

CULINARY WEAPONS

Equipment for Both the Martial and Culinary Arts



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Culinary Weapons

"LOOK, I'M GONNA LET YOU TWO FUNKSTERS IN ON THE three rules to using these things." The barrel-chested man opened his arms to welcome his traveling partners, greeting them with that evergreen smile and dark, opaque lenses.

"I'm listening," replied the bird-masked weirdo, crossing his arms across his chest. Nearby, an unsettlingly tall drow merely turned his attention towards the Man of Flames' demonstration.

"Number one-presentation is important. Whether you're slinging hash or bringing the smash, your culinary tools won't work for you if you aren't handling them with grace and respect."

"Like you haven't prepared food in a trash can before, Man of Flames," the drow cooed.

"Alolo, please!" the Man of Flames hissed. "NUMBER TWO! Make sure everyone can see what you're doing. Presentation builds anticipation and anticipation holds the room's attention, capiche? Plus, the food will taste better!"

The bird-masked man made audible, confused gronks until finally, he interjected. "Do these rules still apply if you're preparing the food in under a minute? Especially those foods that cannot be eaten raw?"

"With enough practice—and as long as you trust your gear—that steak is gonna be ready when you need it and those baddies are gonna beat it!"

"I'm suddenly not so sure I should've trusted your first few meals..."

"Sir House! Not only is your butt still here, you've had no complaints about my cooking until now. I follow all the rules and I get the job done like a flash in the pan!"

Alolo sliced through the room-temperature bickering like butter. "Well then, what is the third rule?"

"... I lost my train of thought. But y'know, the first two rules oughta be enough."

Know Your Tools

Unless otherwise specified, a culinary weapon is considered a melee weapon. Any of its other properties function as normal.

Culinary weapons are forged differently from both martial weapons and standard chef's tools, and can be fairly rare to come by. They are not usually found in general weapon shops or grocers. However, clonish artisans have been known to frequently smith culinary weapons or at least carry one or two among their wares.

Cuisine or Combat?

The idea of using cooking tools for combat is more of a convergence of technique and physical capability. It takes a great deal of skill to properly wield a chef's knife regardless of your environment. And chefs that travel on their own have been found to be more than capable of defending themselves using the equipment they know best.

Culinary weapons can be used in place of chef's tools, provided that you're proficient in chef's tools and the weapon is appropriate to the dish you're trying to make.



RULE NUMBER THREE: SANITATION

Cooking with the same arms you fight with is, more often than not, a health hazard. The people who eat your food could become sick if you don't take care of your tools.

Cleaning a culinary weapon takes about 10 minutes and the right cleaning supplies. Any food you successfully prepare with dirty culinary weapons may require the eater to succeed on a DC 12 Constitution saving throw or be poisoned for 8 hours.

New Feat

The following feat is based on the original rules for Prepare a Dish written for College of Culinary bards.

Learned Cook

You've achieved a considerable foundation in the culinary arts through practice, study, and multiple encounters with food poisoning. You gain proficiency with two culinary weapons of your choice. While wielding either of these culinary weapons, you gain access to the following ability:

Prepare a Dish. You can use your action to start preparing food in the heat of battle. Creatures who can see or smell your food within 15 feet of you must make a Wisdom saving throw against a DC 10 + your Intelligence modifier. If they fail, they are distracted by your display and must subtract your Intelligence modifier from all of their attack rolls until the start of your next turn. Allies can choose to succeed on this saving throw.

You can continue cooking this dish as a bonus action on each of your subsequent turns for up to one minute, prompting a new Wisdom saving throw each turn. Creatures who succeed on their saving throw once cannot be affected by this ability until you prepare a new dish.

You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Though not required, you can use 1/2 lb. of fresh ingredients in your dish if you have them. These ingredients are consumed during the dish preparation process, but they double the range of this ability to 30 feet.

The resulting dish may not be edible.

Expanded Weapons List

The following list of culinary weapons expands on the equipment found in *The Book of House*. Many of these weapons come with unique and powerful abilities. They may be as uncommon in a store as magic items might be.



