR SHAFT

Inside of the hollow tree trunk is an elevator shaft. There are **maintenance stairs that lead up to F1** that the party can access. When players arrive at the bakery **the elevator is at F3** and cannot be called down.

## 1B. STONE PATH TRAP

There are **4 columns of stone paths** that lead from the elevator shaft to the vault room door. While players are on the stones they **ignore the difficult terrain** of the cookie dough floor.

When players enter the room all of the stones are submerged in the cookie dough. Assign each column a **number 1-4 and roll 1d4**. When combat begins, the corresponding column of stone rises to the top of the cookie dough floor.

The stone path trap has an **initiative count of 15**. On each turn of the stone path **roll 1d4** and whatever you roll determines which column of stone is visible to the players.

## 1C. VAULT DOOR ENTRANCE

The 30 ft. tall vault door is magically sealed and can be opened by **speaking the password "Crispy Wafers"** or by casting **Dispel Magic at 5th level**. The door swings open if either of these conditions are met.

## 1D. VAULT ROOM

The vault contains the **Cookinomicon** and a puzzle that could potentially lead to an encounter. Read this to the players as they enter the room.

A powerful magic surrounds the Cookinomicon as it floats in the center of the room. Three cauldrons sit at the feet of a giant Iron Golem resting on its throne. The Iron Golem speaks to you as you enter the room, "To release the Cookinomicon from the magic barrier you must fill cauldron B with 4 gallons of water exactly. Cauldrons A & B hold up to 5 gallons and cauldron C holds up to 3 gallons. Think carefully, failure means death!"  
*Show or Draw the Cauldron Puzzle Diagram for your players to reference.*

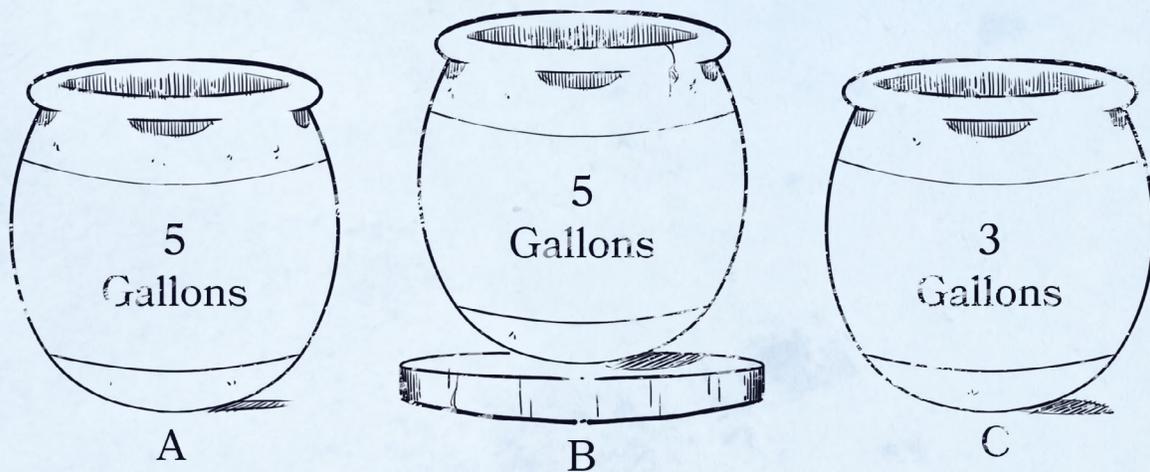
## 1E. THE COOKINOMICON

Floating ominously in the center of a magic orb is the **Cookinomicon**. If players try to grab the **Cookinomicon** while the orb is still active they are knocked back **10 ft. and take 4d6 psychic damage**. The spell protecting the **Cookinomicon** is an **8th level Abjuration spell**. Players can cast **Dispel Magic at 8th level** to release the **Cookinomicon**.

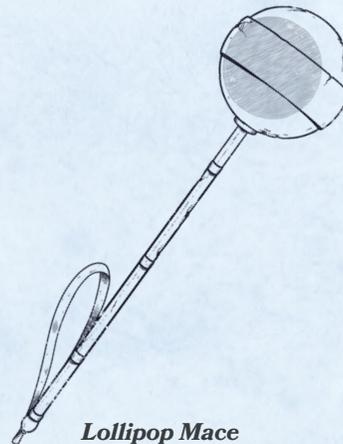
If the players successfully retrieve the **Cookinomicon** they can cure any remaining *Gibbering Mouters* by feeding them **Nom Nom Pale Ale** which can be brewed with the **proper components** and the **Baker's Kit**. Players can also bring the



## CAULDRON PUZZLE DIAGRAM



*Cookinomicon*



*Lollipop Mace*

*Cookinomicon* to *Tancorin Quickrock* and he can brew enough *Nom Nom Pale Ale* to cure any remaining *Gibbering Mouthers* back to their *Gnomish* forms.

For a full list of recipes from the *Cookinomicon* refer to **appendix B** of this module.

### 1F. CAULDRON PUZZLE

The secret to the puzzle is to **fill the cauldron A** to the top using water from the *sink in area 1G*, next use *cauldron A* to **fill the cauldron C**. This leaves you with 2 gallons in the *cauldron A*. **Pour the remaining 2 gallons from the cauldron A into the cauldron B. Repeat this process 1 more time**, and you will have 4 gallons in *cauldron B*.

If the party fails to fill the *cauldron B* with 4 gallons of water the *Iron Golem* will rise from its throne and fight the party to the death. See 1H. *Iron Golem* for more info.

### 1G. WATER SINK

Players can use this running sink to fill the *Cauldrons in area 1F*.

