

The Taverner's Trusty Tome

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Introduction: D20 Gets Drunk

GREETINGS, GENTLE READER,
Since you are now holding this tome in your hands it seems most likely that you have an interest in drinking a bit of alcohol. Whether it be the sacred, bluish purple blood of the grape, a rich yet thirst quenching drink of the brewer's malt, or the deep amber sunburst of the curious spirits, there's more than likely something potent in the vessels to quaff your thirst. If knowledge and a bit of warm and cozy nighttime reading by the hearth fire is something that you desire, then fill your mug with a toast of cheer to this good ol' author. Let us spend a good while together letting the fire and our friendly toast provide warmth from the night air chill as we reflect upon the curiosities of the strange magic known as alcohol.

As you might have already guessed, I have become somewhat of an expert on the matter of intoxicating drink throughout my many years. While some might be as coarse as to call me a "drunkard" or a "wino", the truth of the matter is that I am nothing more than a gentleman who values the finer points of a potent beverage. So intrigued am I with such drinks that I have spent countless hours researching the roots of intoxicating beverages in addition to a bit of hands on training. This is not simply the issue of lifting a goblet, mind you, in my journeys as a wandering bard I have had the honor of staying in some of the finest of inns and cautiously stepping over wet, slobbery puddles in some of the worst of taverns. Good or bad, I have seen all.

Keep in mind that though most of us flee to such places when we burden from the pangs of our thirst that it is not the public houses where our beloved drinks begin. The vintner, brewer, and distiller can only be credited for such wonders, and in order to pay proper respect to these individuals I felt it necessary to view the fine establishments of these individuals and pay good attention to the instruction of their practices. Of course, free samples of the final product were never refused on my part.

While I would love to go into great detail about some of the places that I have visited and interesting folks that I have met I would need to write more than one simple book. As such I shall dedicate these pages to teaching you all that I have learned about the creating and consumption of the wonderful intoxicating beverages that you and I love to share in the taverns together.

As you flip through the pages of this tome you shall find a whole variety of notes concerning your favorite potent beverages. I have taken great lengths to cover their history, origins, notable effects, and the general flair of the social faction that chooses to consume such drinks. Likewise, you the gentle reader shall learn about the production of alcohol, special beverages with mystical or bizarre powers, the inner workings of taverns and inns, and the types of people that you might stumble into while out at the tavern for a night of drinking.

Alas, good reader! Before your eyes become too blurry from the curious spirits that are dancing away in your trusty mug, let us get started.

Chapter 1: The Wonders of Being Drunk



Some scholars believe that civilization would not exist if alcohol had not given early people a reason to settle in one place where they could make alcoholic beverages. Certainly, drinking is an important part of many cultures. To many, socializing over a couple of drinks is a cherished and enjoyable tradition, while others decry alcoholism as an unavoidable source of clumsiness and stupidity. Alcoholic drinks are commonplace at nearly every festival or tavern, and sometimes drinking is the focus of a game or competition. Like in real life, too much drinking in-game can make people sick and ruin their fun, but a little drunkenness can add to the merriment of all.

The Root of All Evil: A Brief History of Alcohol

Though alcohol still adds an element of unpredictability at times in our otherwise “ho-hum” societies, this mysterious element is as old as time itself. Even the earliest of known records, songs, stories, and legends speak of one form of intoxicating beverage or another. Though it is believed that fermentation is the gift of the gods themselves, there are several theories as to what gives wine, brew, or spirits their curious intoxicating properties.

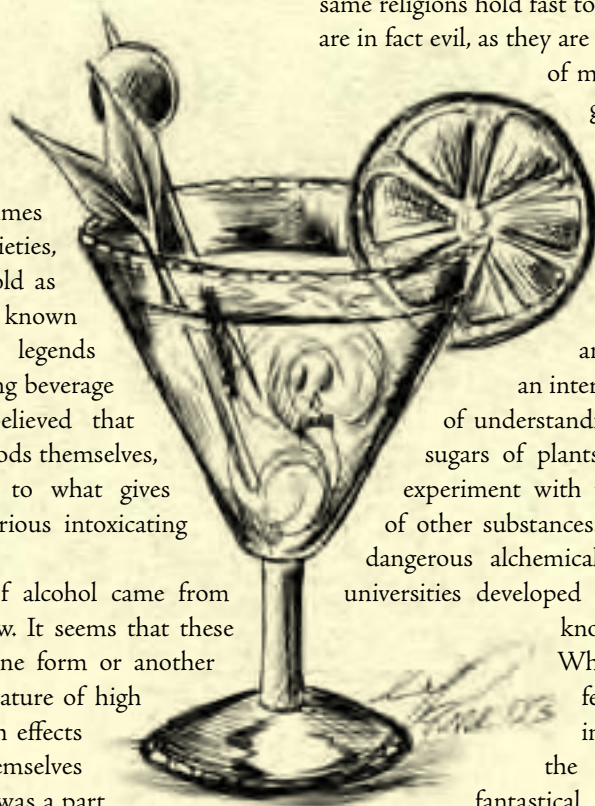
The oldest known forms of alcohol came from early versions of wine and brew. It seems that these beverages have consumed in one form or another as long as there has been a creature of high enough intelligence to find such effects appealing. Even the elves themselves admit that drinking fine wines was a part of their culture even before the time of man. As time progressed, it became the mission of the master brewers and vintners to concoct newer beverages that were more potent and flavorful.

As the selection of grains and fruit began to take its toll on diversity, a few creative humans began to experiment with other types of vegetation, particularly tubers and herbs. Through a new refinement process called distillation, the humans were able to create the first forms of vodka, rum, absinthe, and whiskey. Soon

additional varieties of distilled spirits followed and the other races took an interest to this new method as well.

With the rise of distillation, gnome mages and scholars acquired new understandings as to how fermentation worked. It seemed that a natural substance called yeast, which was also responsible for making loaves of bread rise, was able to change the sugars of the base ingredients into the intoxicating substance that came to be called alcohol. Before such findings it was believed that the very gods themselves caused fermentation by dipping their fingers into the bubbling batches of fluid, and despite the discovery of yeast many clerics still believe that this is the true means of fermenting wines and brews. As such, the same religions hold fast to the belief that distilled spirits are in fact evil, as they are the wicked, unnatural potions of man while ale and wine are the gifts of divinity.

While the clerics and temples still held fast to the old beliefs, producers of alcohol gradually accepted the new educated theories and eventually alchemists and practitioners of magic took an interest in brewing. Having a basis of understanding of how yeast converts the sugars of plants into alcohol, they begin to experiment with the intoxicating fermentation of other substances. Through bizarre rituals and dangerous alchemical research, the colleges and universities developed a new practice that became known as fantastical brewing. While the recipes of such fermentation rarely resulted in the intoxicating alcohol, the beverages created through fantastical brewing provided a new mystical craft that had many similarities to alchemy and the creation of potions. While fantastical brewing became the delight of wizards and dabblers, the purists of the temples cited this practice as being the final proof that all forms of fermented drink, wines and brews included, had become abandoned by the gods. As such the clerics grew to believe that unless a wine or brew was prepared especially by the temple clerics for ritual use only then such a beverage was fouled with the evils and abominations of mankind.



Alcohol and the Presence and Effects of Intoxicating Drinks on Society

Despite the warnings of the stricter temples and faiths, the existence of fermented drink has a strong influence on society. As wells and high mountain springs are usually the only means of quenching one's thirst without having to constantly boil water or risk illness, having a plentiful supply of wine or ale on hand at all times is always helpful. Likewise, most forms of alcoholic beverages hold curious medicinal properties. Alcoholic beverages have been known to cure gout, ease stomach problems, cure melancholy, work as a sedative, treat wounds, numb pain, and even lessen the suffering caused by cold weather illness.

Villagers poor and rich alike drink alcohol in one form or another, and many have been known to make deals and settle disputes over a goblet or two of mead, ale, or wine. Alcohol tends to bring people together, and it can help those who are normally shy or dreadfully reclusive approach their fellow citizen with confidence and friendliness.

Despite the benefits of fermented drinks, however, there are many confirmed evils caused by the consumption of alcohol. An unsettling dependency for fermented drink can cause laziness, violence, unfortunate accidents, uncouth behavior, and slander amongst fellow villagers. Hopeless drunks have been known to squander the last of their hard earned wealth on fermented drinks only to enter a life of prostitution and crime for the sole reason of being able to afford another sip of the same foul substance that wrecked their lives. Likewise, just as much as alcohol can be a healer, it can also gradually waste away an individual. Those who are constantly found with a bottle in their hand tend to look ill of health and usually seem to be suffering from one form of ailment or another.

Though many consider the temple teachings about alcohol to be a chamber pot's worth of rubbish, there seems to be some shred of truth in regards to the clerics' assorted lectures on distilled spirits. Though the various forms of wines and brews have been responsible for their own share of human evils, it seems that distilled spirits



hold greater burdens on the welfare of society. Despite the fact that they are harder to drink straight and the taverns and public houses serve them in smaller portions, distilled spirits tend to be strong in potency and lead to harsher states of intoxication. Drinkers of potables such as rum, brandy, gin, vodka, and absinthe tend to be more violent in nature, and when intoxicated they are more likely to engage in activities that these drunks later regret. Distilled spirits, though quite effective as topical medicines and sedatives tend to cause more ailments in the long run and there have been many accounts of accidental death, poisoning, and madness caused by absinthe, gin, and other such substances.

Drinking Resource Discussions

How to Get Drunk

Figuring out whether or not the characters have drunk enough alcoholic beverages to get drunk is somewhat like handling a combat situation. Instead of fighting off monsters, however, the character's fortitude is fighting off the potency of the drink before them while taking into consideration how much previous they have drunk and how potent these fluids were.

Drink Size: Serving of alcohol is measured in "shots". A shot does not denote any real-world significance; rather, it is simply a convenient word to measure small volumes of liquid in game terms. The number of shots contained in various drinking vessels is shown in Table 1.1.

