



# Culinary Magic



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**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE





# LETTERS FROM THE FLAMING CRAB

## CULINARY MAGIC

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*Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.*

Coming in July: Cooking Magic!

Coming in August: The Wheel of the Year – Pagan Holidays!

**PATHFINDER**  
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To the Honorable Dwight David Eisenhower, Lord-General in the armed forces of the United Commonwealths of America:

Sir, I hope this missive finds you well and, more importantly, finds the war effort against the Axis Alliance favorable to our cause. The Flaming Crab has visited twenty-nine planes of reality since being thrust from our own by the experiment at Philadelphia. I send out this letter in a bottle praying to the spirit of independence that you receive it.

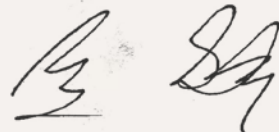
When I think of you, sir, I remember the ~~like~~ state dinner we attended together at the White House some years ago. I recall being puzzled when you made your way to the kitchen and ordered any excess food to be boxed up and delivered to the nearby Washington Arsenal. When I asked after the curious order, you informed me in plain words "an army marches on its stomach".

I have never forgotten those words, sir, and recent discoveries have proved to me their wisdom. During our most recent jaunt we put into port and discovered a quaint city populated almost entirely by halflings. As at home, the stout and worthy inhabitants of this city welcomed us with open arms. We resupplied, feasted, and received some much needed balm for our weary souls. Indeed, one of the meals we ate felt as much like magic as a repast. I commented upon this to our host, a rather rotund innkeeper named Firewise.

Master Firewise replied that the meal in question did, in fact, contain magic qualities! You can only imagine my head cook's surprise and delight at this discovery. For the remainder of our stay in the halfling city, my head cook spent his time with a variety of chefs, learning all he could about this ~~cooking~~ "culinary magic". I am quite pleased to say that he has become an initiate in the mysteries of this magic. I look forward to the benefits this will bring to my crew and to our search for a route home to the United Commonwealths.

In the hope that the cooks of the United Commonwealth ~~armies~~ militaries can adapt this magic to help with the war effort, I am sending my cook's notes along with this letter. I do hope it is useful.

May the gods bless the United Commonwealths and your efforts to defend her,



Molly Shell, Captain, UCS Flaming Crab.

Once again, Captain Shell's letter reached me instead of the intended recipient. The notes on culinary magic were fascinating and I couldn't help trying out a recipe or two. Unfortunately, while the food was tasty it didn't seem to have any actual magical properties.

So, while we can't benefit from culinary magic, our characters can. We've taken the notes of Captain Shell's head cook and done some magic of our own, transforming them into a new magical system that can be plugged into your game.

Inside this volume you'll find rules for culinary magic, a variety of recipes, new items, feats, and traits for magical bakers and chefs, and two new archetypes: the kitchen witch and the performing chef.

As always, please let us know what you think. So long as Captain Shell's letters keep coming to me, we'll continue to publish them.

Sincerely,  
J Gray

We recognize that baking and cooking, while related, are two distinct arts with their own techniques, traditions, and history. For the sake of simplicity, however, we have combined Craft (baking) and Craft (cooking) into a single skill: Craft (culinary). This way, a culinary artist doesn't need two separate skills to take advantage of the power of cooking magic. GMs are welcome to be more specific in their requirements, replacing Craft (culinary) with Craft (cooking) for cooked dishes and Craft (baking) for baked dishes. We have also introduced Profession (culinary) for professional bakers and chefs as well as Perform (culinary) for those chefs who put on a show while preparing a dish.



## CULINARY MAGIC

Culinary magic works much like crafting an alchemical item. The culinary artist gathers the ingredients, prepares them according to a recipe, makes an appropriate skill check, and creates a meal that imparts magical benefits upon anyone who consumes it.

To prepare a magical dish, a character must have the Culinary Magic feat as well as ranks in Craft (culinary).

If the Craft check is failed by 5 or less, the dish is edible but mundane and has no magical properties. If the Craft check is failed by more than 5 the dish is inedible.

A character can only benefit from one magical dish at a time. Consuming an additional dish while still under the effect of a previous meal provides no benefit. Unless otherwise noted, magical dishes lose their power after an hour and cannot be preserved for later. Leftovers lose their magical properties. Additional servings of most dishes do not provide enhanced benefits.

Each culinary magic recipe contains the following information:

**Name:** The name of the dish being created.

**Difficulty:** The Craft (culinary) DC needed to make the dish.

**Description:** A brief overview of the dish.

**Ingredient list:** The major ingredients needed to make the dish. Other ingredients might be involved at the GM's discretion. Some ingredients are new items found in this book.

**Servings:** How many servings the recipe creates.

**Prep & Cooking Time:** An estimate of the time it takes to prepare and cook the dish.

**Directions:** Directions for preparing the dish. These are for "in game" flavor and are not intended to simulate a real recipe.