### 1H. IRON GOLEM

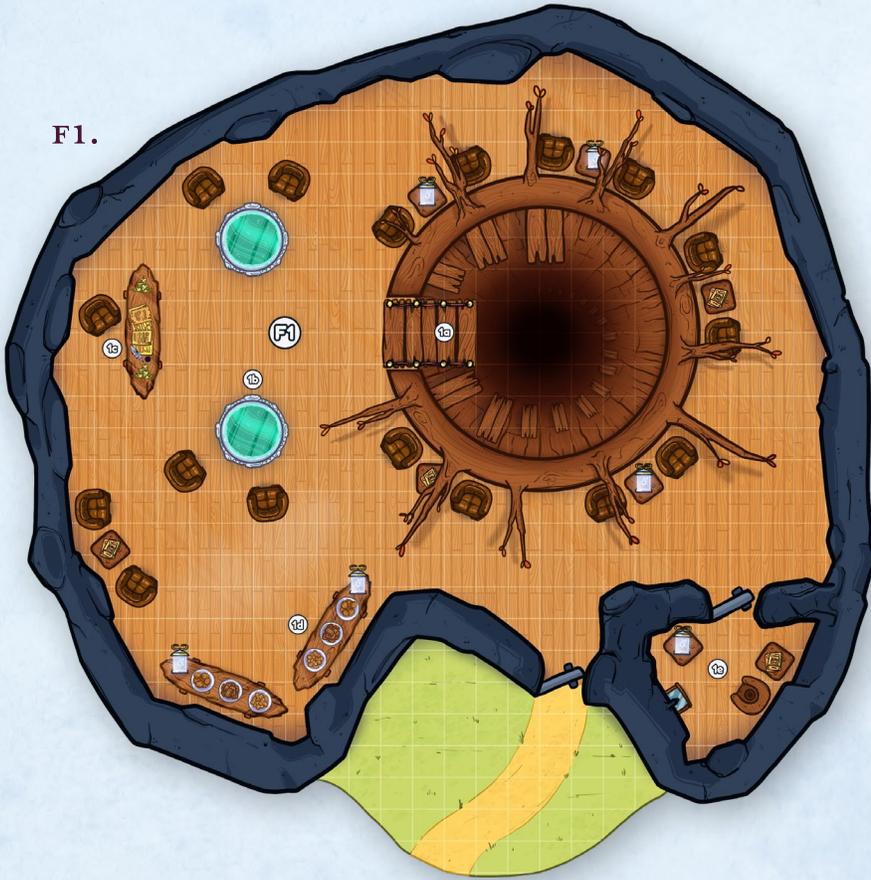
This 12 ft. tall *Iron Golem* was created by the Gnomes to protect the *Cookinomicon*. If the party can solve the Golem's cauldron puzzle in **basement area 1F** it will release the *Cookinomicon*, if they fail it will fight to the death. Use the *Iron Golem* stat block in **appendix A** of this module.

Players can also lure the *Iron Golem* into the cookie dough room where it will sink to its death. If players defeat the *Iron Golem* they receive the *Lollipop Mace*, unless it has sunk to the bottom of the cookie dough. If the *Iron Golem* is killed the spell surrounding the *Cookinomicon* vanishes.

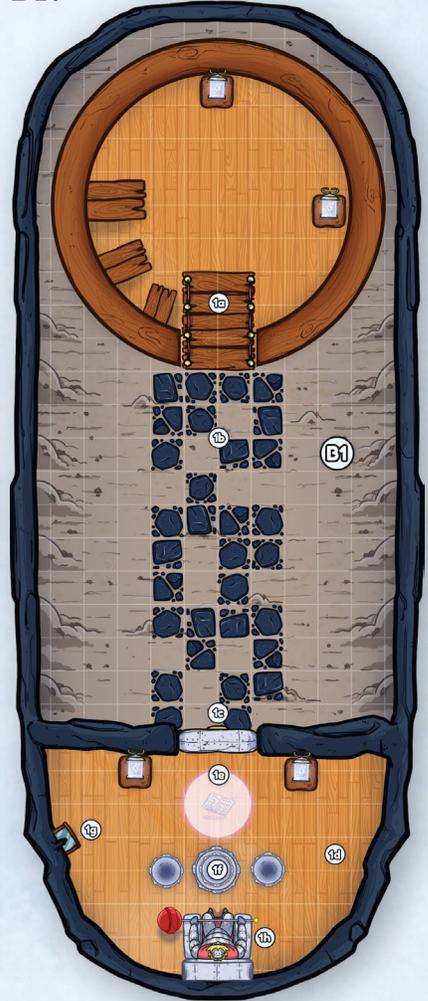
**Lollipop Mace** - Requires Attunement. +2 to hit. Deal 1d6 bludgeoning damage. When hit, the target must succeed on a DC 12 Dexterity Saving Throw or lose 10ft. movement speed until the end of their next turn.

GNOMISH NOM NOMS MAPS

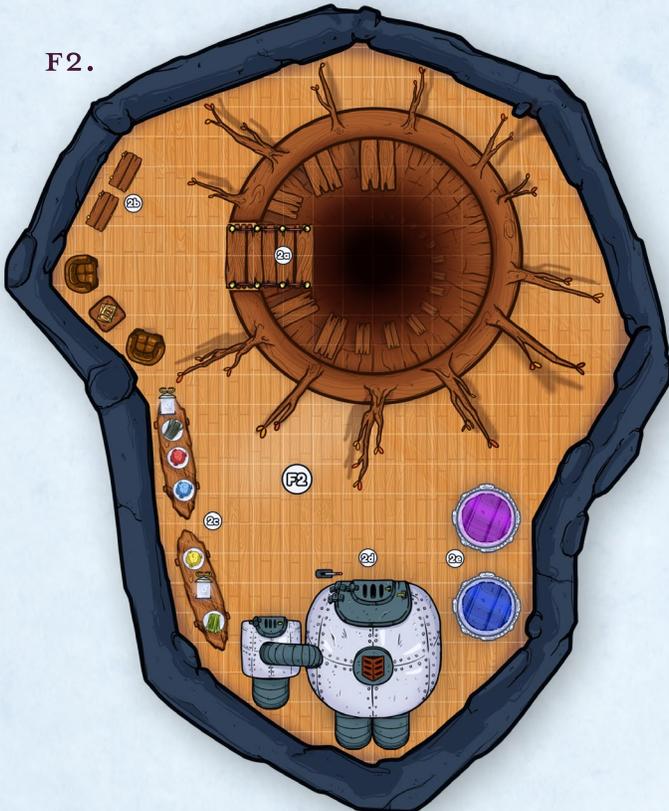
F1.