Drink Strength: The strength of the drink is measured on a scale, with 0 being no alcohol content, and 10 or higher being power beverages. A drink's total effect is measured in Alcohol Units (AU). The alcohol units of a given drink are the product of its number of shots times its strength. For example, a mug (4 shots) of wine (Strength 4) is a total of 16 AU.

Effects of Alcohol: Alcohol is basically a poison. The more you drink, the greater the effect it has. There are several levels of intoxication, each accompanied by penalties to certain abilities, and a slight bonus to resist pain.

At any level of drunkenness the character is **Unfocused**, and once they are Drunk or Hammered, they are also **Unbalanced**.

- ♦ **Tipsy:** Judgment is slightly impaired, but no noticeable effects. -1 penalty to attack rolls, skill checks, ability checks, and Reflex saves. No effect on movement or hit points.
- ♦ **Merry:** Inhibitions lower, voices raise, and balance wavers slightly. -2 penalty to attack rolls, skill checks, ability checks, and Reflex saves. +1 temporary hit points per hit die. No effect on movement.

- ♦ **Drunk:** Dizzy and disoriented with slowed response, causing slurred speech. +2 temporary hit points per hit die.
- ♦ **Hammered:** Can't walk in a straight line, and is generally incoherent. -8 penalty to attack rolls, skill checks, ability checks, and Reflex saves. +3 temporary hit points per hit die.
- ♦ **Plastered:** Communication is nearly impossible, as is standing up. -16 penalty to attack rolls, skill checks, ability checks, and Reflex saves (though the character can't take any actions, so it usually doesn't matter.) +4 temporary hit points per hit die. Character is nauseated and the only action he can normally take is a single move or move-equivalent action per round.
- ♦ **Unbalanced:** Can safely take one partial action each round, but must make a Balance check (DC 10) to both move and take an action. Failure indicates the subject falls down.
- ♦ **Unfocused:** Must make a Concentration check (DC 10 + spell level) to cast spells or make similar actions.

Table 1.1: Drink Sizes

Drink Size	Number of Shots
Shot Glass/mouthful	1
Cup	2
Small Glass	2
Small Mug	2
Goblet	2
Mug/Glass/Large Goblet (pint)	4
Wineskin (pint)	4
Bottle (1½ pint)	6
Large Flagon (quart)	8
Jug (two quarts)	16
Large Pitcher (gallon)	32
Keg (3 gallons)	96
Half-barrel (5 gallons)	160
Small Barrel (10 gallons)	320
Large Barrel (40 gallons)	1,280

Once you reach your Alcohol Threshold (see Table 1.2) you become Tipsy. As you drink more, you progress through the various levels of intoxication. Each number of AU equal to your threshold increases your drunkenness to the next category. For example, Seth has a Constitution of 14. He drinks two shots of whiskey (12 AU each, total 24 AU). This exceeds his Alcohol Threshold, so he becomes Tipsy. Another 4 AU will take him to 28, putting him in the Merry category.

The gamemaster may give a temporary bonus to a character's alcohol threshold of up to +2 for various factors, such as a full stomach or magical enhancements.

Table 1.2: Drink modifiers

Feature	Calculation
Base Alcohol Threshold	+ Con Stat
Resist Poison Bonuses	+ bonus
Endurance Feat	+4 bonus
Hard Drinking Feat	×2
Fine-sized	× $\frac{1}{16}$
Diminutive-sized	× $\frac{1}{8}$
Tiny-sized	× $\frac{1}{4}$
Small-sized	× $\frac{1}{2}$
Large-sized	×2
Huge-sized	×4
Gargantuan-sized	×8
Colossal-sized	×16

Drinking Too Fast

A medium-size character can drink 2 shots as a move-equivalent action. Double the number for each size category above Medium and halve it for each category below Medium as indication on Table 1.3. A character can drink double the amount indication in a full round. Attempting to drink more than this is one go requires a Fortitude save (DC 10 +4 per extra multiple or part thereof.) A failure means that the character cannot swallow fast enough, and a failure by 5 or more causes the character to also lose his action for the next round due to gagging. In most drinking contests, this automatically means that the character has lost.

Sometimes an overdose of strong drink can shock a person’s system. If a character drinks too much too quickly, there is a danger of him passing out or getting sick right away. If a character drinks more AU than twice his Alcohol Threshold in one round, he must make a Fortitude save (DC 20). If he fails the save, he either vomits out what he just drank, or falls unconscious (The GM gets to chose).

For example, in a drinking contest, Seth downs a mug of Dwarf Spirits, for a total of 56 AU. Since his Alcohol Threshold is 14, he becomes Hammered after one drink. He must make a Fortitude save (DC 20), or he’ll most likely lose the contest.



Table 1.3: Alcohol Thresholds

Size	Drink as Move-equivalent action	Alcohol Threshold
Tiny	$\frac{1}{2}$	$\frac{1}{4}$ × Con score
Small	1	$\frac{1}{2}$ × Con Score
Medium	2	Con score
Large	4	2× Con score
Huge	8	4× Con score
Gargantuan	16	8× Con score
Colossal	32	16× Con score

Sweating Out the Intoxication

If a character manages to hold of drinking before failing an intoxication check, they can gradually “sweat out” most to all of the intoxication compounding additions over a brief time period. Many social drinkers practice this routine in order to allow them to go all night without actually getting drunk.

A character recovers at a rate of 8 Alcohol Units per hour. An additional 4 Alcohol Units are recovered per hour if the subject is drinking water or fruit drinks.

Drinking Beyond the Point of Intoxication with Normal Alcohols

Once an individual has reached the state of intoxication called plastered, they have a chance to remain conscious to continue drinking. However the drunk is at risk of unpleasant effects or harm if they continue to drink any further. Each full serving consumed beyond the state of intoxication, the drinker must succeed a Fortitude save (DC 20+total of servings drunk per last 4 hours) or pass out unconscious for a total time period of 1d3 hours. If the drunk is left lying on their back, then they are at risk of dying from alcohol induced asphyxiation (see section on asphyxiation from vomit).

Drinking Beyond the Point of

Intoxication with Fantastical Alcohols

Once the drinker fails their resistance against fantastical alcohols the side effects take place and the drinker cannot otherwise control their drunken outcomes. The alchemical structure of alcohol tends to mutate in structure due to the presence of bizarre, exotic additives so the normal drawbacks of alcohol do not apply in regards to fantastical alcohols. Worse effects, however, can happen and once the side effects have kicked in, further drinking will neither help nor harm the state or situation of the drinker.

Dying from Vomit-Induced Asphyxiation

Whenever a drinker has passed out or fallen asleep while drunk and lying on their backs, the intoxicated individual suffers the very real risk of asphyxiation. This occurs when the individual happens to throw up their vomit in their sleep and are otherwise unable to prevent this mess from entering and clogging up their windpipe due to their alcohol-subdued state. Every half hour that a character is passed out and lying on their backs the character must succeed a Fortitude save (DC20) or throw up a mess of vomit which they in turn begin to choke on. The character's hit points automatically drop to 0 and the character must continue to attempt to succeed Fortitude saving throws (DC18) or remove an additional hit point each round due to the fact that they have not been stabilized or at least rolled over. Once the character's hit points reach -10 or below, the character dies. The best way to avoid asphyxiation is to either not drink at all or to succeed one of the progressing suffocation will saves. The character will be tempted by a "supernatural solution", but such claims usually turn out to be quite bogus.

Hangover

A character that has become Drunk or higher suffers a hangover once he sobers up. A hangover consists of headaches, nausea and other unpleasant side effects. After recovering from drunkenness, a hangover begins. While hung over, a character suffers from the same penalty to his attack rolls, skill checks, ability checks, and Reflex saves for the drunkenness category he reached the night before. Every 2 hours, the severity reduces by one category until the penalties go away.

For example, Seth continues drinking until he is hammered. This category gives him a -8 penalty to most of his rolls and checks. He gets 8 hours of sleep and wakes the next morning with a hangover. He suffers a -8 penalty to various rolls and checks for 2 hours, then -4 for the next 2 hours, and then only -2, and finally -1. After 8 hours, the ringing and buzzing finally goes away.

Alcoholism

A character that repeatedly drinks to the point of intoxication night after night poses a risk of becoming an alcoholic. In the event that such a character has drunk to the point of intoxication for the majority of an extended period of time, they must make the following checks to see if they have become afflicted by alcoholism. Unlike most normal checks for drinking, resisting alcoholism requires more of one's will rather than one's fortitude.

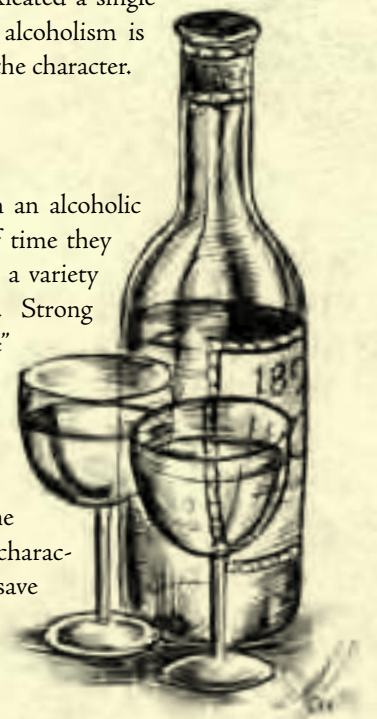
Table 1-4: Alcoholism

Check at:	Minimum Number of Days/Nights Intoxicated	Difficulty Save
1 Month	20+ days/nights (60% of time)	Will DC 14
2 Months	30+ days/nights (45% of time)	Will DC 15
Each Month after 2 Months	15+ days/nights of each month (50% of the time)	Will DC 16 + 1 pt for each month total

When the character fails their Will save, they are afflicted by the condition known as alcoholism. An alcoholic character must succeed a Will save each day (DC16) or succumb to the temptations of drinking. An alcoholic character that fails this Will save will attempt to acquire enough alcohol each day/night to drink themselves into intoxication. After achieving intoxication, they must succeed a further Will save (DC 14) or continue on drinking until they pass out unconscious. If an alcoholic character is denied the ability to become intoxicated, the character suffers a -2 to their Charisma ability (minimum score of 1 pt of Charisma) as long as they remain sober. If the character is able to survive a period of no less than 60 days without becoming intoxicated a single time, then the condition of alcoholism is automatically removed from the character.

