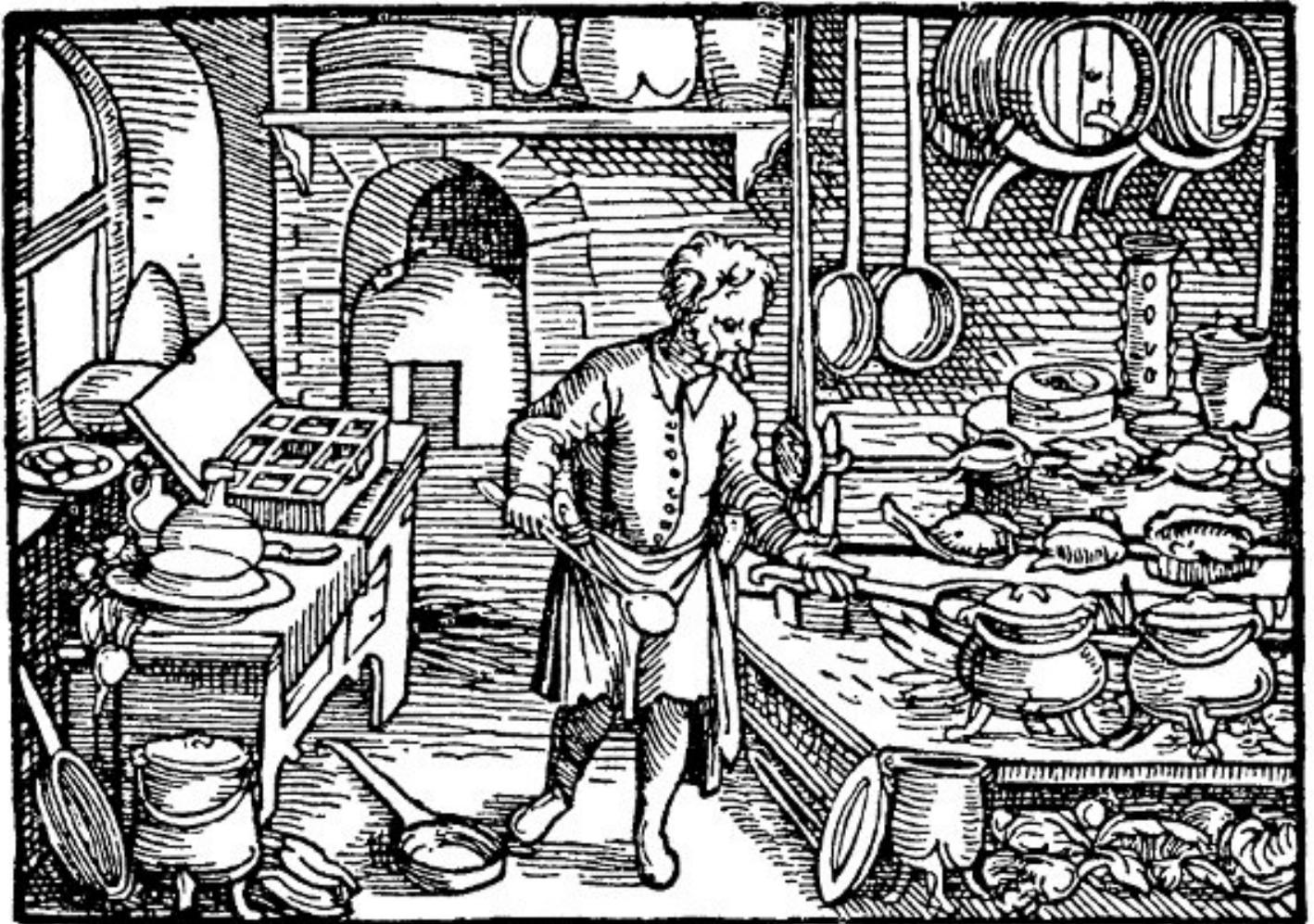


DEMONWYLD.COM

CULINARY MAGIC (TRUE20)



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OPEN GAME CONTENT

Nothing in this document is designated Open Game Content.

CULINARY MAGIC

Culinary magic is a supernatural tradition that revolves around the preparation, cooking, and infusing of food and beverages with supernatural powers.

Prerequisites: Trained in Craft (brewing and cooking), Knowledge (supernatural).

Key Ability: Wisdom.