**Magical benefit:** The benefit gained by consuming the dish.

None of the recipes have an associated price to show how much ingredients cost. We have left pricing up to individual GMs to base on the availability of ingredients in their campaign world. However, if the GM needs a quick way to price out ingredients for a Culinary Magic meal, consider the cost to be equal to 5 sp per serving. The special ingredients for some meals, such as owlbear eggs and manticores spines, might add to the cost. If these meals are being prepared by a professional chef in a restaurant, cafe, or bakery setting the starting price for any meal should be 1 gp per serving.

## Recipes Breakfast

### Coin-Cakes (DC 20)

*The "Breakfast of Bandits", these golden-brown, coin-sized pancakes are served in a pool of sweet, sticky syrup.*

**Ingredients:** 1 cup breakfast batter mix, 1/2 cup milk, 1 egg, 1 tablespoon brown sugar, any flavor syrup.

**Servings:** 20 cakes per batch. Can be split between multiple creatures; Prep & Cooking Time: 20 minutes.

**Directions:**

Step 1: Combine ingredients. Stir thoroughly with a de-clouding whisk.

Step 2: Pour batter onto pan or skillet. Make sure the cakes do not exceed 3" in diameter.

Step 3: Pile the cakes on plate and apply syrup liberally.

**Magical Benefit:** For every 5 coin-cakes eaten from the same serving, a creature gains a cumulative +1 bonus to Appraise checks to determine the value of unusual coins; to Perception checks made to locate coins or coin purses; and to Sleight of Hand checks involving coins or coin purses. This effect lasts for 12 hours.

### Dark Cinnamon Pour-ridge (DC 15)

*Favored by alchemists, the heavy spiced taste of this thick pour-ridge encourages the mad instincts needed to mix chemicals.*

**Ingredients:** 2 cups rolled oats, 1/2 tablespoon ground cinnamon, brown sugar, thickened cream.

**Servings:** 6; Prep & Cooking Time: 15 minutes.

**Directions:**

Step 1: Combine all ingredients except salt in saucepan and stir over low heat.

Step 2: Dissolve brown sugar in a separate saucepan until sugar caramelizes. Add cream.

Step 3: Serve pour-ridge in bowls, covered in a brown sugar and cream mixture.

**Magical Benefit:** Eating a bowl of dark cinnamon pour-ridge enhances the deftness of hand and strangeness of mind needed for alchemy. Anyone who eats a serving of dark cinnamon pour-ridge rolls twice on all Craft (alchemy) checks for the next hour and takes the highest of the two rolls.

### Soft Breakfast Tacos (DC 20)

*Some say this mixture of eggs, bacon, tomatoes, and red chili is the perfect way to start your day.*

**Ingredients:** 6 lightly beaten eggs, 6 strips of bacon, 2 finely chopped tomatoes, 1 finely chopped red chili pepper, 3 tortillas, spices, hot sauce (optional).

**Servings:** 3; Prep & Cooking Time: 30 minutes.

**Directions:**

Step 1: Combine tomato, chili pepper, and spices to make salsa. Add hot sauce (optional).

Step 2: Gently heat tortillas while cooking bacon.

Step 3: Whisk and scramble eggs. Spoon eggs, bacon, and salsa into tortillas and wrap.

**Magical Benefit:** Any character who eats a soft breakfast taco gains 1 temporary hit point per character level of the chef. The effect of the dish lasts for 12 hours.



## Soup/Salad

### Rainbow Fruit Salad (DC 15)

*A colorful fruit salad, bursting with energy.*

**Ingredients:** 5 cups diced fruit of different colors, 1 tablespoon honey.

**Servings:** 4; Prep & Cooking Time: 10 minutes

**Directions:**

Step 1: Mix diced fruit in bowl.

Step 2: Drizzle honey over fruit.

Step 3: Serve.

**Magical Benefit:** Any character who eats a bowl of rainbow fruit salad becomes alert, awake, and aware. They gain a +2 on Perception checks to avoid surprise attacks and +3 on saves against daze, fatigue, and sleep effects. This bonus increases by 1 for every 10 by which the cook beats the Craft (culinary) check and lasts for 12 hours.

### Manticore Chili (DC 15)

*This steaming bowl of chili is made from specially prepared manticore meat to ensure all spines were removed.*

**Ingredients:** 1 handful of ground manticore meat, 1/2 cup of red kidney beans, 5 chili peppers

**Servings:** 1; Prep & Cooking Time: 40 minutes

**Directions:**

Step 1: Cook the grounded manticore meat until it browns, don't drain any excess fat, this will serve as the soup's broth.

Step 2: Pour in the red kidney beans and stir for 5 minutes.

Step 3: Chop chili peppers and stir into the manticore meat, let it cook for 5 additional minutes and serve.