Health Problems that can arise from Alcoholism

Once an individual has been an alcoholic for a considerable amount of time they become potential victims for a variety of health-related problems. Strong drink can essentially "pickle" one's internal organs, causing the individual's overall constitution to eventually suffer. For every 24 months that the character suffers from the condition of alcoholism, the character must succeed a Fortitude save (DC14) or permanently lose 1 pt of Constitution.



Chapter 2:

A Selection of Fine (and Not So Fine) Alcoholic Beverages



Any tavern keep worth his salt knows that patrons have different tastes. As such, a quality tavern should always be well stocked with a wide variety of alcoholic beverages. Like the patrons who consume them, fermented drinks all have distinctive features in color, taste, and potency.

There are basically two types of potent drinks. First there are the normal varieties and mixed drinks, which contain alcohol and are thus intoxicating, and then there are special, mystical concoctions that are better known as fantastic drinks. Let's start out our discussion of these drinks first with the standard varieties of alcohol.

Standard Alcohol

Presented below are the many different forms of alcoholic beverages. These drinks are distinguished by several factors, including their source ingredients, type of alcohol, and potency. Each drink is described thus:

Alcohol Name (Drink Type): The alcohol name is what the drink is traditionally called, such as gin for example. The drink type designates what specific category that the alcohol falls into. For standard forms of alcohol there are three of these types: brew, wine, and distilled spirits. A fourth drink type, mixed drinks, consists of different varieties of alcohol that have been mixed together with additional ingredients. Mixed drinks will be described further a bit later on.

Serving Cost: This is the cost of one serving of the fermented drink. Listed with it is the standard serving size of a type of alcohol and the container or vessel that such a drink is commonly poured into.

Source Plant: This is the source plant or substance that the alcohol is derived from.

Supporting Geography/Cultures: This listing provides the geographical type where the source plant would most likely be harvested from as well as the cultural types that would most likely make such a drink.

Real World Origins: This listing provides the real world origin of the fermented drink.

Description: This section provides a brief write up and description about the fermented drink.

Drinks

ABSINTHE (*Distilled Spirits*)

Source Plant: Wormwood (*Artemisia absinthium*)

Supporting Geography/Cultures: Typical fantasy culture, cool to warm forests and plains

Real World Origins: Switzerland and further refining throughout Europe

Description: Absinthe, an alcoholic distillation containing a potent degree of the bitter herb wormwood, is a particularly popular though dangerous beverage. Some claim that drinking too much absinthe can eat away the mind and cause blindness, and while many regard it as being little more than a highly potent form of spirits, there is

Name	Profession Skill	Create DC	Cost/Serving	Strength	Fort. DC
Absinthe	Brewing	10	2 cp/Shot Glass	12	16
Ale	Brewing	5	4 cp/Mug	2	11
Bourbon Whiskey	Distilling	10	3 cp/Small Mug	10	15
Brandy	Brewing	12	3 cp/Small Mug	10	15
Cider	Brewing	5	4 cp/Mug	6	13
Cordial	Brewing	12	4 cp/Small Mug	10	15
Dandelion Wine	Winemaking	10	2 cp/Goblet	3	11
Dandelion Wine	Winemaking	10	2 sp/Pitcher	3	11
Fortified Wine	Winemaking	10	2 cp/Goblet	6	13
Fortified Wine	Winemaking	10	2 sp/Pitcher	6	13
Fruit Beer	Brewing	10	5 cp/Mug	1	10
Gin	Distilling	10	4 cp/Small Mug	12	16
Lager Beer	Brewing	10	2 cp/Mug	2	12
Malt Liquor	Distilling	10	2 cp/Mug	2	12
Mead	Brewing	12	5 cp/Mug	3	13
Mezcal	Brewing	10	3 cp/Small Mug	13	16
Rum	Distilling	10	3 cp/Small Mug	12	16
Rye Whiskey	Distilling	10	2 cp/Small Mug	10	15
Sake (if common)	Winemaking	15	2 cp/Cup	5	13
Sake (if rare)	Winemaking	15	1 sp/Cup	5	13
Sparkling Wine	Winemaking	10	8 cp/Goblet	3	11
Stout	Brewing	10	5 cp/Mug	2	12
Table Wine	Winemaking	10	3 cp/Goblet	2	10
Vodka	Distilling	10	2 cp/Small Mug	12	16

truth to the fact that absinthe can be particularly mind altering. This is due to the fact that wormwood contains thujone, and seasoned drinkers are known to describe absinthe intoxication as “being visited by the green elf”.

ALE (Brew)

Source Plant: Grains

Supporting Geography/Cultures: Typical fantasy culture, cold to warm climates

Real World Origins: Europe

Description: Ale is a very common alcohol and considered in many ways to be the “grandfather of brews”. It is a bit heavier and bolder in body and flavor than lager beer, but is the common brewed beverage in most lands.

BOURBON WHISKEY (Distilled Spirits)

Source Plant: corn with a blend of barley, wheat, rye, and malt

Supporting Geography/Cultures: cool to warm plains

Real World Origins: United States

Description: Bourbon is a mellow though flavorful form of whiskey. It’s warm, caramel colored texture gives a hint to the comforts of sipping smooth bourbon whiskey by the glow of a well tended hearth during the cooler times of the year.

Bourbon also makes for a great cooking ingredient. Steaks are given a unique flavor when they have been given plenty of time to be properly marinated with a combination of smooth bourbon and brown sugar.

BRANDY (Distilled Spirits)

Source Plant: Grapes

Supporting Geography/Cultures: various fantasy climates

Real World Origins: Europe

Description: Brandy is the distilled alcohol from grapes. Usually it starts out as a wine but through further refining the concentrated alcohol is removed from the wine, allowing the distiller to claim this resulting distilled batch of alcohol as brandy. Quite often this potable intoxicant will be added back to another batch of wine, resulting in fortified wine, or port.

CIDER (Wine)

Source Plant: Apples

Supporting Geography/Cultures: Typical fantasy culture, various climates

Real World Origins: Various

Description: Alcoholic cider is an ancient beverage that is commonly served alongside wine and ale. Though often preferred by many ale and beer drinkers, the creation of cider is a bit more similar to wine making than it is

brewing. Usually cider is treated to a mild spicing of a dash or two of cinnamon, clove, or other such spices during its fermentation process.

CORDIALS (Distilled Spirits)

Source Plant: Various sources

Supporting Geography/Cultures: various fantasy climates

Real World Origins: Europe

Description: Cordials, or flavored liquors, incorporate a wide variety of fruit, spice, and herbal flavorings into a distilled spirits base. Though perhaps not the strongest of distilled spirits alcohol wise, these beverages are quite potent in the sense of taste and are often drunk by themselves or used as additives for a variety of mixed drinks. Peach, apricot, cinnamon, licorice, and mint liquors are the most common though many other flavors are known to exist.

DANDELION WINE (Wine)

Source Plant: Dandelions

Supporting Geography/Cultures: Common civilized cultures of all temperate areas except for mountains and aquatic

Real World Origins: United States, Europe, and other areas where dandelions are common

Description: Dandelion wine is a potent, sweet “folk” wine that’s created by allowing a base of sugars, pure water, brewer’s yeast, and the flower heads of dandelions ferment. Usually fermentation takes around half a year so most batches are made in the spring and enjoyed during the coming of the colder autumn weather. Quite often some batches are allowed to age for a full year or more so that the wine may be enjoyed during the following spring and summer. While this recipe is mostly cherished by the common folk, there are some professional brewers who take the production of dandelion wine with serious interest. Likewise it’s not unheard of for many taverns and inns to offer this delightful wine.

FORTIFIED WINE (Wine)

Source Plant: grapes

Supporting Geography/Cultures: Typical fantasy civilizations, coastal communities, orc, ogre, and goblinoid races

Real World Origins: Portugal

Description: Fortified wines, or Port as they are more commonly called, are non-carbonated table wines that are very potent in alcohol and tend to be reasonably sweet and fruity in taste. The taste and potency is caused by the addition of brandy to the wine mixture before the juices have had time to ferment on their own.

While a good glass of port is appreciated by some of the better folks of the community, fortified wines tend to be more popular amongst sailors, common laborers, and alcoholics. There's also been evidence of various humanoid tribes adopting the addition of brandy to young wines, particularly amongst a few a sources of orcish plum or prune nectar wines.

Fortified wines tend to be a bit cheaper than other wines and there is less concern over the year that the wine was produced or the overall quality of aging in regards to the texture of the wine's taste. These wines have a simple, direct taste, much like their intoxicating kick, and are most savored by individuals who are seeking a quick means of getting drunk. Also, due to the particular fortification and fermenting processes of this variety of table wine, port wines tend to produce repulsive hangovers.

FRUIT BEER (Brew)

Source Plant: Grains, various forms of fruit

Supporting Geography/Cultures: Typical fantasy culture, cold to warm climates

Real World Origins: Belgium

Description: Fruit beers are made in the same fashion of normal beers, especially lager, but in addition to the commonly used ingredients, portions of fruit are also mixed in and allowed to ferment with the rest of the mixture. This additive adds an extra depth of flavor to normal beer, resulting in a wide variety of fruity tastes.

GIN (Distilled Spirits)

Source Plant: Barley, maize, and juniper berries

Supporting Geography/Cultures: various fantasy climates

Real World Origins: Holland

Description: Gin is typically a clear, potent form of distilled spirits with a high alcohol content. It was originally intended to be a treatment for stomach and gout but it's more common use as an intoxicating beverage was quickly discovered. Sometimes gin may be flavored with additional ingredients, mint being quite popular.