CULINARY WEAPONS

Name	Cost	Damage	Weight	Properties
Chef's Knife	10 gp	1d6 special	5 lb.	Finesse, light, special: <i>Damage can be bludgeoning, slashing, or piercing</i>
Chopsticks	2 gp	1d4 piercing	1 lb.	Finesse, versatile (2d4)
Cleaver	2 gp	1d4 slashing	2 lb.	Finesse, light, thrown (range 10/30)
Corkscrew	3 gp	1d4 piercing	1 lb.	Finesse, light, special: <i>On a hit, you can use your bonus action to twist the corkscrew for another 1d6 piercing damage, however it becomes stuck in the target</i>
Fork	5 gp	1d6 piercing	2 lb.	Finesse, light
Giant Tongs	10 gp	2d4 bludgeoning	10 lb.	Heavy, reach, two-handed, special: <i>On a hit, you can use your bonus action to attempt to grapple the target</i>
Mandolin	10 gp	1d6 slashing*	8 lb.	Two-handed, special: <i>Deals 1d8 damage instead when the target is missing any of its hit points</i>
Pan	5 gp	1d8 bludgeoning	5 lb.	Thrown (range 10/30)
Peel	5 gp	1d8 bludgeoning	1 lb.	Finesse, reach, two-handed
Pot	10 gp	1d12 bludgeoning	10 lb.	Heavy, two-handed
Rolling Pin	5 gp	1d6 bludgeoning	2 lb.	Finesse, light
Salamander	20 gp	1d6 bludgeoning	3 lb.	Reach, two-handed, special: <i>Can be turned on as a bonus action to deal an additional 1d4 fire damage</i>
Serving Plate	1 gp	1d6 slashing*	1 lb.	Finesse, special: <i>Can be destroyed in attack to deal 1d10 piercing damage instead</i>
Shaker	5 gp	1d4 bludgeoning +1 special*	1 lb.	Finesse, special: <i>Special damage can be either fire or cold type</i>
Skewer	1 gp	1d4 piercing	1 lb.	Light, reach, special: <i>On a hit, target's speed is reduced by 5 ft. until the end of their next turn</i>
Spatula	5 gp	1d4 bludgeoning	2 lb.	Finesse, light, special: <i>On a hit, you can use your bonus action to attempt to flip the target prone (using the shove action)</i>
Spice Bottle	10 gp	1 bludgeoning	1 lb.	Finesse, light, thrown (range 10/30), special: <i>On a hit, target must succeed on a DC 10 Constitution saving throw or be blinded for 30 seconds</i>
The Bean Crock	200 gp	1 bludgeoning	5 lb.	Special: <i>On a hit, target must succeed on a DC 10 Charisma saving throw or be beaned for 30 seconds (attacks against target score a critical hit on a roll of 19 or 20)</i>
Whisk	1 gp	1d6 bludgeoning	1 lb.	Finesse, special: <i>Hard to clean</i>
Wok	20 gp	2d4 bludgeoning	20 lb.	Heavy, two-handed, special: <i>Counts as a shield</i>

POT VARIANT: CAULDRON

The pot culinary weapon introduced in *The Book of House* is presented here unchanged for consistency. However, you can use these variant statistics in place of the pot's original statistics or as a new cauldron culinary weapon.

Cauldron. 20gp. Deals 1d10 bludgeoning damage. 15 lb. Heavy, two-handed, special: *On hit, you can use your bonus action to slam the cauldron over the target's head; you lose the cauldron, but the target is blinded and also restrained if it is medium-sized or smaller (DC 10 to escape).*



New Magic Items

The following magic items are powerful tools in the possession of anyone versed in the culinary arts.

Oven of Pressure

Culinary Weapon, very rare (requires attunement from someone with proficiency in culinary weapons or chef's tools)

The oven features a 30 foot cable attached to a handheld arcane energy bank.

The oven is a melee weapon with the heavy, two-handed, and thrown (range 10/30) properties, and deals 1d12 bludgeoning damage.

As an action, you can activate the oven and start building pressure for 1 minute. This process requires you to hold onto the energy bank and uses your concentration. If the oven makes any sudden collisions, you must make a concentration check. Concentration is manually broken when you drop the energy bank.

If your concentration is broken, the oven bursts open and burning hot steam fills the area. Creatures within a 20-foot radius of the oven must make a Constitution saving throw. On a failed save, creatures take 1d6 fire damage for every round the oven built up pressure. On a successful save, creatures take half as much damage.

If your concentration is not broken, the steam obscures the area and lingers for 1 minute.

Oven of Waves

Culinary Weapon, very rare (requires attunement from someone with proficiency in culinary weapons or chef's tools)

The oven features a 30 foot cable attached to a handheld arcane energy bank.

The oven is a melee weapon with the heavy, two-handed, and thrown (range 10/30) properties, and deals 1d12 bludgeoning damage.

As an action, you can activate the oven and start making waves for 1 minute. This process requires you to hold onto the energy bank and uses your concentration. If the oven makes any sudden collisions, you must make a concentration check. Concentration is manually broken when you drop the energy bank.

If your concentration is broken, the oven opens and continuously expels a field of waves for the remaining duration. Creatures within a 20-foot radius of the oven have their speed halved in the area, and when a creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw. On a failed save, the creature takes 3d8 necrotic damage. On a successful save, the creature takes half as much damage.

If your concentration is not broken, the oven produces a snack. It is the equivalent of a *potion of heroism* that goes bad after 30 minutes.