Canonical Powers: Virtually any power that affects the mind or body, plus the following powers are: *Bliss**, *Body control*, *Calm**, *Cure*, *Cure blindness/deafness*, *Cure disease*, *Cure poison*, *Dominate**, *Drain vitality*, *Enhance ability*, *Enhance other*, *Enhance senses*, *Flesh shaping*, *Harm*, *Heart shaping*, *Illusion**, *Mind probe**, *Mind shaping**, *Pain*, *Psychic shield*, *Self-shaping*, *Sleep**, *Suggestion*, *Visions*. Powers marked with an asterisk (*) do not require mental contact.

Barred Powers: Any powers that do not affect the mind or body, plus the following powers: *Apport*, *Blink*, *Computer link*, *Elemental shaping powers (cold, earth, energy, fire, water, wind)*, *Ghost touch*, *Imbue life*, *Imbue unlife*, *Plane shift*, *Teleport*.

Perk: You gain the following perks:

- You do not need the Imbue Item feat when imbuing food and drink with supernatural powers.
- Any supernaturally-imbued food or drink you make does not spoil.
- The following powers do not require mental contact when imbued in food and drink: *Bliss*, *Calm*, *Dominate*, *Illusion*, *Mind probe*, *Mind shaping*, *Pain*, and *Sleep*.
- When imbuing food or drink with a supernatural power that requires Concentration, its effects now have a duration of 1 round per adept level.
- When creating single-use imbued items with food and drink, you do not need to spend Conviction when finishing the process.

Drawback: Your supernatural powers do not take effect until one round after the imbued food or beverage is consumed.

CULINARY FEATS

Here are two new feats:

Potent Gourmet (Adept)

Prerequisite(s): 1st-level Adept or higher, Arcane gourmet core ability.

When you imbue food or drink with a supernatural power that requires Concentration (such as *Pain*), the power now has a duration for 1 round per adept level, to a maximum of 20 rounds.

Proprietor (General)

Prerequisite(s): Wealth score 10+, Trained in Knowledge (business).

You own a business and gain periodic increase in wealth. Once per week, make a Knowledge (business) check against DC 15. On a success, your Wealth score increases by +1. For every 5 points you succeeded by, you gain an additional +1 to your Wealth score, to a maximum of +10.

However, if you rolled a natural 1 your Wealth score decreases by 2 points. If you have a Wealth score of 1 or 0, you lose your business. If you lose your business you do not lose this feat, you just lose the benefit of the feat. You can start up another business when your Wealth score is 10 or higher.

SUPERNATURAL ITEMS

Below are some examples of supernatural items made from culinary magic. These items were made following the rules for supernatural item creation found in the *Adept' Handbook*.

Black Tart of Pain

A small dark colored pastry topped with a pale purple frosting, these little pastries are imbued to cause great pain in those who eat them, and in some cases physical harm and possible death. Anyone eating a black tart is subject to a single use of the Pain (or Harm) power with a pre-set power check of 15.

Activation: On use. *Prerequisite(s):* Craft (brewing and cooking), Imbue item, Powers (Harm or Pain). *Crafting Time:* One hour. *Crafting Difficulty:* 15 Craft (brewing and cooking). *Crafting Components:* DC 9 Wealth check.

Brew of Domination

An insidious drink that twists the mind, making more pliable to suggestions. Anyone drinking this brew is subject to a single-use of the Suggestion (or Dominate) power with a per-set power check of 20.

Activation: On use. *Prerequisite(s):* Craft (brewing and cooking), Imbue item, Powers (Suggestion or Dominate). *Crafting Time:* One hour. *Crafting Difficulty:* 15 Craft (brewing and cooking). *Crafting Components:* DC 10 Wealth check.

Heroic Brew

A brownish liquid, this brew bolsters those who drink it. Anyone drinking this is subject to a single use of the hope-effect of the Heart shaping with a pre-set power check of 15.

Activation: On use. *Prerequisite(s):* Craft (brewing and cooking), Imbue item, Powers (Heart shaping). *Crafting Time:* One hour. *Crafting Difficulty:* 15 Craft (brewing and cooking). *Crafting Components:* DC 9 Wealth check.

Spirit Brew

These brews are specially made by shamans for use in shamanic rituals. Anyone drinking this brew is subject to a single use of the True vision and Visions powers, all with a pre-set power check of 15. The effects for last for 1 hour.

Activation: On use. *Prerequisite(s):* Craft (brewing and cooking), Imbue item, Powers (True visions, Visions).