**Magical Benefit:** This meal is often eaten with chopsticks carved from manticore spines. Consuming the manticore chili gives an insight into the workings of hybrid creatures. Once eaten, the consumer gains a +1 bonus to all damage rolls against any non-humanoid creature that is a hybrid of multiple creatures (such as owlbears, manticores, sphinxes, etc.). This bonus increases by +1 for every 5 by which the cook beats the Craft (culinary) check, and lasts for 4 hours after consumption.

### Soto Ayam (DC 25)

*A bold chicken stew with a spicy cultural flair.*

**Ingredients:** Shredded chicken, tomatoes, potatoes, green onions, spices, 4 hard-boiled eggs

**Servings:** 4; Prep & Cooking Time: 55 minutes

**Directions:**

Step 1: Chop vegetables to preference and peel the hard-boiled eggs. Sear shredded chicken in a frying pan with the spices and green onions.

Step 2: Combine all ingredients, along with the juices in the frying pan, into 8 cups of boiling water. Cook on low-medium heat for 45 minutes, stirring occasionally.

Step 3: When serving, be sure to have exactly one hard-boiled egg in each bowl.

**Magical Benefit:** For 24 hours, creatures who eat soto ayam gain a +5 bonus on saves versus fear effects. In addition, they gain DR 2/- against all natural attacks from flying, feathered creatures for 4 hours.

## Entrees and Side Dishes

### Caramelized Mushrooms (DC 15)

*These black mushrooms have been prepared and caramelized, making them excellent sweet and sour treats.*

**Ingredients:** 1/2 a cup of diced poisonous mushrooms, 1 tablespoon of butter, 1/2 cup of brown sugar and cinnamon.

**Servings:** 1; Prep & Cooking Time: 30 minutes

**Directions:**

Step 1: Boil the diced mushrooms in water; after the water turns a dark, almost black color, take out the mushrooms. Discard the water.

Step 2: Melt butter in a pan and add mushrooms, stir until mushrooms are tender.

Step 3: Stir in brown sugar and cinnamon into the pan, cook until mushrooms are brown colored. Cool and serve in a bowl.

**Magical Benefit:** Once poisonous, these mushrooms now offer protection against poisons. Caramelized mushrooms are sweet at first, but become sour as they are chewed, leaving a tangy aftertaste. The consumer gains a +1 bonus to all saves against poison. This bonus increases by +1 for every 5 by which he beats the Craft (culinary) check, and lasts for 6 hours after consumption.

### Deviled Owlbear Eggs (DC 25)

*This great egg has its own yolk prepared and served in its center, steam rises filling the air with a delicious smell of herbs and spices.*

**Ingredients:** 1 owlbear egg, 1/4 cup of milk, assorted herbs and spices

**Servings:** 2; Prep & Cooking Time: 20 minutes

**Directions:**

Step 1: Boil egg in a pot for 15 minutes.

Step 2: Crack the egg shell and peel under cold water, chop egg in half, remove the yolk and place in another bowl.

Step 3: Mix milk, herbs, and spices with yolk and mix thoroughly, afterward evenly disperse mixture into the egg whites and serve.

**Magical Benefit:** The eyes of the consumer of this egg turn big, round, and gain a yellowish hue, like those of an owl. He gains the scent universal monster ability, as well as a +1 bonus to all Perception checks. This bonus increases by +1 for every 5 points by which the cook passes the Craft (culinary) check. These benefits last for 4 hours after consumption.

### Heartfire Curry (DC 20)

*Not for the faint of heart, this curry dish tends to burn the nostrils and water the eyes of those who come near it.*

**Ingredients:** 2 1/2 cups of curry paste, 1 lb. of chopped pork meat (skin removed), 3 cups of olive oil, 1 chopped ghost pepper

**Servings:** 6; Prep & Cooking Time: 1 hour

**Directions:**

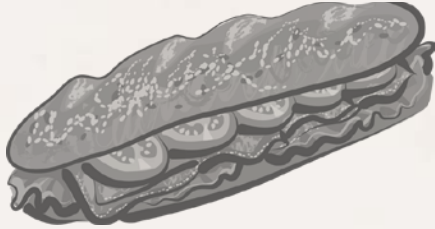
Step 1: Cook chopped pork meat in olive oil for 45 minutes

Step 2: Once the meat is golden, add the curry paste and toss well. Leave it to cook for 10 more minutes.

Step 3: Remove any excess fat, then add the ghost pepper

and stir, cook for an additional 5 minutes more, and serve.

**Magical Benefit:** Those that can completely eat a serving of heartfire curry gain the respect of their peers, as well as heat resistance boons. Anyone attempting to consume heartfire curry must succeed at a DC 15 Fortitude save or be unable to finish the meal. If successful, the consumer gains resist fire 5 and gains the constant benefit of endure elements, but only against hot temperatures. These benefits last for 8 hours.



