

BREWING

INTRODUCTION

The purpose of this document is to provide some rules and guidance for the process of brewing ale in your campaigns.

Whilst the Player Handbook outlines the possibility of brewing alcoholic beverages within the game there is very little on the process of brewing, the costs associated with it, and the sale price of the drink once made. Hopefully this supplement can go a little way in helping fellow DM's include this craft in their games.

CONTENTS

I've broken the guide down into the following segments:

- **ASSUMPTIONS**
- **TIME AND INITIAL COSTS**
- **STYLES OF BEER**
- **QUALITY OF DRINK**
- **SALE PRICING**
- **ALTERNATIVE PRICING STRUCTURE**

ASSUMPTIONS

EQUIPMENT

BREWERS KIT

The basic kit of a brewing is the Brewing Kit as outlined in the PHB.

Since this is light and compact enough to be carried around by one person I'm going to assume that it contains one barrel/keg large enough to hold 15 gallons of liquid. Whilst this may be a little on the large side; they can always transport it in a cart or leave in wherever their staying if needs be.

The kit also includes the necessary tools for cleaning, preparing and storing the beer as it brews.

SCALING

There is the chance for the brewer to scale up production throughout their career. This is likely done through obtaining more kegs, warehouses or perhaps an Inn.

Consideration should be given to the amount of space that would be required to store vast amounts of liquid throughout the brewing process and the additional cost that this could incur, perhaps including workers to maintain the equipment and building.

TIME AND INITIAL COSTS

TIME

The amount of time it takes to brew a batch of beer can be broken down into three stages, which takes a combined four weeks to complete:

1. Preparation

This is the amount of time it takes to prepare the kit, ingredients and generally set everything up in the right place for the brewing to take place.

Generally this can take anywhere from a few hours to a day (with more equipment this is likely to expand to multiple days).

2. Fermenting

Adding the alcohol to the beer! Yeast is added to the prepared mixture resulting in a production of alcohol and CO2 from the sugars.

This takes two weeks to achieve.

3. Conditioning

Once the brewing is complete then the drink needs to be stored in the containers it will be shipped or distributed in. This can take the form of kegs, bottles or any other type of container.

Once in the containers the drink needs time to settle, perhaps further fermenting in the container, and become suitable for consumption.

This takes a further 2 weeks.

Using the standard pricing the brewer only needs to actively participate in the preparation of the drink and any moving of the drink from one vessel to another. For this reason the character is only required to spend the time for the first step and an extra day for any bottling (although on large scale productions you may want to increase this) as downtime activity and is free to pursue other avenues as outlined in the PHB.

INITIAL COST

The cost of the initial ingredients required to brew beer is relatively low. This covers the cost of the flavours and base ingredients to brew a beer with.

Since the brewer already has a container in the brewing kit then there is little initial outlay needed. However, as the production scales up then the initial cost will also increase along with the aforementioned costs of storage, hirelings etc.

It's also worth noting that the section on alternative pricing also has an alternative initial costs as well based upon an alternative set of rules.

Initial cost is 2 gold pieces per 15 gallons/keg.

STYLES OF BEER

DETERMINING THE STYLE

With the ingredients bought and the process underway the style of the beer being brewed needs to be determined. Initially this is done using the randomised table below. Once a brewer has crafted a style of beer with at least 'Above Average' quality then they are free to choose that particular style in future without having to roll on the table. This reflects the brewers familiarity of the process for that style and expertise with it.

The table below is what I use and I encourage you to modify it as you see fit. Perhaps with specific names to your campaign. Of course the novice brewer may not actually know the name of the style they've managed to produce (perhaps accidentally whilst trying for something else) so I've also included some basic notes on appearance, smell, and taste. These are indicated with A, S, and T respectively.