Crafting Time: One hour. *Crafting Difficulty:* 15 Craft (brewing and cooking). *Crafting Components:* DC 9 Wealth check.

Wedding Cake of Fertility

Baked solely for the bride and groom, these simple, single-layer cakes are covered in white frosting and topped with a ring of strawberries. These cakes are commonly seen being offered by clergy of fertility religions. When eaten by the happy couple (and only them) they are subject to a single use of the Cure blindness/deafness, Cure disease, Fertility, and Heart shaping (hope-effect) powers with pre-set power checks of 10.

Activation: On use. *Prerequisite(s):* Craft (brewing and cooking), Imbue item, Powers (Cure blindness/deafness, Cure disease, Fertility, Heart shaping). *Crafting Time:* Two hours. *Crafting Difficulty:* 15 Craft (brewing and cooking). *Crafting Components:* DC 14 Wealth check.

CULINARY ICON

Hemmet Hemming

Proprietor of the Arcane Inn and Tavern

Hemmet Hemming is a renown culinary chef who uses his supernatural powers in his cooking. He makes a living running his business, the Arcane Inn and Tavern, with his wife. Occasionally he will travel from town to town with his chuckwagon and his horses, Faysa and Juun, all the while offering his renowned foodstuffs and drinks to travelers.

Medium Dwarf Adept 3

Abilities Str +0, Dex +0, Con +1, Int +1, Wis +2, Cha +2.

Skills Bluff 4 (+6), Craft (brewing and cooking) 6 (+9), Diplomacy 4 (+6), Knowledge (business) 4 (+5), Knowledge (supernatural) 4 (+7), Gather information 4 (+6), Sense motive 4 (+6).

Feats Excellence (craft [brewing and cooking]), Great fortitude*, Night vision*, Powers 3, Proprietor, Talented (craft [brewing and cooking], knowledge [supernatural]), Talented (craft, search; stonework only)*. * Bonus feat.

Power (Key ability Wisdom; Base power 7; Save DC 14)
Heart shaping +9, Pain +9, Sleep +9.

Speed 30 ft. **Initiative** +0.

Base combat +1. **Grapple** +1.

Attack Meat tenderizer +1 melee, +1 thrown* (+1 bludgeoning, 20/+3). Frying pan +1 melee (+2 bludgeoning, 20/+3). Butcher's cleaver +1 melee, +1 thrown* (+2 slashing, 20/+4). Chef's knife +1 melee, +1 thrown* (+1 slashing, 19-20/+3). * Thrown inc. 10 ft.

Attack Options Thrown weapons.

Dodge 11. **Parry** 11. **Toughness** +0.

Fortitude +2. **Reflex** +1. **Will** +5.

Reputation +3. **Conviction** 4.

Wealth +12. **Profession:** Craft (brewing/cooking).

Weapons/Armor Meat tenderizer (+1 bludgeoning, 20/+3; thrown 10 ft.). Frying pan (+2 bludgeoning, 20/+3). Butcher's cleaver (+2 slashing, 20/+4; thrown 10 ft.). Chef's knife (+1 slashing, 19-20/+3; thrown 10 ft.).

Possessions Backpack, Bedroll, Blanket (winter), Candles (dozen), Hammer, Lantern (hooded), Rations (1 person, 3 days), Rope (50 ft., hempen), Torches (4), Waterskin.

Special Attacks/Traits

• **Dwarf background:** +1 Con, -1 Cha. Bonus feats (Great fortitude, Night vision, Talented [craft, search; stonework only]). Favored feats (Diehard, Favored opponent [goblins or giants]).

• **Arcane Gourment (core ability)**

Camp Kitchen

(only used when adventuring)

Cooking set (Cooking tripod and hook, Cooking pot, Griddle pan, Covered bread pan, Water kettle, Cutting board, Frying pan, Cooking utensils (2 sets)).

Utensils set (Serving utensils (12 people), Wooden cups, bowls, plates (12 people)).

Food and spices (Simple-quality meals; 12 people, 4 days),
Water (12 people, 2 days).

Chuckwagon

(only used when traveling from town to town, not adventuring)

Faysa and Juun (horses). Food and spices (restaurant-quality meals; 12 people, 8 days), Water barrels (12 people, 8 days), Collapsible tables (2), Cooking tent. Feed (20 days), Riding saddles (2; stowed until used).

The Arcane Inn and Tavern

A two-story, twelve-room inn and tavern w/ a stable.