### **Morph Grinder** (DC 20)

*This long sandwich is commonly stacked with lettuce, tomato, meats, and cheeses.*

**Ingredients:** Roll of bread 1 foot in length, meats, cheeses, and/or vegetables.

**Servings:** up to 2; Prep & Cooking Time: 5 minutes

**Directions:**

Step 1: Slice bread lengthwise.

Step 2: Stack ingredients inside of the sandwich to preference.

Step 3: Cut sandwich into two.

**Magical Benefit:** Creatures that eat half of the morph grinder extend the duration of any polymorph effect by 10 minutes. This effect lasts for 6 hours. Eating both halves of the same grinder in one sitting extends the duration of the effect to 9 hours. However, this causes a tiring weight in the stomach, reducing the eater's base speed by 5 feet for two hours.

## **Desserts**

### **Candy Flatware** (DC 30)

*What looks like a set of mundane silverware is actually glittering hard candy bursting with fruity flavor.*

**Ingredients:** 1/2 cup of any fruit juice, 1 1/2 cup sugar, 1 cup water, prestidigitation spell

**Servings:** 2 sets of flatware (2 forks, 2 knives, 2 spoons); Prep & Cooking time: 1 hour

**Directions:**

Step 1: Stir the sugar and water in a pan over medium heat. Bring to a boil when the sugar dissolves.

Step 2: Mix in the fruit juice as the water cools.

Step 3: Pour the cooling mixture into six strips on a greased cookie sheet and use prestidigitation to shape the hardening candy. The spell can be cast by another character who is assisting the cook.

**Magical benefit:** While the user of candy flatware is consuming a dish created with culinary magic, the set of flatware absorbs some of the power of the dish being eaten. When the dish is finished, the consumer can then eat the flatware. Doing so extends the duration of the dish's effects by 1 hour.

If the flatware is not eaten with another magical dish, the flatware's magical benefits can not manifest and are lost.

### **Restful Cream** (DC 15)

*This bland looking cream smells sweet, is silky smooth to the touch, and has an even soft taste.*

**Ingredients:** 1/4 cup of butter, 1 cup of milk, 1/2 cup of peaches and bananas

**Servings:** 1; Prep & Cooking Time: 15 minutes

**Directions:**

Step 1: Mince peaches and bananas in a bowl.

Step 2: Mix and beat butter and milk, until they become a paste.

Step 3: Mix the minced peaches and bananas with the mixed butter and milk until they are creamy and smooth.

**Magical Benefit:** Once consumed, this cream soothes the body of its consumer, promoting a restful sleep. The consumer receives a +1 circumstance bonus to all Will saves while sleeping. This bonus increases by +1 for every 10 points by which the cook passes the Craft (culinary) check. These benefits last for 8 hours after consumption.

### **Tandem Tarts** (DC 20)

*These matching, cherry-topped pastries are warmed and dusted over with powdered sugar. This dessert is meant to be shared by two people.*

**Ingredients:** 2 pastry bases, cherry pie filling, powdered sugar

**Servings:** 2; Prep & Cooking time: 15 minutes

**Directions:**

Step 1: Spread cherry pie filling on top of pastry bases

Step 2: Bake pastries at medium heat for 10 minutes.

Step 3: Sprinkle powdered sugar on pastries.

**Magical benefit:** All bonuses from aid another actions, flanking, and skill check assistance are increased by +1. A creature which consumes a tart can only benefit from this if they are assisting, or being assisted by, the consumer of the other tart. Additionally, treat any teamwork feat possessed by either consumer as if it were possessed by both creatures. These effects last for 8 hours.

## **Snacks**

### **Dried Black Eyed Peas** (DC 15)

*These black eyed peas have been dried and salted in squid ink, making them an excellent traveling meal.*

**Ingredients:** 1 cup of black eyed peas, 2 cups of squid ink, 1 cup of salt

**Servings:** 4; Prep & Cooking Time: 15 minutes

**Directions:**

Step 1: Boil squid ink and salt in a pot.

Step 2: Wrap peas in a cloth bag and submerge inside boiling squid ink for 10 seconds, making sure all peas contact the water.

Step 3: Remove peas from the boiling squid ink, and then submerge in cold water. As soon as the peas are cool, remove them from the cloth bag and lay out to dry.

**Magical Benefit:** The eyes of those who eat the peas turn pearly white with black irises. Beneficiaries of the meal gain the uncanny ability to see in the absence of light. The consumer gains low-light vision and darkvision up to a range of 30 ft. If the consumer already has either low-light vision or dark vision, the effective range of their



ability doubles. This magical benefit lasts for 1 hour after consumption. Dried black eyed peas retain their potency for 24 hours after being prepared, after which time they becomes a mundane food item.