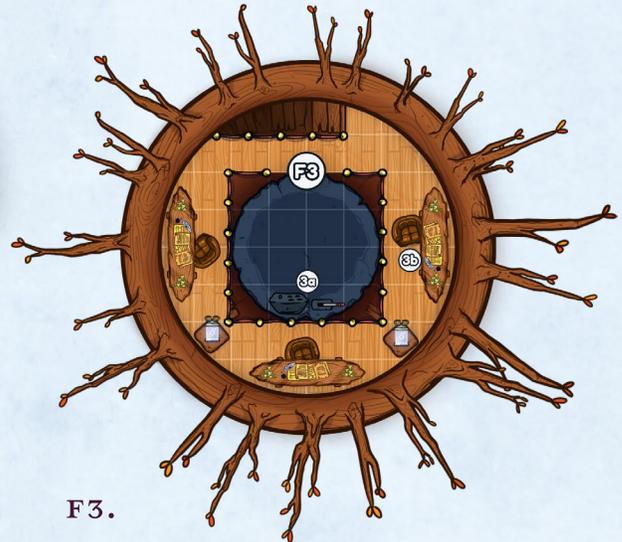
B1.



F2.



F3.

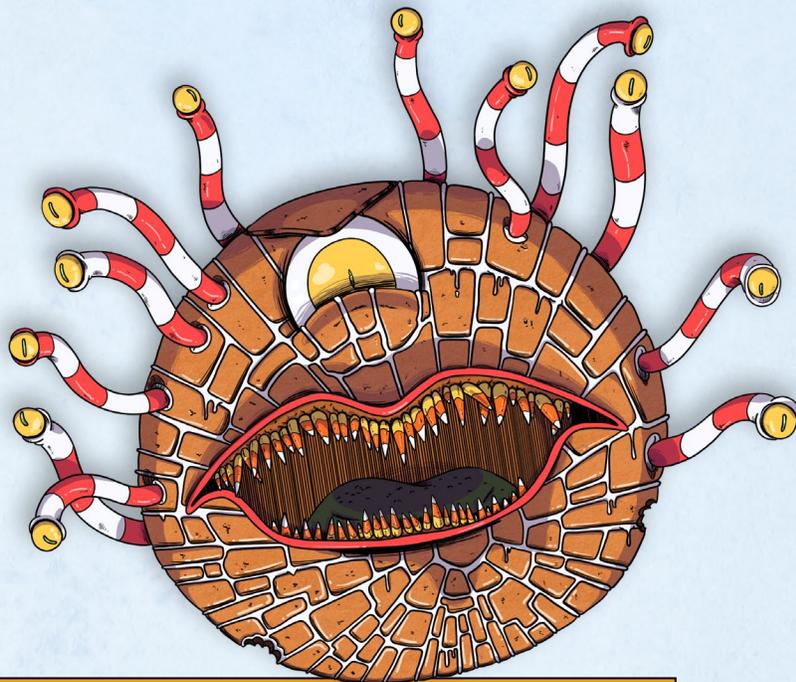


## APPENDIX A: STAT BLOCKS

**Description:** The *Gingerbread Beholder* is the latest confection from *Gnomish Nom Noms* bakery. The Gnomes were able to reanimate a dead beholder using its eye and dark magic from the *Cookinomicon*. The *Gingerbread Beholder* has a body made from gingerbread cookie, razor sharp candy corn teeth, a black licoriche tounge, and candy cane eye stalks.

This particular abomination was being prepared for an upcoming feast at the governor's mansion.

The Gnomes were going to use the *Gingerbread Beholder's* split ability to break it down into enough copies to give one *Gingerbread Beholder* cookie to each guest.



### GINGERBREAD BEHOLDER

Large aberration, lawful evil

**Armor Class** 16 (Natural Armor)

**Hit Points** 180 (19d10 + 76)

**Speed** 0 ft., fly 20 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

**Saving Throws** Int +8, Wis +7, Cha +8

**Skills** Perception +12

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive perception 22

**Languages** Deep Speech, Undercommon

**Challenge** 9 (5,000 XP)

**Non-Edible.** If a player tries to eat the *Gingerbread Beholder* they suffer the effects of 1 *Eye Ray* for each bite they take.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (4d6) piercing damage.

**Eye Rays.** The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing one to two targets it can see within 120 feet of it:

1. *Charm Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

2. *Paralyzing Ray.* The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

3. *Fear Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

4. *Slowing Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not

both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

5. *Enervation Ray.* The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

6. *Telekinetic Ray.* If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

7. *Sleep Ray.* The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

8. *Petrification Ray.* The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller non-magical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

10. *Death Ray.* The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

#### REACTIONS

**Split.** If *Gingerbread Beholder* takes at least 20 damage from a single attack it splits into 2 new *Gingerbread Beholders* if it has at least 10 hit points. Each new *Gingerbread Beholder* has hit points equal to half the original *Gingerbread Beholder's*, rounded down. New *Gingerbread Beholders* are one size smaller than the original *Gingerbread Beholder*.

## APPENDIX A: STAT BLOCKS

### GIBBERING MOUTHER

Medium aberration, neutral

**Armor Class** 9

**Hit Points** 67 (9d8 + 27)

**Speed** 10 ft., dig 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

**Condition Immunities** Prone

**Senses** Darkvision 60 Ft., passive Perception 10

**Challenge** 2 (450 XP)

**Aberrant Ground.** The ground in a 10-foot radius around the moulder is doughlike difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Cookie Dough Glide.** The Gibbering Moulder can burrow through cookie dough. While doing so, the Gibbering Moulder doesn't disturb the material it moves through.

**Tremor Sense.** The Gibbering Moulder can pinpoint, by sound, the location of people walking on the ground it is burrowed in within 60 ft.

**Gibbering.** The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

#### ACTIONS

**Multiattack.** The gibbering moulder makes one bite attack and, if it can, uses its Blinding Spittle.

**Bites.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

**Blinding Spittle (Recharge 5-6).** The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

### IRON GOLEM

Large Construct, Unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	8 (-1)	1 (-5)

**Damage Immunities** Acid, Poison, Psychic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned

**Senses** Darkvision 60 ft., Passive Perception 9

**Languages** Understands the languages of its creator but can't speak

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +4

**Acid Absorption.** Whenever the golem is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

**Berserk.** Whenever the golem starts its turn with 60 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

#### ACTIONS

**Multiattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. The target dies if this attack reduces its hit point maximum to 0. The reduction lasts until removed by the greater restoration spell or other magic.