LAGER BEER (Brew)

Source Plant: Grains

Supporting Geography/Cultures: Typical fantasy culture, cold to warm climates

Real World Origins: Europe and United States

Description: While various forms of lager beers exist, the effects are

typically the same. Lager beer is usually somewhat watered down, and favored by those who want to drink and be rowdy all night. It is a reasonably cheap form of alcohol, thus drinkable by the rich and poor like. As such, lager beer is quite popular with bartenders and tavern keeps as it brings in a large crowd of customers and a bit of salted appetizers will keep these drinkers buying and buying.

MALT LIQUOR (Brew)

Source Plant: malt, grains, sweetener source plants containing simple sugar compounds or the refined syrups of corn

Supporting Geography/Cultures: Common civilized cultures of all cool to warm areas, orc and goblinoid lands

Real World Origins: United States

Description: Malt liquor is a rough, potent variant of brew-based alcohol that has received additional fermentation and the additives of sugar based sweeteners. Though usually giving the beverage a bit of an aftertaste, these sweeteners tend to intensify the drunken effects of malt liquor. This beverage is often rather cheap in comparison to other beer based potables and favored by alcoholics due to the potency and price. Likewise, a few of the more barbaric humanoid races have been known to successfully brew up a batch or two of malt liquor.

The effects of drinking malt liquor can be particularly devastating. An aging old wizard once described each swig of this drink as being comparable to having one's mind being ripped apart by a dwarven pick axe. The drinker tends to be unable to think clearly and may often act in a somewhat careless, if not violent, behavior. Likewise, the hangover is particularly gruesome, leaving one lacking in agility and suffering from constant nausea. Despite these obvious drawbacks from consuming large amounts of malt liquor, the foul drink tends to remain popular amongst the cruel, destitute, and dangerous.

MEAD (Brew)

Source Plant: Honey (from various plant sources)

Supporting Geography/Cultures: Typical fantasy culture, cool to warm climates

Real World Origins:

Various: Mead traces back to sources in Egypt, Rome, Greece, the Netherlands, and Europe



Description: Mead, often referred to as the “nectar of the gods” is a popular drink that is derived from fermented honey. Though the most common mead recipes call for nothing more than some fresh spring water, natural yeast, and honey, there’s been many a mead maker who has experimented with the addition of various herbs, spices, and flavorings.

Though the drink is also highly respected and favored amongst nobles and aristocrats, mead is drunk in much of the same spirit as one would enjoy ale or beer, and mead laced laughing and singing can be heard echoing from the taverns and public houses of the commoners.

MEZCAL (*Distilled Spirits*)

Source Plant: Cactus

Supporting Geography/Cultures: warm to hot fantasy climates

Real World Origins: Mexico

Description: Mezcal is a powerful, potent form of alcoholic spirits that is distilled from a cactus. Quite often a larvae worm will be added to a bottle or flask of the fermenting substance. As mezcal is mostly respected for its intensive power over the mind and body when one becomes intoxicated from the “cactus juice”, the drink is quite often valued by alcoholics and other such heavy drinkers.

RUM (*Distilled Spirits*)

Source Plant: sugar cane

Supporting Geography/Cultures: Typical fantasy civilizations, coastal communities

Real World Origins: Islands off the eastern coasts of North and South America

Description: Rum, favored by pirates, sailors, and landlubbers alike, has often made its way into the important commodities of the ocean faring trade routes. This variety of distilled spirits comes from sugar cane and often comes in white, dark, and spiced varieties. Coconut rum, a version that has been flavored with the milk or white, fleshy meat of the tropic dwelling coconut, is also somewhat popular.

One of the reasons for rum’s popularity is the fact that white or dark rum makes an excellent additive for mixed drinks. This application of rum in beverages is particularly common amongst the coastal regions. Also, hot buttered rum is a popular hearthside drink during the colder times of the year.

Though being a form of distilled spirit and as such rather potent, rum is not terribly notorious for evil hangovers. Usually, if the intoxicated drinker can puke his guts up, his resulting rum hangover is somewhat lessened in suffering.

RYE WHISKEY (*Distilled Spirits*)

Source Plant: Rye

Supporting Geography/Cultures: Cool to warm plains

Real World Origins: Europe

Description: Rye whiskey is a popular form of whiskey though some alcohol connoisseurs claim that it is inferior to the finer qualities of bourbon or scotch whiskey. Rye whiskey sometimes goes down a bit harsher but tends to warm one up fairly quickly and can give a bit of that old “instant courage” to even the most cowardly of individuals when such a drinker becomes intoxicated. While such outcomes are to be avoided in tavern settings, a good violent rye drunk is considered to be an added bonus in the dungeons.

Rye whiskey shares the same caramel coloration that is common in most forms of whiskey. It is popular amongst settlements along of the plains and meadows and can be usually found in the rough dives and sophisticated taverns alike.

SAKE (*Wine*)

Source Plant: Rice

Supporting Geography/Cultures: Marshes, any area with adequate amounts of rice beds. Typically Asian flair fantasy culture

Real World Origins: Japan

Description: Sake is a powerful, alcoholic drink that is created from fermented rice. Though technically considered to be a wine, sake is actually very similar to distilled spirits in many ways. Usually this beverage is clear and may be served warm.

Sake is hard and quick. Not particularly sweet or fruity like a wine; sake is not particularly bad in flavor either.

SPARKLING WINE (*Wine*)

Source Plant: Grapes

Supporting Geography/Cultures: Typical fantasy culture, cool to warm climates

Real World Origins: Europe (debated as to whether or not champagne and other sparkling wines actually originated in England or in France)

Description: Sparkling wine, sometimes known as champagne, is a bubbly sort of wine that gains its carbonated effects from a secondary form of fermentation. Though this sort of wine begins as common table variety wine, sugar and yeast are added to it and the mixture sealed, allowing the gases of fermentation to build up in the mixture.

Sparkling wine usually provides a blissful variety of intoxication and is usually served on happy occasions and ceremonies.

STOUT (Brew)

Source Plant: Grains

Supporting Geography/Cultures: Typical fantasy culture, cool to warm climates

Real World Origins: Ireland

Description: Stout beer is a dark, almost murky form of grain brewed beverage with a rich, bold taste and a tan colored, foamy head. This beverage, served at or slightly above room temperature is an autumn and winter hearthside favorite, and is enjoyed by laborers and members of the aristocracy alike.

TABLE WINE (Wine)

Source Plant: Grapes (or other fruit sources)

Supporting Geography/Cultures: Typical fantasy culture, various climates

Real World Origins: Various

Description: Common table wine is a staple drink in most fantasy worlds. Though the exact varieties of table wine may differ in color and flavor, most of these wines are usually decent enough to the taste and spirits though lacking the distinctive features of the more expensive varieties of wine. Likewise, common table wine tends to be a bit weaker alcohol-wise.



VODKA (Distilled Spirits)

Source Plant: potatoes

Supporting Geography/Cultures: Typical fantasy civilizations, cool to temperate climates

Real World Origins: Russia

Description: Vodka is a form of potent, distilled spirits that is derived from fermented potatoes. This resulting alcohol is clear in color and may be drunk alone or as an ingredient to a mixed drink. Quite often it is reasonably common to find vodka flavored with a bit of lemon as well.

Vodka is a pretty direct form of spirits. The flavor is mostly that of the alcohol itself, and it can warm the body and bones on a cold winter's night. As such, various individuals that live in cooler regions favor vodka.

Mixed Drinks

While it's common to drink the different forms of alcohol straight, the concept of mixed drinks has become somewhat popular, especially in the "better to do" taverns. Often these beverages tend to be more potent yet more flavorful than the native alcoholic drinks that fortify them.

Mixed Drinks

Name	Cost	Size	Strength	Fort. DC
Blacksmith	5cp	Small Mug	5	12
Bloody Axe	3sp	Small Mug	12	16
Bloody Morning	1sp	Small Mug	6	13
Buttered Rum	1sp	Small Mug	12	16
Dancing Ghoul	3sp	Shot	14	17
Dune Pick	3sp	Shot	10	15
Gibbering Lich	4sp	Shot	14	17
Happy Hearthside	2sp	Small Mug	10	15
Mind Displacer	4sp	Shot	12	16
Pirate Punch	2sp	Small Mug	8	14
Sailor's Delight	1sp	Small Mug	6	13
Sexy War Hag	3sp	Small Mug	6	13
Suffering Ghast	4sp	Shot	14	17
Sugar Lady	2sp	Small Mug	4	12
Toddy	8cp	Small Mug	3	11
Wild Druid	1sp	Small Mug	12	16
Xorn Vomit	4sp	Small Mug	10	15

BLACKSMITH

Active Ingredients: Rye Whiskey, Lager Beer

Inactive Ingredients: None

Description: A commonly favored drink amongst laborers, the blacksmith is simply lager beer with a bit of rye whiskey mixed in.

BLOODY AXE

Active Ingredients: Vodka, Rye Whiskey, Brandy, Cider, and Mead

Inactive Ingredients: pinch of powdered ginger, pinch of powdered cinnamon

Description: Bloody axe is a spicy, powerful mixed drink that is commonly served warm. It is popular amongst fighters of colder climates.

BLOODY MORNING

Active Ingredients: Vodka

Inactive Ingredients: tomato juice, celery stalk, dash of ground, red pepper

Description: Bloody morning is often considered to be a "hangover helper" cocktail.

BUTTERED RUM

Active Ingredients: Rum

Inactive Ingredients: Hot Butter

Description: Buttered rum is an all around popular drink in the colder climates. Quite often rum will be imported to these areas specifically to make this particular drink.

DANCING GHOUL

Active Ingredients: Rye Whiskey, Licorice Liquor, Mint Gin, and Vodka

Inactive Ingredients: lime juice, mint leaves, sprig of wormwood

Description: Dancing ghouls is a wicked, foul mixture that often leaves one grabbing their heads in agony or stumbling about incoherently.

