Chance of food spoiling

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

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

^{*}Increase DC by 5 if the food source was magical or mythical in nature

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

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

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

Table a

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

1-5 The creature grows two horns from their forehead. 6-10 The creature's skin takes on a greenish tinge, giving them disadvantage on their charisma checks unless the DM rules otherwise. 11-15 The creature's eyes change colour. Roll 1d6 for colour. 1=brown, 2=grey, 3=blue, 4=green, 5=yellow, 6=combination: roll twice, ignore any sixes The caster becomes slightly translucent. There is no physical effect, they are still 16-20 completely corporeal, and the caster gains no ghost-like abilities. This may give advantage or disadvantage in situations at the DM's discretion 21-25 The creature's skin glows in the dark. They have disadvantage on stealth rolls. The creature grows a tail. The tail can act as an extra attack per round, dealing 1d4 damage, but cannot carry anything, it also adds advantage to dexterity checks. After 1d8 days it turns to stone and falls off. The character grows a beard, regardless of gender. After 1d4 hours the beard falls out. If the character already had a beard, that beard falls out instead and the character can no longer grow a beard. 34-36 The character turns to stone and is petrified for 1d8 hours. The poison in the creature's system is suspended for the duration. The character hiccups uncontrollably for the next 1d4 hours and has disadvantage on any spellcasting involving verbal components and the DM may rule that it also gives disadvantage to ability or skill checks in social situations such as negotiating or intimidating. The creature emits steam and mist for the next 1d4 hours. The steam is harmless and easily dispersed by movement or even a light breeze, but at the DM's discretion the steam provides disadvantage to ability or skill checks in social situations. 47-49 The creature beliches, emitting a stinking cloud as per the spell description using the creature's level as the spell level. 50-52 The creature beliches, emitting a Thunderwave as per the spell description using the creature she levels, and the stransformed into a peacock for 1d8 hours. All HP's and stats remain the s		Table b
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	99	location on the prime material plane at the end of the turn. If anything occupies the space the creature was in, the creature makes a shove attack against it to move it 5ft away. If
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Effects on the table are permanent unless otherwise noted. They can be removed by a remove curse spell.