**Haste (Recharge 5-6).** Until the end of its next turn, the golem magically gains a +2 bonus to its AC, has advantage on Dexterity saving throws, and can use its slam attack as a bonus action..

## APPENDIX A: STAT BLOCKS

### OWLBEAR

Large monstrosity, unaligned

**Armor Class** 13 (Natural Armor)

**Hit Points** 59 (7d10 + 21)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** darkvision 60 ft., passive perception 13

**Languages** ---

**Challenge** 3 (700 XP)

**Keen Sight and Smell.** The Owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

#### ACTIONS

**Multiattack.** The Owlbear makes two attacks: one with its beak and one with its claws.

**Beak.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10+5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one Target. *Hit:* 14 (2d8+5) slashing damage.

### TANCORIN QUICKROCK (MAGE)

Medium Humanoid (Gnome), Lawful Good

**Armor Class** 12 (15 with mage armor)

**Hit Points** 40 (9d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

**Saving Throws** INT +6, WIS +4

**Skills** Arcana +6, History +6

**Senses** Passive Perception 11

**Languages** Any four languages

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

**Spellcasting.** The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

*Cantrips (at will):* fire bolt, light, mage hand, prestidigitation

*1st level (4 slots):* detect magic, mage armor, magic missile

*2nd level (3 slots):* misty step, suggestion

*3rd level (3 slots):* counterspell, fireball, fly

*4th level (3 slots):* greater invisibility, ice storm

*5th level (1 slot):* cone of cold cone of cold.

## APPENDIX B: COOKINOMICON RECIPES

### COOKINOMICON RECIPES

To use the *Cookinomicon* a player must be attuned to the *Cookinomicon* and carry the *Baker's Kit*. That player can spend components to *craft 1 Cookinomicon recipe per day*.

#### Gnomish Gum Drops.

*Components:* Black Plant, Blue Powder, Yellow Powder

*Effect:* As a bonus action you may ingest Gnomish Gum Drops to cast Greater Invisibility.

#### Nom Nom Cookie.

*Components:* Purple Oil, Red Powder, Green Plant

*Effect:* As a bonus action you may ingest Nom Nom Cookie to regain 2d4+2 hit points.

#### Pure Sugar.

*Components:* Red Powder, Blue Powder, Black Plant

*Effect:* As a bonus action you may ingest pure sugar to cast Spider Climbz.

#### Nom Nom Pale Ale.

*Components:* Blue Oil, Purple Oil, Blue Powder

*Effect:* As a bonus action you may drink Nom Nom Pale Ale to cast Remove Curse.

#### Dwarven Rock Candy.

*Components:* Yellow Powder, Red Powder, Blue Powder

*Effect:* As a bonus action you may ingest Dwarven Rock Candy to gain +2 AC for 6 hours.

#### Crazy Cotton Candy.

*Components:* Yellow Powder, Green Powder, Black Plant

*Effect:* As a bonus action you may ingest Crazy Cotton Candy to cast Fly at 3rd level.

#### Elven Taffy.

*Components:* Yellow Powder, Red Powder, Blue Powder, Green Powder, Black Plant

*Effect:* As a bonus action you may ingest Dwarven Pop Rocks to cast Glibness.

#### Creature Concentrate.

*Components:* Beholder Eye, Green Plant, Black Plant, Blue Powder, Blue Oil

*Effect:* As a bonus action you may ingest Creature Concentrate to cast Weird.

#### Tiefling Truffles.

*Components:* Red Powder, Blue Powder, Green Powder, Black Plant

*Effect:* As a bonus action you may ingest Tiefling Truffles to cast Telekinesis.

#### Everlasting Jawbreaker.

*Components:* Purple Oil, Black Plant, Green Plant, Red Powder

*Effect:* As a bonus action you may ingest Everlasting Jawbreaker to cast Heroes' Feast.

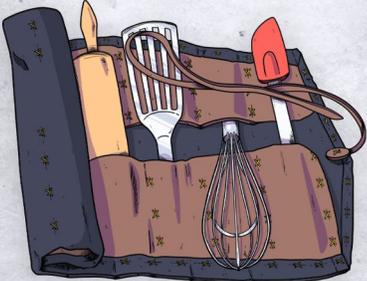
#### Instant Loaf.

*Components:* Purple Oil, Blue Oil, Green Plant, Beholder Eye, Black Plant

*Effect:* As a bonus action you may ingest Instant Loaf to cast Resurrection.

APPENDIX C: ITEM CARDS

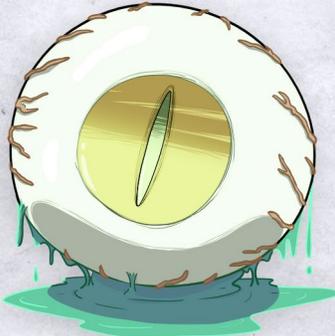
**BAKER'S KIT**  
Adventuring Gear



The spatulas, rolling pins, and other utensils in this *Baker's Kit* are needed to craft *Cookinomicon* recipes.

"They call me the *Top Chef*."

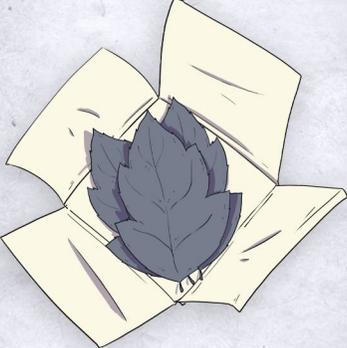
**BEHOLDER EYE**  
Component, Rare



*Beholder Eye* can be used once as a component in a spell or a recipe.

"Even in death it gazes into your eyes."