Man of Flames' Light Lenses

Wondrous Item, legendary (requires attunement)

These eyeglasses belonged to a stylish chef. The lenses are tinted and obscure your eyes. They smell faintly of barbecue.

You gain the following benefits while attuned to the light lenses:

- You prepare twice as much food than normal and in half the time
- Any food you prepare is made as if you have fresh ingredients
- Meals and snacks you prepare can have an additional flavor added to them
- You can see through thick clouds of smoke
- You have sunlight sensitivity while you aren't wearing the light lenses
- Your hair is magically bleached and spiked



MEALS AND SNACKS

Meals and snacks as used here are a staple of culinary bards. The flavors they add to their food provide unique magical effects to the consumer.

If the Light Lenses are attuned by someone who cannot utilize those abilities, they instead provide a +5 bonus to any ability check associated with preparing food.

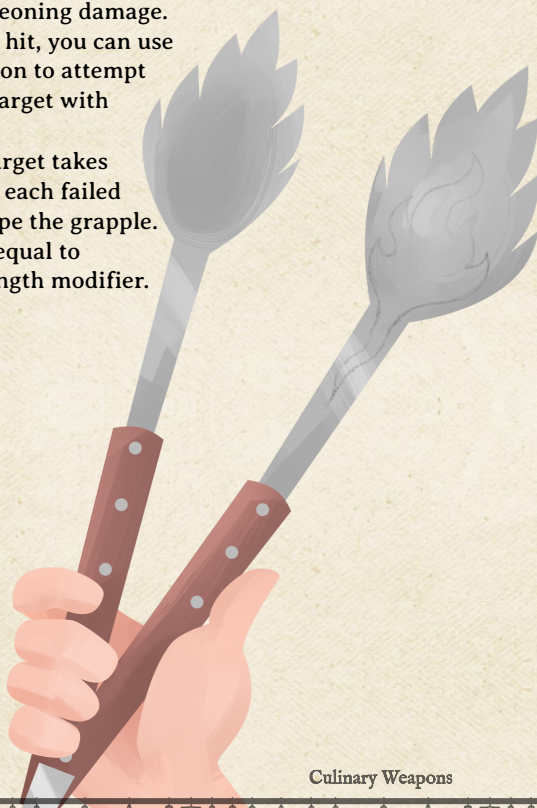
Tongs of Summer

Culinary Weapon, uncommon (requires attunement from someone with proficiency in culinary weapons or chef's tools)

The tips of these tongs are decorated with a flame pattern. They're always warm to the touch.

The tongs are a melee weapon with the light property and deals 1d4 bludgeoning damage. On a successful hit, you can use your bonus action to attempt to grapple the target with your tongs.

A grappled target takes fire damage for each failed attempt to escape the grapple. The damage is equal to 1d6 + your Strength modifier.



The Man of Flames

The Man of Flames has always had a knack for cooking. He was originally known as Ferris Ramsay, and grew up in a very positive environment. According to him, being supported by family and friends allowed him to, "drench his eats in those good vibes and call it money."

Even at a young age, little Ferris was encouraged to seek out the Town of Flavors. It was an entire society dedicated to mastering the culinary arts. He arrived by himself at the age of 16 and quickly learned to harness the magic of cooking (baking, however, never panned out for him).

Ferris would never forget his time in the Town of Flavors, but his thrill of travel could not be quelled. He journeyed throughout Faerun to find the legendary chefs and eateries hidden away from public consciousness. Eventually, his travels led him beyond Faerun and away from the material plane entirely.

He became known throughout the multiverse as the Man of Flames, a seasoned chef that can withstand the hottest fires to achieve the most powerful and delectable meals. His journey is one of constant self-improvement as he learns from the finest cooks this reality has to offer.

Personality. The Man of Flames is quite friendly and easily excitable. He frequently slips into colloquial language.

Bond. The Man of Flames puts his heart into cooking and fellow chefs above all else.

Flaw. The Man of Flames can't resist a good joke, even in the most dire of scenarios.

Journeying with Sir House and Alolo

A chance meeting brought the Man of Flames in contact with the magical item merchant, Alolo, and the peculiar bird wizard, Sir House. In short, they were seeking the means of reaching alternate realities; the Man of Flames guided them to where they needed to go in the multiverse. They adventured together for quite some time, until a sudden revelation in their quest required Sir House's further attention. They have disbanded for now, looking to finish their journey when the time is right.

The Man of Flames enjoyed his time cooking and galavanting through the planes with Alolo and Sir House. What kept him truly fired up on their quest, however, was the prospect of challenging an alternate version of himself to a cook-off. To quote, "They say somewhere out there is another fiery guy like me and I'm ready to show this Guy that I'm packin' some serious heat!"