DUNE PICK

Active Ingredients: Mezcal, Orange Liquor

Inactive Ingredients: Pomegranate juice, apricot nectar

Description: A reasonably strong, intoxicating drink that has a surprisingly pleasant flavor going down. Many declare that dune pick is the kind of drink that “sort of just sneaks up on you”.

GIBBERING LICH

Active Ingredients:

Absinthe, Rum, Rye Whiskey, Vodka, Brandy, and Gin

Inactive Ingredients:

Lemon juice, lemon peel, mint leaves

Description: A rather foul and potent drink, gibbering lich is generally avoided by all but the most seasoned and daring of drinkers.

HAPPY HEARTHSTONE

Active Ingredients: Vodka, Rye Whiskey, Vanilla liquor

Inactive Ingredients: warm cream, brown sugar, hot butter

Description: Happy hearthstone is a popular cold weather drink.

MIND DISPLACER

Active Ingredients: Mezcal, Brandy, Vodka

Inactive Ingredients: Lime juice and crushed strawberries with a slight ring of salt around the edge of the mug

Description: The mind displacer is a popular mixed drink in areas of warm to hot climates. Quite brutal in potency, it's a beverage not to be taken lightly.

PIRATE PUNCH

Active Ingredients: Rum, Lime Liquor, Peach Liquor

Inactive Ingredients: Coconut milk, pineapple juice

Description: A favorite amongst the tropical trading colonies, pirate punch has also made its way to the main land taverns as well.

SAILOR'S DELIGHT

Active Ingredients: Rum, Fortified Wine

Inactive Ingredients: Lime Juice, pinch of powdered clove

Description: Though a bit unusual in taste at first, Sailor's Delight is a reasonably popular seaside drink.

SEXY WAR HAG

Active Ingredients: Rum, Vodka, Rye Whiskey, Cherry Liquor, Peach Liquor

Inactive Ingredients: Brewed Tea, Brown Sugar

Description: An interesting blend of particularly potent effect, sexy war hag is enjoyed by a wide variety of patrons.

SUFFERING GHAST

Active Ingredients: Absinthe, Vodka, Bourbon Whiskey, Rye Whiskey, Brandy

Inactive Ingredients: Mint leaves and fresh spring water

Description: Suffering Ghastr is extremely potent due to its variety of mixed alcoholic drinks and is known to floor some of the most serious of drinkers.

SUGAR LADY

Active Ingredients: Rum, Brandy

Inactive Ingredients: Beet sugar, apple juice, grape juice, crushed strawberries, and a light dash of cinnamon

Description: Sugar Lady is a sweet, delightful drink that is popular with the rich debutantes of the larger fantasy communities.

TODDY

Active Ingredients: Bourbon Whiskey

Inactive Ingredients: Honey, lemon juice and peel

Description: Served hot, toddies are mainly used as a form of medicine for those suffering from common cold weather ailments.

WILD DRUID

Active Ingredients: Absinthe, Gin

Inactive Ingredients: Mint leaves, spring water

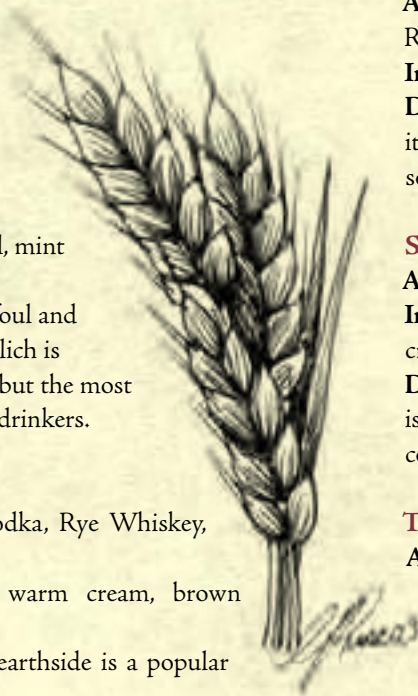
Description: A drink favored by those with a taste of the wilderness, the mixture known as the wild druid is particularly favored by rangers, half elves, and wandering druids.

XORN VOMIT

Active Ingredients: Absinthe, Brandy

Inactive Ingredients: Brown sugar, a dash of lime, and cool spring water

Description: Xorn Vomit is a popular drink amongst seasoned fighters, rangers, and assassins.



Chapter 3: Fantastic Drinks



While most patrons seek out the normal varieties of fermented alcohol and mixed drinks to satisfy their thirst, the adventurous drinkers often seek out bizarre drinks that are legendary for bestowing special powers or benefits upon the consumer. Though not intoxicating like normal drinks, these fantastical drinks are potent in their own right none the less and should as such be treated with caution. Though offering mystical powers, these drinks all have drawbacks that hinder, harm, or permanently change the consumer if one does not have a high degree of fortitude and is not careful with their consumption.

Fantastic Drinks

Fantastic Drink Stats and their Meanings

The properties of fantastic drinks are listed in a statistic table format. Below is an explanation of each stat entry.

Drink Type: This is the type of drink, whether it be a special stout blend, a particular variety of wine, a malt liquor, or even a variant of one of the various distilled spirits. The drink type is listed at the very top of the stat block.

Serving Size: This is the standard size (mug, glass, half glass, etc.) for one “effective” serving of the beverage.

Price Rate: This includes the average costs and servings for such a drink. Price rate can be affected by a particular brand’s star rating. Usually drinks with a single star rating are at 80% normal cost, drinks with a rating of two to three stars at 100% normal cost, drinks with a rating of four stars are at 120% normal cost, and drinks with a rating of five stars are at 150% normal cost.

In addition to a monetary cost, there may also be a consumption of experience points if this beverage is consumed. This amount of xp is removed even if the consumer fails their Fortification roll and suffers the side effects instead of the benefits.

Difficulty Classes: All fantastic beverages require the consumer to succeed a Fortitude save upon consumption of a serving. If the consumer fails such a roll then they are affected by the drink’s Side Effect. If the drinker is able to succeed their Fortitude save, however, they can benefit from the drink’s Benefit, provided that the drink actually has one.

Benefit: This is the special benefit that some drinks have. Sometimes

such benefits can be compounded by drinking more than one serving of the particular drink in a roll. In order to gain the benefit, the consumer must succeed their Fortitude save upon consumption of the beverage. If they succeed, the benefit is theirs. If the consumer happens to keep drinking the particular beverage in hopes of compounding a particular benefit, they must keep succeeding the Fortitude save. Once they fail, the consumer cannot compound the benefit effects any more for a 24-hour period. They do not, however, lose any of the beneficial properties that they gained before failing their Fortitude save unless noted otherwise in the drink’s Side Effects.

Benefit Duration: This is the amount of time that a particular benefit remains.

Compounding: This is the number of times that the benefit of a drink can be compounded in a single 24-hour period. The consumer must keep succeeding their Fortitude to continue to compound such benefits. Once they fail, the consumer can no longer gain any more benefits from a particular beverage for another 24 hours.

Side Effect: This is the effect on the drinker if the drinker happens to fail their Fortitude save. Sometimes these effects may cause the drinker to make additional saving throws as well.

Side Effect Duration: This is the amount of time that a particular side effect remains.

Description: These are general notes about the particular drink, including common ingredients, history, taste, and so forth.

Popular Brands: These are the popular brews of the particular drink that are made by the finer fantastical brewers. These labels have a star rating for overall quality, with a rating of 1 being the absolute worst and a rating of 5 being the absolute best.

Table 3-1: Fantastic Drinks

Name	Standard	Larger Size	DC	Duration
Cat Fat Tonic	30 gp/Mug	200 gp/pitcher	20	1d4+1 months
Displacer Spirits	10 gp/ Small Mug	50 gp/gallon	16	1d6 days
Dragon Tongue’s Gin	400 gp/Small Mug	3000 gp/gallon	22	2d12+5 days
Ghoulbane Wine	4 sp/Goblet	2 gp/pitcher	18	1d8 hours
Hairfang Mead	15 gp/Mug	100 gp/Pitcher	20	1d8 days
Herdsmen’s Ale	8 sp/Mug	3 gp/Gallon	11	1d4+2 days
Orkist Ale	2 sp/Mug	1 gp/Gallon	11	1d6+2 days
Troll Boil Sake	20 gp/Small Mug	100 gp/Bottle	18	1d4+4 hours
Witch Twitch Brandy	2 gp/Small Mug	10 gp/Gallon	14	2d8 hours

CAT FAT TONIC

Benefit: Character gains a +2 towards Move Silently, Hide, and Balance checks

Benefit Duration: Permanent

Compounding: 0 (Once cat fat tonic has benefited the character, it can never help the character again)

Side Effect: Each time that the consumer attempts to benefit from drinking cat fat tonic and fails, the following changes start to affect them. Only one side effect happens per failed consumption.

1st Failure: character permanently grows a set of long whiskers much like that of a cat's.

2nd Failure: character's eyes become cat-like (the character retains the ability to see in color, however, and does not gain any sort of low light vision or dark vision)

3rd Failure: character's ears become long and pointed in a manner that is more cat-like than like that of an elf.

4th Failure: character gains a purring accent to their voice. This does cause a negative effect to spell casting, singing, or other important rolls, but may add a bit of annoyance to the character or cause the consumer to stand out even more in the crowd.

5th Failure: character grows a long, furry, cat-like tail.

6th Failure: character's body becomes permanently covered with a sleek, shiny fur. Though this fur is often a solid color, variants of tabby, calico, or spotted are common as well. Usually the hair of the character's head either disappears, becomes mane like, or retains its natural shape but changes shade to match the color of the fur.

Side Effect Duration:

Permanent

Description: Though most all cats are good if not somewhat mischievous in nature, there are some felines that possess an inner evil about them. Often these creatures become the familiars of evil spell casters. While these corrupt felines certainly do not represent the normal behavior of most cats, their wickedness tends to corrupt the general reputation of all cats.