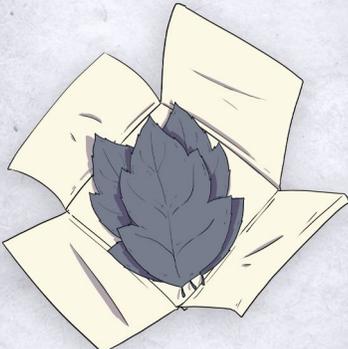
**BLACK PLANT**  
Component, Common



*Black Plant* can be used once as a component in a spell or a recipe.

"These things are moist..."

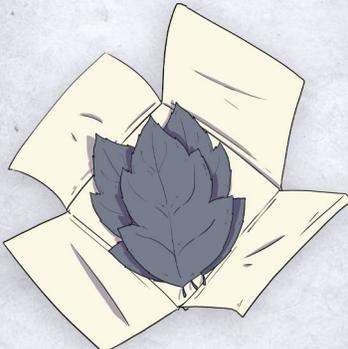
**BLACK PLANT**  
Component, Common



*Black Plant* can be used once as a component in a spell or a recipe.

"These things are moist..."

**BLACK PLANT**  
Component, Common



*Black Plant* can be used once as a component in a spell or a recipe.

"These things are moist..."

**BLUE OIL**  
Component, Common



*Blue Oil* can be used once as a component in a spell or a recipe.

"That is pungent."

## BLUE OIL

Component, Common



Blue Oil can be used once as a component in a spell or a recipe.

"That is pungent."

## BLUE OIL

Component, Common

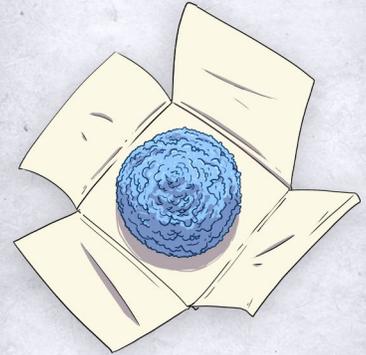


Blue Oil can be used once as a component in a spell or a recipe.

"That is pungent."

## BLUE POWDER

Component, Common

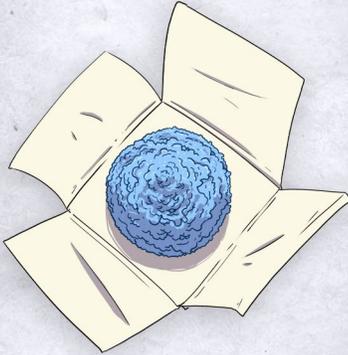


Blue Powder can be used once as a component in a spell or a recipe.

"What a sweet scent."

## BLUE POWDER

Component, Common

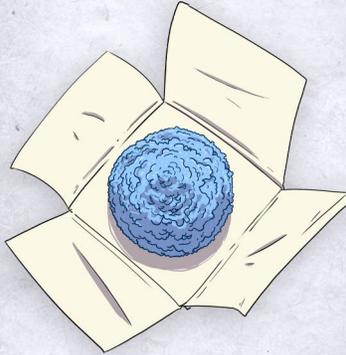


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## BLUE POWDER

Component, Common

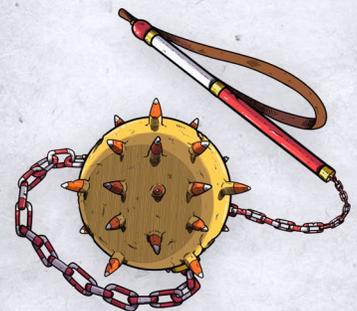


Blue Powder can be used once as a component in a spell or a recipe.

"What a sweet scent."

## CANDY CORN FLAIL

Weapon (Flail), Rare



+2 to hit. +2 to damage. Deal 1d8 bludgeoning damage. While Candy Corn Flail is in your possession you can speak and understand Gnomish.

"Finally! A use for Candy Corn!"

## CHEF HAT

Wondrous Item, Uncommon



Requires Attunement

+1 to AC while wearing Chef Hat. You are able to bake +1 item from the Cookinomicon each day while wearing Chef Hat.

"It's bloody raw!"

## COOKINOMICON

Wondrous Item, Rare



Requires Attunement

Spend components to bake 1 Cookinomicon recipe per day. Add +1 to Intelligence Checks while attuned to Cookinomicon.

"Also known as The Book of the Ginger-Dead!"

## GREEN PLANT

Wondrous Item, Uncommon



Green Plant can be used once as a component in a spell or a recipe. If Green Plant is smoked, regain 4d4+4 Hit Points.

"This must be what they are putting in the cookies."

## GREEN PLANT

Wondrous Item, Uncommon



*Green Plant* can be used once as a component in a spell or a recipe. If *Green Plant* is smoked, regain 4d4+4 Hit Points.

"This must be what they are putting in the cookies."

## GREEN PLANT

Wondrous Item, Uncommon

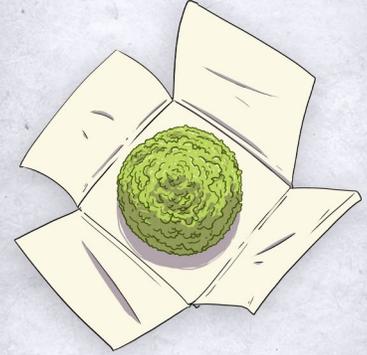


*Green Plant* can be used once as a component in a spell or a recipe. If *Green Plant* is smoked, regain 4d4+4 Hit Points.

"This must be what they are putting in the cookies."

## GREEN POWDER

Component, Common

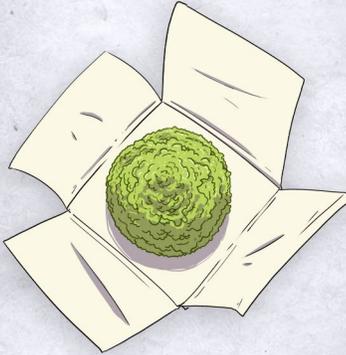


*Green Powder* can be used once as a component in a spell or a recipe.

"It smells bitter."

## GREEN POWDER

Component, Common

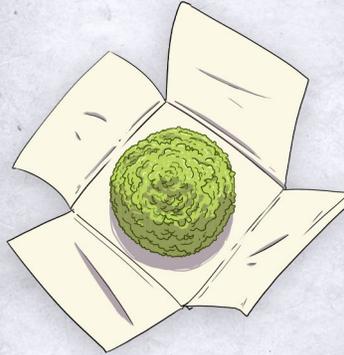


*Green Powder* can be used once as a component in a spell or a recipe.