**Flavorfizz Juice** (DC 15 [light], DC 20 [moderate], DC 25 [serious], see text)

*This flavorful, bubbly concoction tickles the mouth, throat, and stomach as it provides cool, pleasing refreshment.*

**Ingredients:** Any cure potion, a wand of air bubble, 1/2 cup of any fruit juice.

**Servings:** 1; Prep & Cooking Time: 7 minutes

**Directions:**

Step 1: Pour both cure potion and fruit juice into a wooden bowl.

Step 2: Stir mixture with wand of air bubble, for 5 minutes, activating the wand once during stirring.

Step 3: Funnel mixture into a vessel.

**Magical Benefit:** The imbiber immediately gains the benefits of the cure potion used to make the juice. 1d4 rounds later, the fizzy nature of the beverage causes him to burp a cloud of sweet-smelling mist in a 5-foot cone. Any creature caught in the area of effect heals 1d4 points of damage. The burp is not an action and does not provoke attacks of opportunity. Flavorfizz juice retains its potency for 24 hours after being prepared, after which time it becomes a flat, mundane drink and the magic of the original potion is lost.

**Friendship Herb Twist** (DC 15)

*Baked with an aromatic mixture of fresh herbs, sharing these twists helps cement friendships.*

**Ingredients:** batter mix, herb mixture (parsley, dill, rosemary, chives), sea salt, cream.

**Servings:** 3; Prep & Cooking Time: 1 hour.

**Directions:**

Step 1: Mix ingredients with water in bowl to create dough.

Step 2: Knead dough and shape into 3 twists. Let dough rise.

Step 3: Brush rolls with sea salt and cream. Bake until golden brown.

**Magical Benefit:** When the bearer offers a friendship herb twist to another, the giver gains a +2 bonus to Diplomacy checks made against the consumer for one hour after it is eaten. Increase this bonus by +1 for every 5 by which the baker beats the Craft (culinary) check. Friendship herb twists retain their potency for 24 hours after being prepared, after which time they become a mundane food item.

## Character Options

### Traits

#### Dwarven Connoisseur (Dwarf Trait)

*When you eat a hearty meal you become hardier.*

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +3 trait bonus on saves against poisons. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.

#### Elven Connoisseur (Elf Trait)

*When you eat a hearty meal your spells become harder to resist.*

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +3 trait bonus on caster level checks made to overcome spell resistance. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.

#### Food Savorer (Social Trait)

*A lifetime of hearty eating has taught you how to savor every bite of good food.*

**Benefit:** The duration of any benefit you gain from consuming a magical dish increases by 25%.

#### Gnomish Connoisseur (Gnome Trait)

*When you eat a hearty meal your skepticism increases.*

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +3 trait bonus to all saves against illusion spells or effects. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.

#### Half-Elf Connoisseur (Half-Elf Trait)

*When you eat a hearty meal your senses sharpen.*

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +3 trait bonus to all Perception checks. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.

#### Half-Orc Connoisseur (Half-Orc Trait)

*When you eat a hearty meal you become filled with bravado.*

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +3 trait bonus to all Intimidate checks. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.

#### Halfling Connoisseur (Halfling Trait)

*When you eat a hearty meal you become very self-confident.*

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +3 trait bonus on all saving throws against fear. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.



## Human Connoisseur (Human Trait)

When you eat a hearty meal you are invigorated with much gusto.

**Benefit:** Any time you consume a dish prepared using the Culinary Magic feat, you gain a +1 trait bonus to one skill of your choice. For the duration of the effect, the skill is counted as a class skill. This benefit lasts for 4 hours after consuming the meal. You can only benefit from this trait once every 24 hours.

## Master Culinary Artist (Social Trait)

The culinary arts come natural to you.

**Benefit:** You gain a +2 trait bonus to Craft (culinary) checks. Craft (culinary) is always considered a class skill for you.

## Feats

### Clever Cook

When some rare ingredients aren't available, you easily emulate their taste with more attainable alternatives.

**Prerequisites:** Craft (culinary) 5 ranks, Culinary Magic.

**Benefit:** When using culinary magic, you may replace an ingredient requirement for a recipe with a similar alternative, at the GM's discretion. For example, you may cook Manticore Chili without the use of ground manticore meat and use ground beef heavily spiced with hot sauce instead. In addition, you prepare meals in half the time described in the recipe.

### Culinary Magic

You can make exceptional meals, infusing them with magic.

**Prerequisites:** Craft (culinary) 3 ranks.

**Benefit:** You can use culinary magic to create meals that grant benefits to those that consume it. You know a number of recipes equal to your skill ranks in Craft (culinary). In addition, you gain a +2 bonus to Craft (culinary) checks when preparing mundane meals.

### Extra Recipes

The number of magical recipes you can prepare is exceptional.