In order to save the cat population from such disgrace, it came to be the belief of a tipsy cleric that the very nature of the cat must be beaten out of the evil creature and its fat rendered in order to remove the essence of kinship to other felines. Then, in order to pass on the benefits of such qualities, the feline essence from the fat was to be fermented as a tonic of sorts and drunk by an individual. This way, not only would a foul creature of evil be denied both life and the privilege of being a feline, such gifts could be passed on to someone more deserving.

Cat fat tonic requires several steps to make. First one must steal the feline familiar of an evil spell caster. Once the creature is acquired, the cat is prepared for brewing by violently shaking the creature under the light of the moon until the animal dies of broken bones and exhaustion from the torment. Then, this carcass is stripped of its fat and once this is done, any other remains and stomped into the dirt and danced upon in a mocking, violent manner. After the brief spell of dancing, one whips them selves with a switch for having performed such a violent and disgraceful act, and carries off the fat for rendering and fermentation.

During the rendering processes the fat is kept open in order to become rancid. Any maggots or flies that collect are stirred in and dried bits of catnip are added. Then elderberries, clover, and birch bark are added along with fermenting grains, mugwort, hops, fresh spring water, and a bit of brewer's yeast. This whole mess is thrown into a keg, sealed, and allowed to ferment for five years. After the fifth year, the liquid is removed from the solid particles. Brandy is added to this mixture and the liquid is then again sealed and allowed to age for an additional month. Usually the lard of a single familiar feline along with the other ingredients is enough to yield 25 gallons of cat fat tonic. Due to the



wrath of evil wizards who try to hunt down those who murdered their precious felines, most individuals fear to drink or sell the tonic thus making it quite expensive.

Popular Brands: Due to the nature of secrecy that's involved in making cat fat tonic and keeping one's self alive and safe from revenge seeking spell casters, there are very few "labels" of this drink. The most popular historically was a version of cat fat tonic known as Shook'n Cat, which was regularly made by some successful and daring adventurers.

DISPLACER SPIRITS

Benefit: When battling a displacer beast, the consumer is unaffected by the creature's displacement ability.

Compounding: non-applicable

Side Effect: Consumer suffers a temporary -2 loss to their Dexterity

Side Effect Duration: 1d4 days

Description: Displacer Spirits is a foul but very rare and expensive drink. Though not technically wine but rather an enhanced form of brandy, the liquid is a strange shade of bluish purple and has the trademark eye of a displacer beast floating around in the bottom of the bottle. Though distillers keep the formula for displacer spirits a secret, it is well known that the recipe for this drink includes the blood and eye of a slain displacer beast.

The taste of this drink is somewhat pleasantly sweet yet terribly bitter at the same time. As this beverage is a drink for those with a great deal of coin and an acquired taste, displacer spirits is for the most part consumed by adventurers.

Popular Brands: Glow Eye Dark Violet (*), Hiss Fang Special Reserve (**), Sword's Edge Displacement Blende (***), Hammerfange (****), Eye Of The Cat Premium Aged (****), Eye Of The Cat's Regal Purple Stock (*****)

DRAGON'S TONGUE GIN

Benefit: Character gains a +3 towards resisting any form breath weapons from a dragon or dragon kin creature.

Compounding: 3

Side Effect: Consumer suffers a permanent -2 penalty to their Charisma score. If the penalty brings the consumer's Charisma to 0 or lesser points, then their Charisma score is equal to 1. Likewise, the consumer's body changes slightly so that they have mild draconic or reptilian features, such a mild layer of colored scales on their skin, vivid colored hair, snake like eyes, webbed feet and hands, etc.

Side Effect Duration: Permanent

Description: Combining an extracted essence from the tongue of a slain dragon with a mysterious blend

of exotic plants and juniper berries, this variant of gin is claimed to give the consumer a bit of a boost in resisting the breath weapon of any form of dragon or dragon kin. As such this fantastical beverage tends to be extremely rare and quite expensive when a source is found. The fermentation process for this drink also adds to the expense, as most served portions of the gin have aged for no less than twenty-five years.

Rumor claims that while Silver Spear is perhaps the most popular of the half a dozen or so known brands to exist, Mountain Claw was actually the first known label of Dragon Tongue Gin. Mountain Claw was first distilled by a mighty group of dwarves high within the bowels of a great mountain a little over three hundred years ago.

Popular Brands: Winter Scale White (****), Mountain Claw (****), Silver Spear (*****)

GHOULBANE WINE

Benefit: Consumer gains a +1 towards saving throws against the paralysis caused by the touch of a ghoul or ghastr

Compounding: 4

Side Effect: Consumer is reduced to a sickly state of violent quivering, cold sweats, and vomiting. So terrible is this condition that the character is unable to do anything else until the feelings subside.

Side Effect Duration: 3d4 hours.

Description: Ghoulbane wine is a bizarre drink that is traditionally sealed in barrels and kegs by the light of the full moon. While the bulk of the drink's body is deep red wine, the foul, sickly run off fluids of a slain ghoul's spine and the juice of the berries from a deadly nightshade plant are added to fermenting beverage. Mixed with such additives, the wine is allowed to age for two years before consuming.

Ghoulbane wine is neither particularly pleasant nor foul in taste. The flavor is a bit on the bold side as far as wines go, but mellows out once swallowed. Many individuals compare the taste of ghoulbane wine to the overall taste of port, but with perhaps "a little something extra".

Popular Brands: Ghastbite Mellow Red (***), Spinehammer's Autumn Night Special Aged, Dankwalle Bane Red (*****)

HAIRFANG MEAD

Benefit: Consumer gains a temporary immunity to the affliction of lycanthropy

Compounding: non-applicable

Side Effect: Consumer grows a thick goat of hair all over their body which continues to keep growing even if the consumer attempts to keep it in check.



Side Effect Duration: 2d8 months

Description: It is said that the best way to cure the bite of a werewolf is to consume the creature's tooth beforehand. Hairfang mead is an ancient brewing recipe that calls for the crushed fang of a lycanthrope. This powdered fang is allowed to age with the rest of the brew. Upon every full moon of the brewing process, sprigs of mistletoe are placed upon the barrels and kegs to insure that the aging process does not turn foul.

Hairfang mead tastes somewhat similar to normal mead, though having an aftertaste that is somewhat like gnawing on an old bone.

Popular Brands: Hair Of The Fang Rough Blende (**), Black Cloak Special Blood Draft (****), Moonhowler (*****)

HERDSMAN'S ALE

Benefit: Character gains a +1 towards Handle Animal and Wilderness Lore checks while out in the fields or the wild herding livestock

Compounding: 2

Side Effect: Consumer suffers a -4 to Intuit Direction for a temporary period of time

Side Effect Duration: 1d4 days

Description: Herdsman's ale is commonly purchased by rich herd owners and given to their herdsmen to drink before sending them out to the fields to watch the livestock graze. The making of this special brew requires a bit of knowledge regarding arcane lore. While true spells do not necessarily go into the brewing of herdsman's ale, there are indeed certain chanted phrases that have proven success to the mixture of this enchanting ale.

While herdsman's ale tends to sharpen one up to one's surroundings in the wild, too much of the drink can cause the mind and body to wander a bit, causing many herds and their good shepherds to become lost in the wild.

Popular Brands: Olde Placid Meadow (**), Herdsmen's Treacle (***), Flock's Harvest Amber Gold (****), Placid Lamb Premium Gold (****), Wool And Flock (*****)

ORKIST ALE

Benefit: Character gains a +1 towards any Cha based skill check when the target of the skill check happens to be an orc, half-orc, or other variety of member of the orcish breeding stock

Compounding: 3

Side Effect: Consumer suffers a -4 to any Cha based skill check when the target of the skill check is not of orcish breeding stock

Side Effect Duration: 1d8+5 days

Description: Originally created by a rather timid halfling who was quite strong in mind but weak in body, orkist ale was intended to break the social barrier between the puny halfling and his brawny, sweaty half orc party members. After many a month of research, the little halfling created the cure, better known as orkist ale.

Orkist ale was so potent in fact, that the little halfling himself became full of a vile, slaughter happy spirit that sent him to a brave but swift death on the battlefield. Since then, despite the fact that the downfall of the little halfling should be a good lesson to anyone who tries to follow a similar path, the recipe for this drink thrives in the rougher of city edge taverns.

When the starting ingredients of orkist ale seem normal and innocent enough, the recipe eventually calls for the old boot, shoe, or foot wrappings of a fully grown orc. This item must be allowed to soak in the brewing mixture for at least four months, after which the half orcs of the village are asked to remove the foul item and replace it with a hearty serving of their own spittle. While

the boot or wrapping may cause a few problems, most male orcs delight at the chance to spit into someone's stew pot. Once the spit has been placed and the footwear has spoiled the brew, it is time to throw in the remains of wilted wild onions and pathetic, frost bitten leaves of the deadly nightshade and other such foul plants. Once this mixture has reached its peak of potency, possibly in the next seventy two hours, the characters must partake of the ale or wind up having to resist the issue of a rush at stake (DC 12).

Popular Brands: Naughty Cow Bolde (*), Field Marsh Premium (**), Fang Drunk's Delight (***), Grey Snout(****), War Claw(*****)



TROLL BOIL SAKE

Benefit: Character gains a +2 towards attack rolls against trolls.

Compounding: 3

Side Effect: Consumer's body is covered with painful, oozing boils. So terrible is this condition that the consumer is unable to move and as such considered to be paralyzed.

Side Effect Duration: 2d4+2 days

Description: Ancient, forbidden legends speak of the many ways that man can overcome the menace of trolls through the use of the fluids of the boils that often infect the creature's gruesome hide. It is the belief of alchemists and fantastical brewers that the properties of the boil have created a means of fighting off the troll's normal healing and regeneration abilities. While such beliefs are still considered to be little more than theory, it is a known fact that the concentrated fermentation of such secretions gives one a great deal of power and might when it comes to slaying trolls.