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## GREEN POWDER

Component, Common

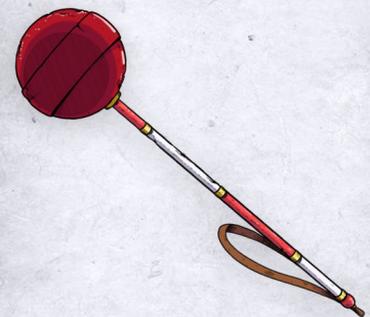


*Green Powder* can be used once as a component in a spell or a recipe.

"It smells bitter."

## LOLLIPOP MACE

Weapon (Mace), Rare



Requires Attunement

+2 to hit. Deal 1d6 bludgeoning damage. When hit, the target must succeed on a DC 12 Dexterity Saving Throw or lose 10ft. movement speed until the end of their next turn.

"Why is it so sticky?"

## NOM NOM COOKIE

Food, Common



If you eat this cookie regain 2d4+2 Hit Points.

"Gnomish Nom Noms signature product."

## NOM NOM COOKIE

Food, Common



If you eat this cookie regain 2d4+2 Hit Points.

"Gnomish Nom Noms signature product."

## NOM NOM COOKIE

Food, Common



If you eat this cookie regain 2d4+2 Hit Points.

"Gnomish Nom Noms signature product."

## OVEN MITTS

Wondrous Item, Uncommon



Requires Attunement

**Wearing Oven Mitts gives you resistance to Fire damage but Disadvantage on any Sleight of Hand checks.**

"Fear the Mighty Crab!"

## PURPLE OIL

Component, Common



**Purple Oil can be used once as a component in a spell or a recipe.**

"It smells like home."

## PURPLE OIL

Component, Common



**Purple Oil can be used once as a component in a spell or a recipe.**

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## PURPLE OIL

Component, Common

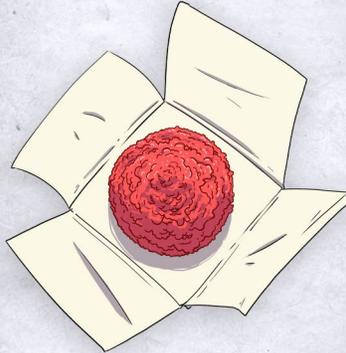


**Purple Oil can be used once as a component in a spell or a recipe.**

"It smells like home."

## RED POWDER

Component, Common

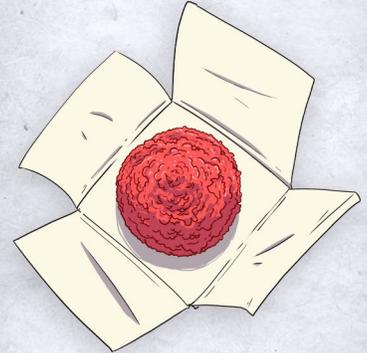


**Red Powder can be used once as a component in a spell or a recipe.**

"Smells like cinnamon!"

## RED POWDER

Component, Common

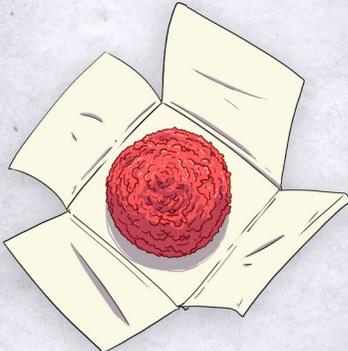


**Red Powder can be used once as a component in a spell or a recipe.**

"Smells like cinnamon!"

## RED POWDER

Component, Common



**Red Powder can be used once as a component in a spell or a recipe.**

"Smells like cinnamon!"

## YELLOW POWDER

Component, Common



**Yellow Powder can be used once as a component in a spell or a recipe.**

"This burns my nostrils!"