Man of Flames [Excited]

Medium humanoid (human), neutral good

Armor Class 18 (+3 leather armor, wok)

Hit Points 435 (20d8+300)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	30 (+10)	12 (+1)	13 (+1)	26 (+8)

Saving Throws Con +16, Cha +14

Skills Athletics +16, Performance +20, Persuasion +20, Sleight of Hand +13

Damage Immunity fire

Senses passive Perception 11

Languages Common, Planescape Cant, Food

Challenge 20 (25,000 XP) [21 (31,000 XP)]

Special Equipment. The Man of Flames' Light Lenses allow him to see through thick clouds of smoke.

Man Of Honor. If a creature is reduced to 0 hit points from a melee attack made by the Man of Flames, they are (more often than not) knocked out non-lethally.

Legendary Resistance (3/Day). If the Man of Flames fails a saving throw, he can choose to succeed instead.

Meal. The Man of Flames and his allies are under the effects of four of the following flavors:

Savory. Affected creatures have a +2 bonus to each dice they roll for melee damage.

Spicy. Affected creatures have a 10 foot bonus to their movement speed.

Sweet. Affected creatures regenerate 10 hit points at the start of their turns.

Sour. Affected creatures have a +4 bonus to their initiative.

Bitter. Affected creatures have a +2 bonus to their AC.

Salty. If any affected creatures are reduced to 0 hit points, they are reduced to 1 hit point instead. The effect then ends for that creature.

Spellcasting. The Man of Flames is a 20th-level spellcaster, performing spells by swinging and dancing with his cooking tools. His spellcasting ability is Charisma (spell save DC 23, +8 to hit with spell attacks). The Man of Flames has the following bard spells prepared:

Cantrips (at will): *fire bolt*, *mage hand*, *prestidigitation*, *vicious mockery* (nonlethal)

1st level (4 slots): *bane*, *charm person*, *healing word*, *thunderwave*

2nd level (3 slots): *heat metal*, *pyrotechnics**

3rd level (3 slots): *fireball*, *haste*, *tongues*

4th level (3 slots): *charm monster**, *confusion*, *fire shield*

5th level (3 slots): *legend lore*, *skill empowerment*

6th level (2 slots): *heroes' feast*, *investiture of flame**

7th level (2 slots): *find the path* (Town of Flavors), *fire storm*

8th level (1 slot): *glibness*, *power word stun*

9th level (1 slot): *foresight*, *power word heal*

* from *Xanathar's Guide to Everything*

Actions

Wok. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (2d4+7) bludgeoning damage. If the target is a creature, they must succeed on a DC 14 Strength saving throw or be knocked prone.

Tongs Of Summer. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 9 (1d4+7) bludgeoning damage. If the target is a creature, they are grappled (escape DC 18). Each time the target fails their escape throw, they take 1d6+4 fire damage. Until this grapple ends, the target is restrained, their AC is reduced by 5, and the Man of Flames can't use his Tongs of Summer on another target.

Prepare A Dish. The Man of Flames starts preparing food in the heat of battle. Creatures within 30 feet of him must make a DC 23 Wisdom saving throw or subtract 6 from all their attack rolls. The Man of Flames' allies can choose to succeed this saving throw. This effect lasts for each turn the Man of Flames uses his bonus action to prepare the food consecutively.

Eat A Snack. The Man of Flames gains one of the following benefits. If he eats another snack, any of the previous snack's ongoing effects end.

Leftovers. The Man of Flames gains up to +10 temporary hit points at the start of each of his turns for 1 minute.

Energy Snack. The Man of Flames has advantage on his next ability check.

Healthy Snack. The Man of Flames has advantage on his next saving throw.

Legendary Actions

The Man of Flames can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The Man of Flames regains spent legendary actions at the start of his turn.

Snack. The Man of Flames eats a snack.

Maxim. The Man of Flames casts *vicious mockery*. This casting of the spell is nonlethal.

Mad Props. The Man of Flames provides an ally that can hear him a d12 that they can add to any one ability check, attack roll, or saving throw they make.

Man Of Heat (Costs 2 Actions). The Man of Flames generates an astounding amount of heat from his wok in a 20-foot radius. Each creature in range other than the Man of Flames must succeed on a DC 23 Constitution saving throw or take 1d10 fire damage. Creatures that take fire damage from this effect gain one level of exhaustion.

Smoke Cloud (Costs 2 Actions). The Man of Flames smokes up a billowing cloud of hot smoke from his wok that fills a 30 foot cube. Each creature in the area takes 1d8 fire damage. The cloud lasts until the end of the Man of Flames' next turn. Creatures completely in the cloud are blinded and can't be seen.

Reactions

[Excited.] After the Man of Flames makes a melee attack, he can use his reaction to go into a flurry and make another melee attack against any number of creatures within 5 feet of him, with a separate attack roll for each target.