Adding the boil secretions of a slain troll's hide to a container of rice wine creates troll boil sake. In order for the process reach full potency, however, this activity must be done under the drizzle of a cloudy autumn night in a marsh or rice paddy. The dismembered toe of the same troll must also be added, along with a bit of marsh weeds, some dead spiders, and a viper's venom. Once the container is sealed, the contents must be allowed to work their fermentation for a period of no less than 1 year.

Popular Brands: Gurgling Dog Purple Blend (*), Olde Purple Greene (**), Gag Toe Special Blend (***), Rice Fester Premium (****), Rice Fester Extra White (*****)

WITCH TWITCH BRANDY

Benefit: Character gains a +1 resistance against Good domain spells

Benefit Duration: 2d8 hours

Compounding: 3

Side Effect: Consumer suffers a violent twitching disorder that inflicts paralysis on them for a temporary period of time

Side Effect Duration: 2d12+2 hours

Description: Witch Twitch Brandy is a foul form of distilled spirits that comes from apples that have been allowed to fall to the ground and rot. When these apples are gathered up, they are placed in a large keg during which a peasant witch is hired to regularly spit upon the fermenting mess of fruit. Then, when the keg is full, the essence of various exotic and slightly toxic plants are tossed in and the whole mess is stirred together with a branch of hemlock and the keg sealed. This keg is allowed to sit for a period of nine months, after which the distilled contents are filtered out into another keg under the light of a full moon. Then sugar and stale bread is added to this fluid and the second container is sealed. The secondary fermentation is allowed to last for a period of five months and then the container is opened and the final product is consumed or bottled.

Witch Twitch Brandy is a foul substance, having a flavor that is somewhat bitter, sour, and burnt in taste all at the same time. It's a bit hideous when taken on an empty stomach, and consuming the charred fat of a slaughtered ewe while drinking this product is recommended to prevent such an ailment. While the drink is not necessarily cursed, it does faintly hint of a radiance of evil, and it is in fact known that fallen paladins often consume of the beverage before waging war and dreadful activities against the clerical temples of their good aligned enemies.

Popular Brands: Laughing Brown (***), Wicked Snicker(****), Paladin's Fall Amber Bolde(*****)

Chapter 4: The Brewery



While most folks tend to associate their tavern a good glass of wine, mug of ale, or shot of bourbon, many tend to forget that it's not the bartender or even the good tavern keep who's responsible for the making of such delightful beverages. For every marvelous mug of fine winter ale there's a brewer who dedicates his whole profession to making sure that the flavor of such a beverage is nothing but the finest. Though most individuals are content with simply having the privilege of consuming such fine beverages, there are others who wish to make the production of fermented drinks their life's works. If you have the inclination to become a great brewer, vintner, or distiller yourself then do read on.

This area will cover information on brewing, distilling, and wine making. Equipment will be given along with the costs and layout of a sample, standard brewing establishment. Included likewise will be side creations (topical alcohol, turpentine, vinegar) and perhaps the costs for trees and grapevines.

The Brewer, The Vintner, and the Distiller

MAKING SMALL BATCHES

If an individual wishes to make a small amount of alcohol at a time that's less than 20 gallons, the character can usually do so with few equipment items other than normal kitchen and cooking supplies, the raw materials, and a barrel or some bottles. Though this method is usually not much cheaper than buying the final product from someone else and tends to limit the character to creating only varieties of brews or wine, many individuals still find this practice to be rewarding.

Once the barrels, bottles, and other storage containers have been purchased, the character can usually make their own alcoholic drinks for about 65% the normal cost of such drinks. As such, while saving a fair deal of money by making one's own drink, the character can not competitively produce the alcohol in this fashion for sale to public houses, taverns, or inns.

SETTING UP A BREWERY

Once the character has decided to set up a brewery, winery, or distillery they will need to purchase some land or have it granted to them by the ruling government. As most lands in a fantasy campaign will be more or less a feudal system, such an area will probably be granted rather than sold. Usually an acre is sufficient property to furnish the space for the buildings as well as the character's home.

If the character must buy their land, typically an acre of suitable land near or upon a community settlement will run the character 100 gp while 20 gp is the standard cost for such an acre located on remote farmlands.

From this point the character must look at the costs of their buildings and equipment. Breweries are set up to make brew variety alcoholic beverages, including mead, ale, malt liquor, and lager beer. Wineries handle the different varieties of wine, while distilleries cater to all manners of distilled spirits. The prices below handle both the work buildings and the basic alcohol refining equipment, but do not include the raw materials needed for making the beverages or any packing supplies such as barrels and bottles. Likewise, this price does not include the character's home unless the character and their family were planning to live in attic lofts above the brewery. As it would seem to take forever to make up for the expenses associated with founding such an establishment, it is important to note that such businesses are owned by either families that are wealthy or have owned the establishment for a good many generations.

Prices for Buildings and Basic Building Equipment

Building Type	Cost	Alcohol Yield Per Harvest
Brewery, Small	1,200 gp	700 gallons
Brewery, Average	2,000 gp	1,500 gallons
Brewery, Large	4,000 gp	3,200 gallons
Brewery, Grand	6,000 gp	10,000 gallons
Distillery, Small	1,200 gp	500 gallons
Distillery, Average	2,000 gp	900 gallons
Distillery, Large	4,000 gp	1,800 gallons
Distillery, Grand	6,000 gp	4,000 gallons
Winery, Small	1,250 gp	600 gallons
Winery, Average	2,500 gp	1,200 gallons
Winery, Large	4,000 gp	3,000 gallons
Winery, Grand	7,500 gp	8,000 gallons

Buying the Ingredients

Though buying the ingredients from a local farmer, vineyard, beekeeper, or orchard owner tends to cut down a bit on profits; the overall responsibility and headaches are greatly reduced. The brewer, vintner, or distiller needs no additional land and does not suffer the loss of a poor crop. Likewise, the player of the brewing character does not have to deal with the constant paperwork associated with managing the aspects of the character's brewery. Usually once the all of the total ingredients to make a particular type of alcohol is purchased and any employees paid, the costs to make a beverage is equal to 35% the beverage's normal consumption cost.

Raising the Ingredients

Should the player decide that his character wants to raise his own ingredients, he will need to have an orchard, vineyard, or otherwise suitable plot of land from which to raise his goods. Due to the needs of planting and so forth, the character must be willing to wait for at least 1d8+5 years for this investment to properly develop and mature in order for this area to be fully fruitful for the harvest.

When pursuing such land, the proper acreage for such production may be acquired in a number of ways. If the land is unsettled, the character may wish to clear it off and claim it. If they are planning on establishing within an inhabited area, the character must either purchase the land or have it granted to them by the local ruler. In the event of purchasing, the character should expect to pay 100gp per acre if settling within the immediate area of a community or 20gp per acre if they are satisfied with settling upon a remote farming community. In addition, the character should expect to pay 1d8+5gp per acre in seed, vine starts, or yearling trees if they intend to plant the source ingredients for their beverages.

In order to provide full support for the production of their winery, distillery, or brewery, the character must also take in consideration of how many gallons of their beverages can be produced from a fruitful acre. The general averages for this output is listed below:

Drink Category	Gallons Per Harvested Acre
Brew	200 gallons per acre
Wine	180 gallons per acre
Distilled Spirits	220 gallons per acre

While in the initial stages the independent production of required ingredients may be a bit of a headache, things are managed a bit easier. Usually an established brewer, vintner, or distiller who grows their own ingredients can produce their drinks at 20% the total consumer cost. This includes the cost of labor and any additional materials that the character might otherwise need. There are, however, a few random events that can happen along the growing season that can increase or decrease the amount of production that the independent establishment can yield from their orchards, vineyards, and fields.

When figuring up the results of each harvest, use the below chart to see if any random events have had their impact on the harvest.

Roll (1d20)	Random Harvest Event
1-4	Weak crop due to late frost, 80% normal yield of gallons per acre
5-12	Normal crop, 100% normal yield of gallons per acre
13-14	Blight, 50% normal yield of gallons per acre
15-17	Abundant harvest, 150% normal yield of gallons per acre
18	Infestation of insects, 25% normal yield of gallons per acre
19-20	Long season, 120% normal yield of gallons per acre

Letting It Age

Alcoholic beverages don't set up overnight. The fermentation processes often take months to accomplish and quite often "drinking a wine before its time" can make one rather sick to their stomach. As a standard rule of thumb, use the following chart below to figure out how long a beverage will take to fully age.

Beverage Type	Fermentation And Aging Time
Brew	3 months
Distilled Spirits	2 years
Wine	8 months



Chapter 5: Inns & Taverns



Though it is the brewer, the distiller, and the vintner that concoct the fermented drinks that we hold true and cherish, most individuals do not have the skills, knowledge, or equipment to brew their own drinks. For most of us folks there's the public houses. Inns and taverns hold an important function in the community and for villages located on trade crossroads these places are an absolute must if one plans to meet the needs of travelers who are hungry, tired, and thirsty.

While many adventurous folks dream of saving up enough gold to build and maintain a stronghold, there are others with different ideas in their heads. Some of the best bards, fighters, rogues, and wizards alike have settled down to become not ruling overlords with fancy castles but rather successful tavern or inn owners with loyal patrons. In this section of my humble tome I shall discuss all that I have learned in regards to building, running, and maintaining taverns and inns.

Inn or Tavern?

When establishing a place that will be serving drinks to the local public, it is important to first decide whether or not the character will be establishing an inn or a tavern. While it would seem cheaper to establishing a tavern, there are obvious benefits to be gained by constructing an inn instead. Below are the details of both establishment types:

The Tavern

Taverns and similar public houses typically serve the drinking and dining needs of traveling visitors and the surrounding community. While some taverns cater to drinks only or otherwise have very few selections to offer in the manner of food, many taverns are famous more for their hearty dishes and dinners than for their offering of food and drink. As such, a working knowledge of how many cooks, bar wenches, and general employees will be needed. Usually this figure roughly comes from the size of tavern and population that it will be catering to.