**Prerequisites:** Culinary Magic.

**Benefit:** Double the number of magical recipes that you know.

### Smorgasbord Mastery

When you cook magical dishes, you can prepare more than the usual amount of servings.

**Prerequisites:** Craft (culinary) 5 ranks, Culinary Magic.

**Benefit:** When using culinary magic, you prepare twice the number of servings with the normal amount of ingredients.

## Culinary Items Mundane Items

### Armored Apron (light armor)

Cost 10 gp; Weight 10 lbs.

**Armor Bonus** +1; **Maximum Dexterity Bonus** +6; **Armor Check Penalty** 0; **Arcane Spell Failure Chance** 5%

**Speed** 30 ft./20 ft.

This heavy apron has been reinforced with strips of leather to protect chefs from burns and cuts suffered during meal preparation.

**Benefit:** You gain DR 2 against slashing attacks and resist fire 2.

### Batter Mixes

Cost 2 sp; Weight 1/2 lb.

Batter mixes are pre-measured, pre-combined series of dry ingredients that allow foods to be cooked with minimal need for measurement. Use of a batter mix for any mundane recipe reduces prep and cooking time by 5 minutes, to a minimum of 5 minutes. Varieties of batter mixes include bread, breakfast, cake, cookie, cracker, and wafer.

### Frying Pan

Cost 1 gp (iron), 2,001 gp (mithral); Weight 2 lbs. (see text)

This flat, circular stove-top tool sports a heat-resistant handle. It is used to fry, sear, or brown foods, and is perfect for making breakfast meals such as eggs, batter-toast, or pancakes. Frying pans are commonly made from heavy iron. Frying pans made of mithral are non-stick, reducing the DC of any recipe cooked with them by 1.

When used as an improvised weapon, a frying pan deals bludgeoning damage equal to that of a club of its size. Mithral frying pans are still considered silver for the purposes of overcoming damage reduction.

### Hand Juicer

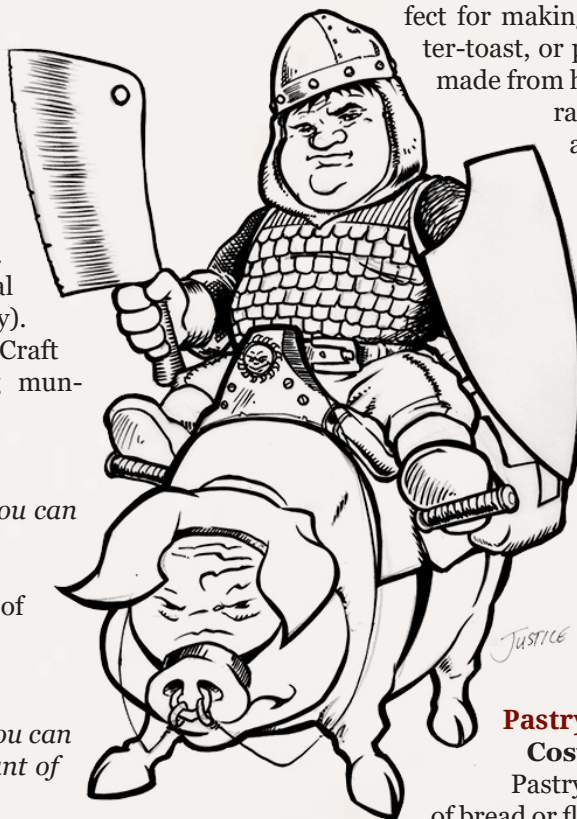
Cost 2 gp; Weight 1/2 lb.

This 12-inch diameter wooden dish has a jagged, bumpy protrusion jutting from its center. It is used for extracting the juices from fruits. Each piece of fruit juiced with this tool produces 1d4 x 1/4 cups of juice.

### Pastry Bases (Dozen)

Cost 5 sp; Weight 1/2 lb.

Pastry bases are palm-sized, sweet loaves of bread or flaky crusts. They can be piled with any assortment of toppings to create tasty desserts. They can be purchased pre-made or baked by the dozen in 20 minutes with 2 cups flour, 1 cup milk, 1 egg, 1/2 cup sugar, and a successful DC 10 Craft (culinary) check.





## Magic Culinary Items

### Declouding Whisk

**Aura** faint transmutation; **CL** 4th

**Slot** none; **Price** 3,280 gp; **Weight** -

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#### DESCRIPTION

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The wooden handle of this lightweight wire whisk has various shapes of eyes etched into it.

The whisk provides a +2 competence bonus to any Craft (culinary) check involving mixes or batters. Once per day, while mixing with a declouding whisk, a command word can be spoken to cause one bowl (up to 5 cups) of mixed contents to become translucent for one minute. This allows the user to identify any chunks that need to be whisked, or locate any foreign objects that may have fallen into the batter.