## YELLOW POWDER

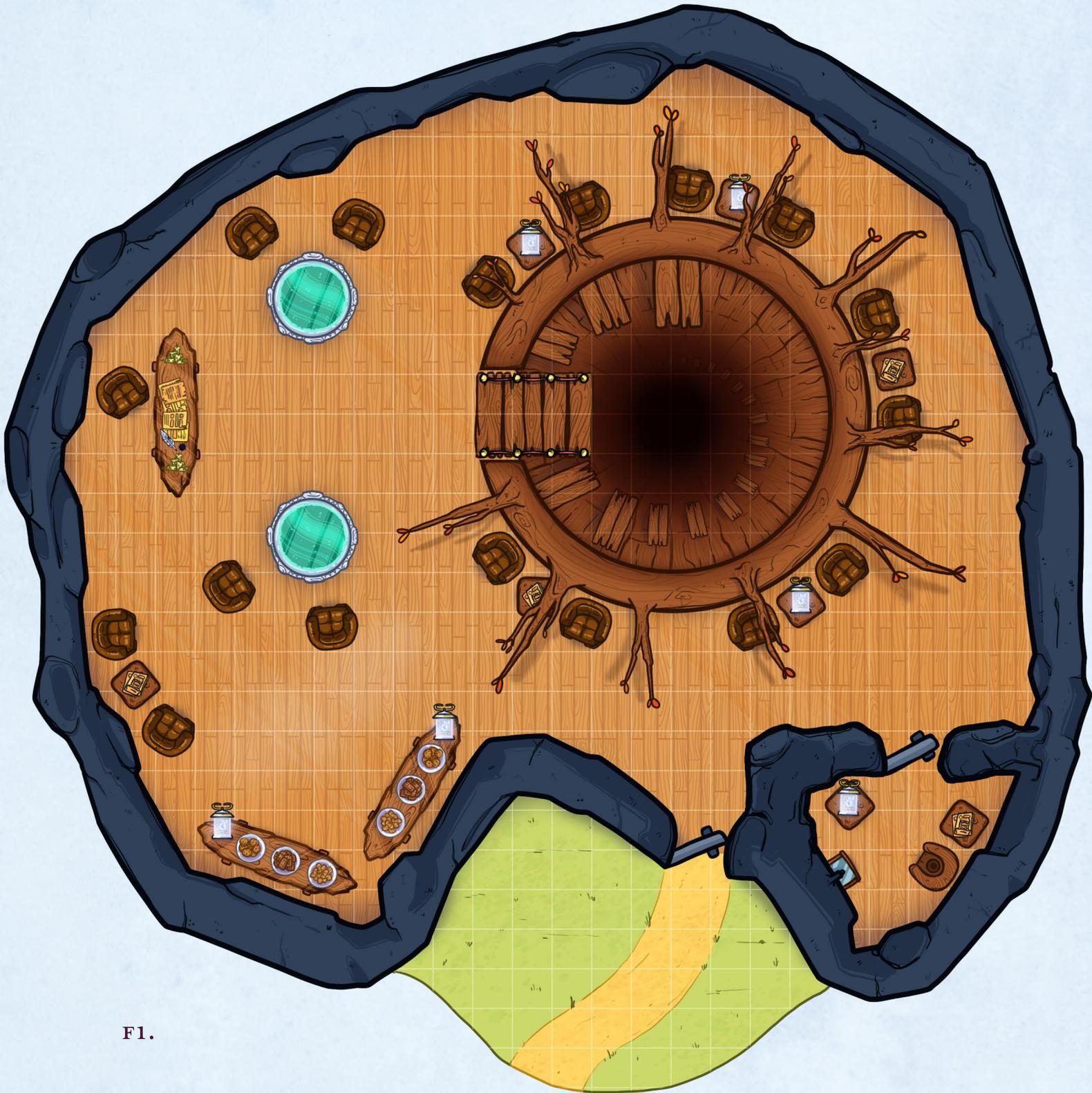
Component, Common



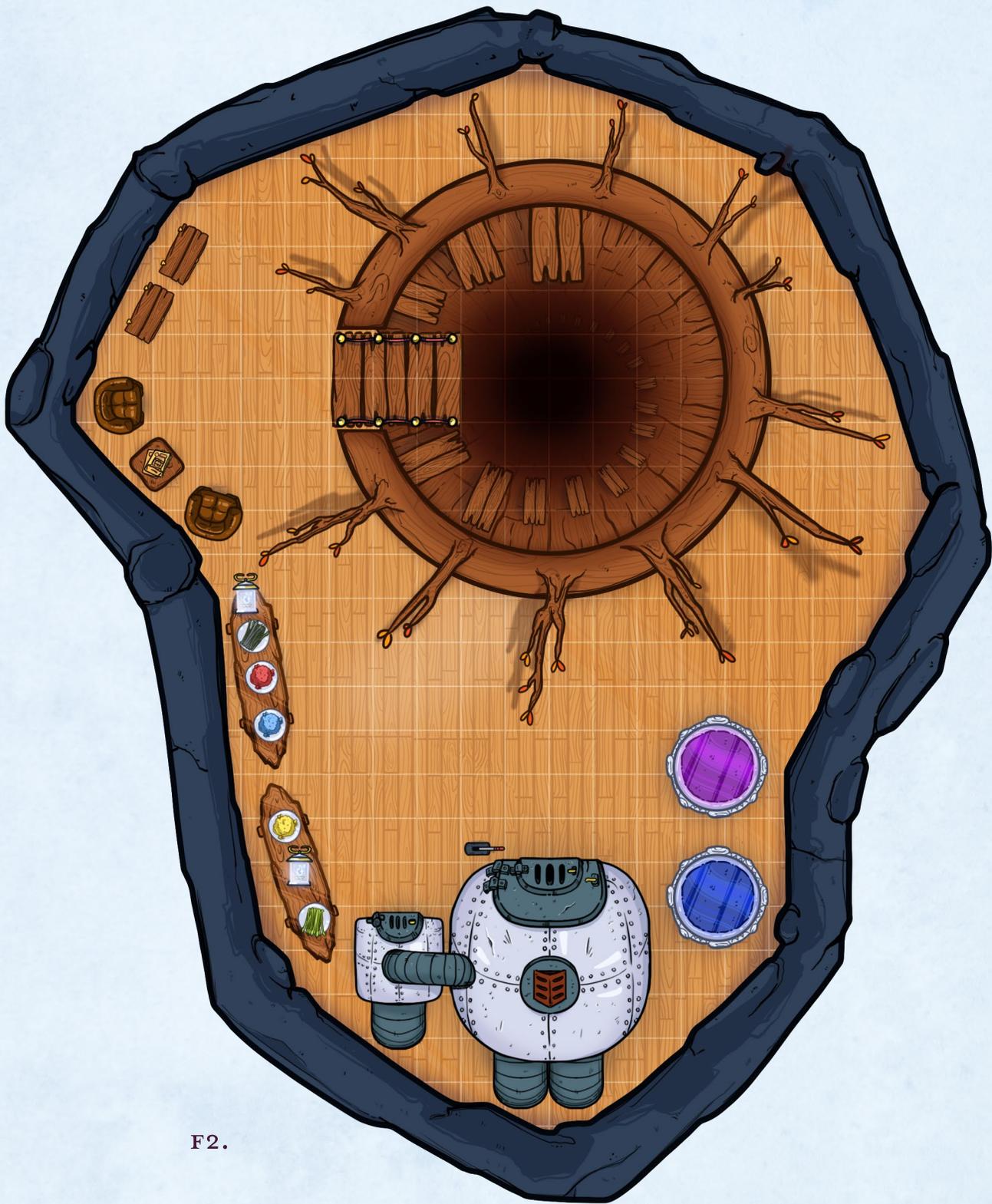
**Yellow Powder can be used once as a component in a spell or a recipe.**

"This burns my nostrils!"

