

# PISHKIN THE CULINARY ALCHEMIST

**T**AKING THE SHAPE OF A TALL MALE HUMAN WITH A giant smile, sparkling eyes, and broad shoulders. He wears a beard so clean and well kept it would impress a Dwarf, and it is matched by thick black hair pulled up into a bun. Over fairly simple clothing he wears a heavy leather apron and a custom bandolier of spices, oils, potions, and a pairing knife. On his wrist is a bracelet made of white howlite stone beads. Pishkin will always greet new creatures with a friendly and energetic greeting, followed by an offering of a meal. His stand, though compact, always seems to have all the equipment he needs to make the meal he wants to make, though he may need help from guests to get the proper ingredients.



## PLANE TRAVELLER

Pishkin likes to travel the planes learning of different culinary experiences, then taking those techniques to other places and trying to replicate them.

When your players encounter him, roll 1d10, the result is the number of days until Pishkin will leave to another location (if the roll is even) or another plane entirely (if the roll is odd).

## NO SUCH THING AS A FREE MEAL

Pishkin will happily make your players an enchanted meal that will grant them a boon from the table below, for a price. This price is up to the DM, and can range from asking your player's honest opinion on the meal to a full fetch quest; it all depends on how integrated you want Pishkin to be into your game.

## EVERYONE GETS A SEAT AT THE TABLE

At Pishkin's table, all are welcome if they come in the spirit of dining. Should anyone show signs of hostility in Pishkin's presence, he will forcefully remove them from the vicinity. If any of Pishkin's guests are attacked, he will defend them to the best of his ability.

## A FRIEND INDEED

Hanging around Pishkin will be an awakened pig named simply "the Professor" that uses the [boar stat block](#). He wears a small round hat, a monocle, and a vest that buckles on and has pockets for a number of cooking tools and utensils. The Professor is capable of speech, but will often just grunt or snort and Pishkin will understand him perfectly.

*"That's the Professor, we've been hanging out for half our lives. I didn't like him at first, but we both like too many of the same things for us to not be the best of friends! You'd never know it, but he's an amazing artist. Kind of picky about food though..."*  
~Pishkin

## ENCHANTED MEALS

Pishkin's meals are enchanted, and will grant one of the following as a boon should a creature eat one. The DM should decide if the players should roll or if they can choose their boon.

1. **Immunity to fear and poison**
2. **Advantage on Strength ability checks and saving throws**
3. **Regeneration of 1d4 HP** as long as the character has 1 HP remaining
4. **Advantage on Charisma ability checks and saving throws**
5. The character gains the **benefits of a long rest** on their next short rest
6. The character gains a **fly speed of 30 feet**
7. The character gains **one spell slot of one level higher** than their normal max spell slot level
8. **Three uses of the Misty Step spell**
9. **Movement speed is increased by 10 feet**
10. **Immunity to one damage type** of the character's choice



## PISHKIN THE CULINARY ALCHEMIST

*Large Giant, Chaotic Good*

**Armor Class** 17 (natural armor, apron grants +1 and resistance to fire damage)

**Hit Points** 110 (13d10 + 39)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	16 (+3)	12 (+1)	16 (+3)

**Saving Throws** Dex +3, Con +6, Wis +4, Cha +6

**Skills** Arcana +6, History +9, Perception +4, Survival +4

**Damage Immunities** psychic, fire

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Giant

**Challenge** 7 (2,900 XP)

**Innate Spellcasting.** Pishkin's innate spellcasting ability is Charisma (spell save DC 14). Pishkin can innately cast the following spells, requiring no material components:

At will: *prestidigitation*, *haste*, *create food and water*, *mage hand*, *vicious mockery*

1/day each: *heroism*, *charm person*, *hero's feast*, *sleep*, *plane shift*

**Magic Weapons.** Pishkin's weapon attacks are magical.

**Regeneration.** Pishkin regains 10 hit points at the start of its turn if it has at least 1 hit point.

### ACTIONS

**Multiattack.** Pishkin makes two attacks, either with its Great Cleaver or Wok.

**Change Shape.** Pishkin can magically polymorph into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its cleaver, which shrinks so that it can be wielded in humanoid form. If Pishkin dies, it reverts to its true form, and its cleaver reverts to its normal size.

**Great Cleaver.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d6 + 4) slashing damage. Pishkin's Great Cleaver is a +2 magical weapon that grants proficiency with chef's tools, but requires a large creature to wield it one-handed.

**Wok.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage + 1d8 fire damage.

games or shows or books would inevitably turn into a discussion as deep as the bottom of the ocean and as wide as outer space itself, about philosophy, creativity, and morality.

Henry was taken from us far too soon, and the world is a little less bright without him. But his influence lives on in every experimental meal we make, in every game we play, in every movie we lose ourselves in, in every story we tell (especially the ones with a good twist), and in every joke that makes us laugh until we struggle to breathe.

Ultimately I want people who use Pishkin in their games to treat him like a sort of demigod out to help the players, to create a place where a good meal heals and empowers them, and where the dining table is the source of comfort and community. He should be a bright light in a world full of struggle."

~John, [@dadsrolldice](#)

## IN MEMORIAM

"I knew Henry more than half my life. Before his passing in 2025 due to complications with previous addiction, interacting with him was a daily ritual. In the last few years, we'd bonded even closer through our love of all things nerdy like video games, movies, and books. I like to describe him as an inch wide and a mile deep; everyone knew Henry as a loud, confident nerd with amazing cooking skills, but I knew him as a modern philosopher. Every conversation I'd have with him about