When food prepared with help from the whisk is eaten, the consumer's vision is enhanced, allowing them to see 10 feet farther than they normally could for 1 hour. This benefit also affects low-light vision, darkvision, and the Clouded Vision Oracle Curse.

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#### CONSTRUCTION

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**Requirements** Alertness, Craft Wondrous Item, *acute senses*; **Cost** 1,640

### Mealmeld Vessel

**Aura** faint abjuration; **CL** 3rd

**Slot** none; **Price** 2,400 gp; **Weight** 1/2 lb.

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#### DESCRIPTION

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Constructed as a bowl or goblet, this cast-iron vessel has an image of snowflakes falling into a bed of flames embossed all around its exterior.

Once per day, food or drink taken from the vessel grants resistances to the consumer based on its temperature. For the consumer, hot foods, such as soups or coffee, grant resist fire 5; cold foods, such as ice cream, grant resist cold 5. Foods that are neither too hot or too cold grant resist sonic 5. This effect lasts for 8 hours.

If a meal created with Culinary Magic that grants fire, cold, or sonic resistance is eaten from the vessel, the bonus granted by the vessel is added to the bonus bestowed by the food.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Item, *resist energy*; **Cost** 1,200 gp

### Sustaining Breadboard

**Aura** moderate conjuration (creation); **CL** 5th

**Slot** none; **Price** 1,000 gp; **Weight** 2 lbs.

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#### DESCRIPTION

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This sturdy darkwood breadboard has the silhouette of a bountiful cornucopia emblazoned into its cutting surface.

Once per 12 hours, the breadboard can be commanded to manifest one meal's worth of in-season fruits, breads, and inexpensive cheeses.

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#### CONSTRUCTION

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**Requirements** Craft Wondrous Item, *create food and water*; **Cost** 500 gp

## Weapon Property

### Culinary

**Price** +600 gp

**Aura** faint transmutation; **CL** 1st

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#### DESCRIPTION

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This ability can only be applied to light or one-handed melee weapons.

A culinary weapon acts as a masterwork tool for any culinary project appropriate for its use. Its superior craftsmanship provides a competence bonus equal to its enhancement bonus to Craft (culinary) and Profession (culinary) checks. Since culinary weapons are designed as more of a tool than a weapon, all damage dice, including those added from other weapon properties, are reduced by one step for all attacks.

When used as a cooking tool, a culinary weapon that also possess the flaming or flaming burst ability reduces the cooking or baking time of any recipe by 5 minutes, to a minimum of 5 minutes.

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#### CONSTRUCTION

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**Requirements** Craft Magic Arms and Armor, *purify food and drink*; **Cost** +300 gp

## Archetypes

### Kitchen Witch (witch archetype)

*Some witches are granted a gift for the culinary arts by their patrons. The stew pot replaces the cauldron; the meals they cook are as blessed or cursed as they are delicious; and the will of the patron becomes the ultimate maître d'.*

**Additional Spells:** A kitchen witch adds *purify food and drink* and *abstemiousness* to her list of 0-level and 1st-level spells respectively.

**Culinary Athame (Ex):** Each kitchen witch is blessed with an athame (masterwork dagger) that is crafted by her patron. The spirit residing within allows it to hold spells exactly as a witch's familiar normally would. The witch must commune with her athame each day to prepare her spells, and can not prepare spells that are not stored within the athame. The blade can not be enchanted except by the witch's patron. If the athame is ever destroyed or broken, it crumbles to dust. After a restful night's sleep, the kitchen witch will awaken with a new athame in her grasp.

This ability alters the witch's familiar. Since the athame is not a living creature, it does not gain any of the abilities, natural armor, or Intelligence score adjustments usually granted to familiars. The abilities granted to the athame are as follows:

*Diminished Spell Storing:* At 1st level, a kitchen witch's culinary athame begins play storing all 0-level spells, plus three 1st-level spells of the witch's choice. At each new level, she adds one new spell of any spell level she can cast, based on her witch level, to her athame. The athame can only store spells gained by level; it can not learn new spells from another familiar or from a scroll.

Patron spells are not affected and are gained normally.

*Locate Anywhere:* So long as the kitchen witch and her athame are located on the same plane, she knows precisely where it is at all times and whether it is damaged or destroyed.

*Culinary Prodigy:* At 1st level, a kitchen witch gains Culinary Magic as a bonus feat so long as her culinary athame is within arms reach.

*Hardness and Hit Points:* At 1st level, the athame has hardness 2 and 10 hit points. At 3rd level, and every two levels thereafter, its hardness increases by 1, and its hit points increase by 10.

**Patron's Enhancement:** At 3rd level, the athame is empowered by the patron; becoming a +1 culinary dagger. Every four levels thereafter, the enhancement bonus increases by 1, to a maximum of +5 at 19th level.

This ability replaces familiar.