BEER STYLES

D20	Name	Notes
1	Altbier	C: Dark Copper S: Hints of fruit T: Clear and crisp. 5% abv.
2	Amber Ale	C: Amber S: Fruity, Bitter. T: Malt, hops, slightly fruity. 6.8% abv.
3	Barley Wine	C: Cloudy Mahogany S: Hoppy. T: Mix of fruits. Toffee. 14.3% abv.
4	Bitter	C: Golden S: Malty, slight aroma or red berries. T: Bitter with light caramel. 3.8% abv.
5	Weissbier	C: Light straw. S: Malty and sweet. T: Vanilla and banana notes, Sweet and malty. 5.4% abv.
6	Imperial Stout	C: Dark, black. S: Malty, coffee, chocolate. T: Chocolate and toffee, coffee. 9.6% abv.
7	Lambic	C: Bright, strawberry. S: Sweet, citrus. T: Very fruity, sour, dry. 7% abv.
8	Pilsner	C: Pale golden. S: Hint of fruit. Hoppy. T: Gassy, earthy, bitter. 4.6% abv.
9	Saison	C: Dark amber. S: Fruity with a hint of spice. T: Spicy and medium bitterness. 6.2% abv.
10	IPA	C: Medium amber. S: Fruity, toasty malt. T: Malty, bready, slight caramel. 5% abv.
11	Happoshu	C: Golden brown. S: Sweet, slightly malty. T: Light, slight malt. 5.5% abv.
12	Kvass	C: Golden yellow. S: Citrus. T: Apple and pear. Tart. 3.4% abv.
13	Red Ale	C: Dark copper. S: Malty sweetness. T: Malty, maple syrup, dry bite. 5.8% abv.
14	Bock	C: Dark brown. S: Sweet. T: Brown sugar, slight toasted malt. 4.4% abv.
15	Winter Warmer	C: Burnt brown. S: Ginger, chocolate. T: Caramel, vanilla, cocoa, spice. 6.7% abv.
16	Milk Stout	C: Dark brown to black. S: Coffee. T: Roasted coffee, chocolate malt, dry. 6% abv.
17	Braggot	C: Brown. S: Sweet honey caramel. T: Honey, toffee, burnt sugar. 11.8% abv.
18	Kolsch	C: Golden. S: Yeast and hops. T: Bready, subtle fruit, crisp and sweet. 5.2% abv.
19	Cream Ale	C: Pale orange. S: Fruity, citrus, bread. T: Hops, citrus, malt. 4.8% abv.
20	Pale Lager	C: Very pale amber. S: Malt and hops. T: malt, hops and watery. 5% abv.



QUALITY

DETERMINING THE QUALITY

With the style of beer now determined it's time to see how successful the brewing process was. Throughout the process there are things that can go wrong.

Perhaps the recipe wasn't quite right, the temperature was off, or something contaminated the batch. Of course these can often result in unexpected improvements as well as detrimental effects.

Use a d100 roll and consult the table below to determine the quality of the brew:

D100	Result
1	Disaster The whole batch is ruined due to contamination of the brewing equipment. Furthermore; the resulting reaction destroyed your brewing equipment and created a small explosion. Anyone caught within 10 feet of the equipment takes 1d10 damage per 15 gallons of liquid (the larger the container the more damage it does).
2 - 5	Failed Perhaps the equipment wasn't cleaned properly; maybe the ingredients were off; did something get into the batch which shouldn't have? Whatever the reason the whole batch is ruined! It's completely vile and has to be thrown out before you can start again!
6 - 15	Poor Quality This is pretty bad. It's barely palatable, watery and something just doesn't taste or smell right about it. Only the lowest of drinking establishments are going to consider this and, quite frankly, it's going to be difficult to convince even them to buy it.
16 - 30	Below Average It's not too bad. The colour seems a little off and it's doubtful it's going to anyone's favourite choice but at least they're unlikely to throw it away. All low end establishments will buy it and a few inns as well (especially in small towns and villages). You may even make a small profit on it.
31 - 70	Average It's not going to win any awards but it's pretty much what you expected the result to be. All but the higher end establishments would be interested in this and it's not going to be overly difficult to sell it.
71 - 85	Above Average This is pretty good. You get the feeling that this is going to outsell some of the usual stuff you find in the taverns on your travels. Sure you've tasted better but that's made by the bigger brewers in the world.
86 - 95	Good You should really make a note of exactly what you did this time. The flavours seem enhanced, the colour is really nice and it'd probably win some local awards if there was a competition. This will sell really easily in the inns and taverns all over. Even higher end establishments would welcome selling this and recommending it to their patrons.
96 - 99	Excellent Now this is a drink! This has exceeded even your highest expectations! This will win awards in any competition you enter easily. The highest of establishments will happily serve this and let it take the most prominent place on the bar. It'd be a shame to waste this on anything but the most appreciative of customers.
100	Exceptional ...Wow! This is fit for royalty. Surely there's been some sort of divine intervention to make something this good? You're lost for words. This will sell well, perhaps it's worth trying to get a private buyer or save it for a special occasion? In addition, the next batch of beer you brew in this container will not fall below Above Average (if the roll is below 71 next time ignore it and the roll is replaced with 71. After the next batch this is lost.)