APPENDIX D: BATTLE MAPS

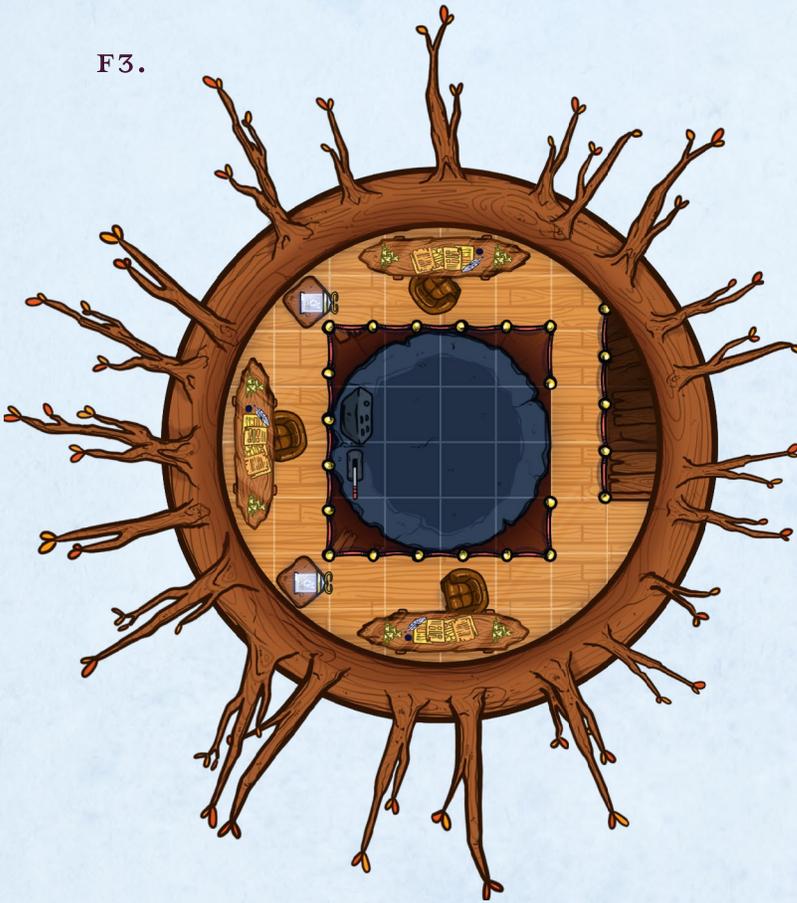


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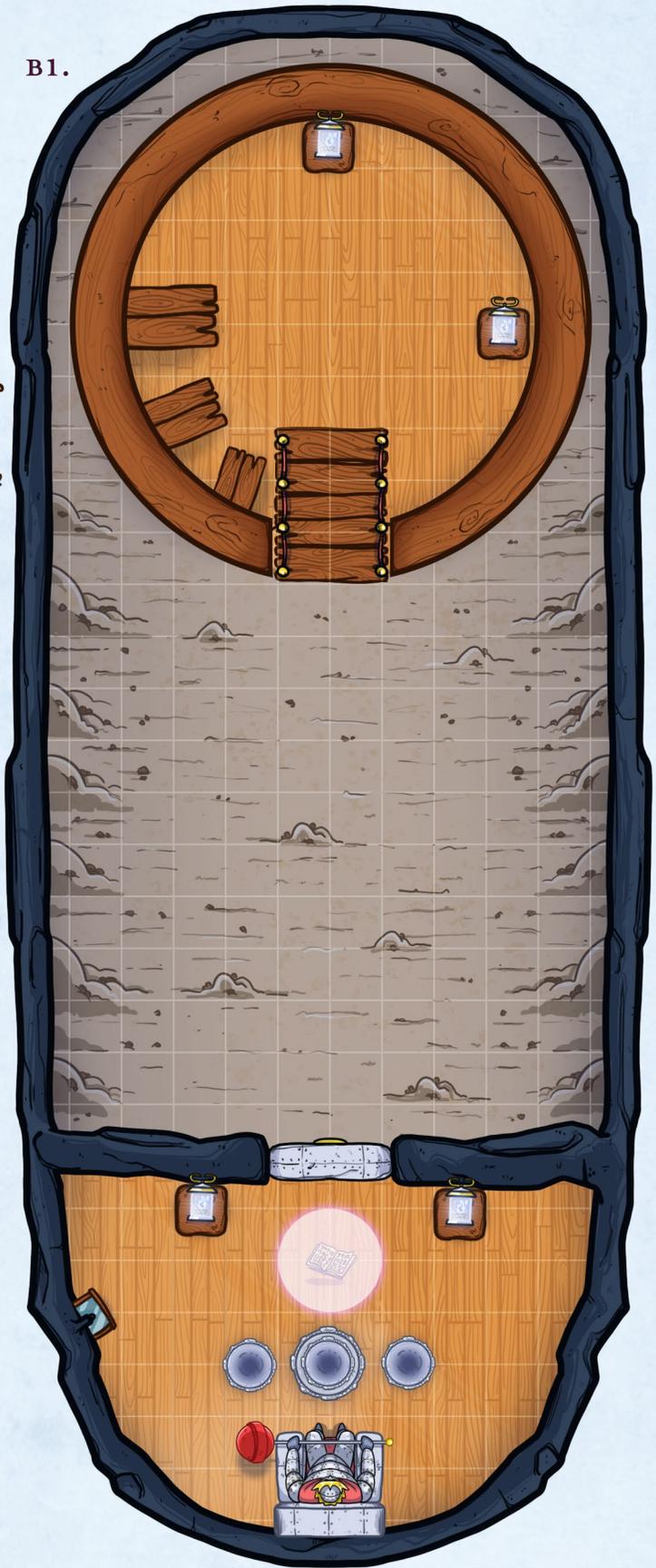


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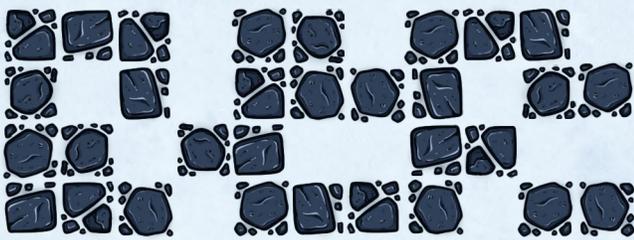
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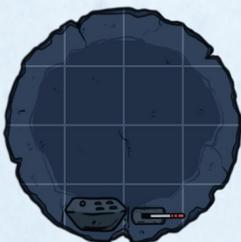
B1.



STONE PATH TRAP.



ELEVATOR.



**Gnomish Nom Noms**  
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