**Shaping the Craft:** At 5th, 9th, 13th, and 17th levels, a kitchen witch gains Extra Hex as a bonus feat. Hexes for the Extra Hex bonus feat must be chosen from the following list: cauldron, charm, fortune, healing, poison steep, slumber, tongues, unnerve beasts, ward, and witch's bottle.

**Hex Gourmet (Su):** At 4th level, a kitchen witch learns how to cook the magic of a single hex into a mundane dish using her athame. The kitchen witch chooses one hex from her known hexes at 4th level for this purpose. One additional hex from her known hexes is chosen at 8th, 12th, 15th, and 18th level. When the food is consumed, those who partook of the dish develop a mark on their stomach that lasts for 24 hours.

While the mark is on the creature, if the imbued hex is one that affects a single target, the kitchen witch can activate the hex and apply it to the marked creature so long as the witch and the consumer are within 10 miles of one another. Activating the hex still requires the appropriate action and the target still receives a saving throw where appropriate. Once a marked creature has been targeted with the hex, regardless of whether or not the hex successfully affected the creature, the mark disappears.

If the imbued hex is one that alters the witch's body or grants a feat (such as nails or cauldron), consumers gain both the mark and the ability to use the hex's ability once for as long as the mark lasts. Activating the imbued hex for use is a standard action that does not provoke attacks of opportunity. The hex can be activated by either the consumer or the witch, so long as she is within 1 mile of the marked creature. The hex uses the witch's level to determine any variable effects.

The kitchen witch can use this ability a number of times per day equal to 3 + her culinary athame's enchantment bonus + her Intelligence modifier. Once she has imbued a meal with a hex, she can not use that hex again for this ability until the next day. The mark created by eating the

food is a curse effect.

This ability replaces the hex gained at 4th level.

## Performing Chef (bard archetype)

*Performing chefs are not content with studying the oratory or visual arts. Instead, they combine the flair of performance with their true passion, the culinary arts. Having combined cooking with the performance arts, performing chefs are an elegant and commanding presence in both the battlefield and in the kitchen.*

**Weapon and Armor Proficiency:** A performing chef is proficient with all light simple weapons, plus the handaxe, kukri, starknife, and kama. Performing chefs can cast spells while wearing light armor without the normal arcane spell failure chance. A performing chef using a shield or wearing medium or heavy armor incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass performing chef still incurs the normal arcane spell failure chance for arcane spells received from other classes.

This replaces the bard's standard weapon and armor proficiency.

**Diminished Spellcasting:** A performing chef may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Charisma allows bonus spells of that level.

**Magic Chef:** A performing chef gains Culinary Magic as a bonus feat at 1st level even if he would not normally qualify for the feat.

This ability replaces inspire courage.

**Bardic Performances:** A performing chef gains the following type of bardic performance.

*Wrong Cut (Su):* At 14th level, a performing chef knows how to prepare ingredients in such a way that nauseates those unprepared for it. Enemies within 30 feet and able to smell any food prepared with this performance must succeed at a Fortitude save (DC 10 + 1/2 the performance chef's level + his Charisma modifier) or become nauseated while exposed to the scent and for a number of rounds equal to 1/2 the performing chef's level after leaving the area of effect. Creatures that succeed on their Fortitude save become immune to this particular performing chef's wrong cut performance for 24 hours.

This performance replaces frightening tune.

*Speed Cuts (Ex):* A performing chef's precision with light weapons is outstanding. Performing chefs gain the benefit of the Two-Weapon Fighting feat at 1st level, Improved Two-Weapon Fighting at 8th level, and Greater Two-Weapon Fighting at 15th level. The performing chef gains these feats even if he doesn't meet the prerequisites; however, he only gains these benefits with a specific weapon, chosen at the time he gains this performance.



This ability replaces distraction, dirge of doom, and inspire heroics.

**Performing Attack:** The flashing blades of a performing chef are beautiful but intimidating to watch. At 1st level, as a full-round action, a performing chef can make a single attack against an opponent. If the attack succeeds the performing chef can attempt to demoralize the target as an immediate action and adds a bonus equal to 1/2 his performing chef level to his Intimidate check.

This ability replaces countersong.

**Culinary Performance (Ex):** At 2nd level, a performing chef receives a morale bonus on all Perform (culinary) checks equal to 1/2 his bard level. In addition, he can use Perform (culinary) in place of Craft (culinary) when preparing mundane and magical meals, as well as Sleight of Hand checks involving small items, kitchen utensils, and any weapon he is proficient in.

This ability replaces the 2nd level versatile performance.

**Fast Hands (Ex):** A performing chef can use small items and light melee weapons with blinding speed and precision. At 2nd level, a performing chef can draw and put away small items stored in worn satchels, belt pouches, or small scabbards (including light melee weapons) as a free action.

This ability replaces well-versed.



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