SALE PRICING

WHO WILL BUY IT?

The price that the beer will get for your brewer depends on a couple of factors:

- **The quality of the beer**
- **The standing of the establishment being sold to**

Regardless of the quality of the beer some establishments will either not be interested in the product or will not be able to afford its full worth and recoup their cost.

I've assumed that there are three different types of establishments in the word:
Poor, standard and wealthy.

TYPES OF ESTABLISHMENTS

Poor establishments comprise of seedy bars, taphouses for the poorest citizens and generally not very pleasant places. It may also be that if a village or poor town has only one drinking place it falls into this category.

Standard are the majority of inns, taphouses and establishments that sell drink. Most types of people frequent these establishments from general workers, adventurers and people just wanting to relax, grab some food and rest.

Wealthy establishments are the drinking places of the upper class. Good food, good drink and highly reputable business places. These places demand high quality for the high prices that they charge.

A BRIEF EXPLANATION ON PRICING

The standard pricing structure is based upon the cost of a gallon of ale as outlined in the PHB which is 2 silver. There is an alternative pricing system provided after but this has the potential to alter/break the world economy so is not used as the default method.

When the beer is sold we have to assume that the business selling it will want to make a profit on their investment as well.

With this in mind the table below shows the quality of the beer from worst to best going down, the type of establishment across the top and then the price that they will buy the drink for. The number in the brackets illustrates the return on cost for the brewer.

All prices are per 15 gallons/keg.

SALE PRICE

Quality	Poor	Standard	Wealthy
Destroyed	-	-	-
Failed	-	-	-
Poor	1gp (50%)	-	-
Below Avg	1.5gp (75%)	2gp (100%)	-
Average	2gp (100%)	2.25gp (113%)	-
Above Avg	2gp (100%)	2.5gp(125%)	-
Good	2gp (100%)	2.75g (138%)	3gp (150%)
Excellent	2gp (100%)	2.75gp (138%)	3.5gp (175%)
Exceptional	2gp (100%)	2.75gp (138%)	4gp (200%)

While the actual cash make is not a huge value it does represent a good return on investment considering the low amount of time the brewer has to spend on the task. It also means that a brewer could potentially have multiple batches of beer being brewed at the same time and stagger the release.

There's also the chance that if the quality is consistently high and word begins to spread (the brew is traded in the local area or wider) then the brewer becomes well known and commands a higher price for their produce; especially if supply is low and demand is high.

If you wish to have a greater reward for players then please see the alternative pricing in the following section.

ALTERNATIVE PRICING

THE EXPLANATION

This second method of pricing the beer takes the rule for downtime activities in the PHB and applies it to the brewing process.

The majority of the details stay the same; so the previous tables can be used and it's simply the cost to the player and the end selling price which is altered.

Of course by using this method no initial consideration is given to the end selling price of the product to a regular customer of an Inn or Taphouse.

TIMINGS AND COST

The process of brewing remains the same with the total time taking just over 4 weeks. However this also requires the player to be performing the activity every day as outlined in the rules. Using the downtime rules we can say that for every day that passes 5 gold gets added to the product. Using the 5e times:

4 Weeks = 40 days = 200 gold maximum market value

The base cost of the product is half of the market value and so the player would have to invest 100 gold to produce 15 gallons worth of beer.

This gives 6.67 gold per gallon base cost and 13.33 gold per gallon max sales price.

SALE PRICE

Quality	Poor	Standard	Wealthy
Destroyed	-	-	-
Failed	-	-	-
Poor	50gp (50%)	-	-
Below Avg	75gp (75%)	100gp (100%)	-
Average	100gp (100%)	113gp (113%)	-
Above Avg	100gp (100%)	125gp (125%)	-
Good	100p (100%)	138g (138%)	150gp (150%)
Excellent	100gp (100%)	138gp (138%)	175gp (175%)
Exceptional	100gp (100%)	138gp (138%)	200gp (200%)

CONSUMER COST

With the pricing now calculated as cost to the owner of the business we can now consider the cost to the patron.

Using 6.67 gold per gallon at base price we can assume the business owner would like to make a profit. A 33% markup would make the price 8.87 gold per gallon assuming it was sold to the establishment at cost (so likely a poor one).

There are 120 pints to a gallon so therefore $8.87/120$ is 0.09 gold or 9 silver per pint.

This, of course, assumes base cost and sales. Using the same logic we can therefore calculate that the top end of the scale (200% of cost for exceptional quality in a wealthy establishment) would result in the customer paying 18 silver per pint.