When establishing such a tavern, one must consider the size of the community that the tavern will be located in and whether this area is along a well-used trade route. While it would seem that the presence of travelers would be the most important to an inn, such individuals also make up a fair portion of a tavern's patrons and more diverse menus and drink selections can be the result.

Items	Cost	Weight
Ale, gallon	2 sp	8 lb
Ale, mug	4 cp	1 lb
Barrel	2 gp	30 lb
Bucket	5 sp	2 lb
Cider Vinegar, 1 gallon	7 cp	4 lb
Corn Syrup	1 sp	1 lb
Domestic Fruit, Common	3 cp	1 lb
Domestic Fruit, Rare/Exotic	1 gp	1 lb
Domestic Fruit, Uncommon	2 sp	1 lb
Domestic Herbs, Common	1 sp	1 lb
Domestic Herbs, Exotic/Rare	1 gp	1 lb
Domestic Herbs, Uncommon	5 sp	1 lb
Domestic Vegetables, Common	2 cp	1 lb
Domestic Vegetables, Rare/Exotic	2 sp	1 lb
Domestic Vegetables, Uncommon	5 cp	1 lb
Flask	3 cp	*
Flask, Bejeweled	50 gp	¼ lb
Flask, Pewter	3 sp	*
Flask, Silver	2 gp	¼ lb
Flask, Tin	1 sp	*
Fruit Juice, Fresh, Mug/Glass	4 cp	1 lb
Fruit Juice, Fresh, Pitcher	2 sp	6 lb
Goblet, Bejeweled	100 gp	2½ lb
Goblet, Ceramic	5 cp	1 lb
Goblet, Clay	2 cp	1 lb
Goblet, Glass	1 sp	1½ lb
Goblet, Pewter	5 sp	2 lb
Goblet, Silver	3 gp	2 lb
Honey	3 sp	1 lb
Malt Vinegar, 1 gallon	2 sp	4 lb
Medicinal Alcohol, gallon	2 sp	4 lb
Mug, Bejeweled	100 gp	1½ lb
Mug, Ceramic	5 cp	1 lb
Mug, Clay	2 cp	1 lb
Mug, Pewter	5 sp	1 lb
Mug, Silver	3 gp	1 lb
Pitcher, Bejeweled	200 gp	6 lb
Pitcher, Ceramic	1 sp	5 lb
Pitcher, Clay	2 cp	5 lb
Pitcher, Silver	10 gp	5 lb
Shot Glass, Ceramic	2 cp	*
Shot Glass, Glass	5 cp	*
Sugar, Refined	8 sp	1 lb
Tall Glass, Ceramic	5 cp	1 lb
Tall Glass, Glass	8 cp	1 lb
Tankard, Bejeweled	150 gp	2 lb
Tankard, Covered Ceramic	2 sp	1½ lb
Tankard, Covered Pewter	1 gp	1½ lb
Tankard, Covered Silver	5 gp	1½ lb
Tavern Keeper's Bane, flask (5 dose)	1 sp	1 lb
Tavern Sauce, flask	6 cp	1 lb
Wild Herbs, Common	4 cp	1 lb
Wild Herbs, Exotic/Rare	2 gp	1 lb
Wild Herbs, Uncommon	2 sp	1 lb
Wine, Common/Table Pitcher	2 sp	6 lb
Wine, Fine (import), bottle	10 gp	½ lb
Wood Alcohol, flask	8 cp	1 lb

DESCRIPTIONS

Ale: This is a popular brewed, alcoholic beverage.

Barrel: Barrels, also sometimes known as kegs, are used to store various types of alcohol in. Barrels are an extremely common sight in the public houses and some may even use the “fatter” varieties of these barrels for makeshift tables.

Bucket: Buckets are quite useful for a variety of tavern and domestic functions.

Cider Vinegar: This dark variety of vinegar is made from apple cider and is commonly used in cooking and as a strong cleaning solution. This type of vinegar is usually prepared from bad batches of cider, thus allowing the cider maker to renew a profit from otherwise lost production.

Corn Syrup: A sweet extraction of corn, this syrup is used to help bulk up the potency of malt liquor.

Domestic Fruit: These are the types of fruit that have been commonly liked that thus chosen by farmers to be raised in orchards and gardens. Usually the differences between the common, uncommon, and rare/exotic varieties include the overall size, difficulty to grow, and general availability. Exotic fruits cannot grow in certain areas and thus they must be imported, making their value increase greatly. Usually included in this range of fruits are apples, pears, peaches, plums, grapes, cherries, strawberries, black berries, melons, grapes, mangoes, star fruit, avocados, bananas, pomegranates, oranges, lemons, limes, grapefruit, kiwi, apricots, figs, dates, elderberries, and passion fruit. Fruit of this nature is often used in mixed drinks or to make alcoholic beverages.

Domestic Herbs: These are various herbs that have become popular items in gardens. The difference between the common, uncommon, and rare/exotic grades usually involves plant size, difficulty to grow, and popularity. If the herb has to be imported due to its inability to grow in the local geographical climate, then such an herb is considered to be rare/exotic. Usually these herbs are sold in the dried form. Herbs of this nature are often used in mixed drinks or to make alcoholic beverages.

Domestic Vegetables: These consist of vegetables that are commonly raised and harvested in gardens. Usually the differences between common, uncommon, and rare/exotics include ease of growing, size of produce, and tendency to be found in most gardens. Merchant ships may also bring in imported domestic vegetables and these types are usually classified in the rare/exotic category. Many distillers use a wide variety of vegetables to produce alcohol.

Flasks: Flasks are used for both storing liquids and to use as a suitable drinking vessel. Most of these flasks come with a corked lid.

Fruit Juice: The fresh, unfermented, juice of various fruits is quite popular for drinking alone or serving with alcoholic spirits.

Goblets: Goblets are popular drinking vessels that feature a cup like shape mounted on a long stem for holding with a wide base.

Honey: Honey is a thick, sticky syrup that’s taken from bee hives and used not only as a natural sweetener but also an important ingredient for many recipes. Honey is used to make mead and also as an ingredient for some mixed drinks.

Malt Vinegar: While cider vinegar is considered to be an “all purpose” ingredient, the flavorful malt vinegar is reserved for use in cooking and as a dining condiment. While a bit more expensive, this dark variety of vinegar has become a standard in the taverns of many seaside communities. Brewers and some distillers commonly produce malt vinegar.

Medicinal Alcohol: This is a potable version of distilled spirits that is commonly used as an additive to make tonics and other items. Though drinkable and particularly potent, the overall quality is somewhat lacking in refined flavor and the exact plant sources for distillation often vary. Medicinal alcohol is often a poor quality grade of vodka, rum, or grain spirits. This type of alcohol is often referred to as being “rot gut”.

Mugs: Mugs are popular drinking vessels and can be made in a wide variety of ways and with different types of materials.

Pitchers: These are used to hold and pour liquids into drinking vessels. Pitchers can be made from a wide variety of materials.

Shot Glass: These tiny glasses are used for drinking shot sized servings of distilled spirits.

Sugar: The refined sugar of cane or beets is a popular commodity amongst the common and the noble classes. Depending on the exact source and the methods of extraction and refining, such sugar may be either white or brown. Sugar is important in the production of alcohol and also for mixed drinks.

Tall Glass: Tall glasses are common drinking glasses, and may be used for drinking alcoholic or non-alcoholic beverages.

Tankard, Covered: Covered tankards are popular drinking vessels and can be made in a wide variety of ways and with different types of materials. These vessels feature a hinged lid that is usually made of tin, pewter, or silver.

Tavern Keeper’s Bane: There’s many a tavern keeper and bar wench alike who consider this curious tonic to be the “foulest of all evils”. Tavern Keeper’s Bane, when mixed with a strong, hot tea, is a sure remedy against



drunkenness and alcoholism. The primary component of this tonic is the extracted essence of angelica root. This ingredient causes a fast distaste for hard spirits. Often cayenne is added along with a drop of orange peel oil. These additional mixtures have been helpful in weaning many an alcoholic away from their drink. A dose of tavern keeper's bane, taken daily, gives an alcoholic a +4 resistance towards resisting the desire to drink.

Tavern Sauce: This thick, brownish sauce is a popular basting medium for grilled, baked, or roasted meats. Tavern sauce consists of a wide variety of herbs, spices, and other ingredients. While the exact formula for tavern sauces changes from place to place, common ingredients include honey, malt vinegar, brown sugar, garlic, diced onions, cracked peppercorns, and mustard.

Wild Herbs: These are the endless varieties of herbs that exist in the wild. Common herbs may often be considered nuisance weeds while the uncommon require a bit more of a trek into the woods to find. Rare herbs are usually very hard to find and are often in very limited amounts. Exotic wild herbs are especially difficult to obtain. They have to be sought after in foreign lands and

are not popular enough to enter the domestic category. Usually these herbs are sold in the dried form. These herbs are often used to make or flavor alcoholic drinks.

Wines, Fine: These are usually expensive imported wines or vintage wines that are well aged and were made in a particularly good year.

Wines, Table: Table wines are the most popular varieties of wine. They may be red, white, blush, or other shades.

Wood Alcohol: This is a methyl alcohol, which can be quite deadly if confused for drinking alcohol. As for external use, however, herbalists praise wood alcohol due to the fact that it can be cheaply acquired and that it can also be used in a diverse array of projects. Distillers commonly make wood alcohol.

TYPICAL TAVERNS AND THEIR COSTS

Below is a standard on the prices of standard taverns and the maximum amount of patrons that they are capable of serving at any given time. Also included is the cost for the initial stocking of the tavern, which includes some of the furniture as well as the plates, bowls, pitchers, saucers, eating utensils, and a few of the more general commodities. The eventual replacement of such initial items is included in the daily expenses of running the tavern.

Tavern Size/Type	Patron Max.	Cost	Initial Stock Cost
Small, Poor	15	1,250 gp	200 gp
Small, Common	17	2,000 gp	400 gp
Small, Good	18	3,500 gp	500 gp
Medium, Poor	20	2,800 gp	350 gp
Medium, Common	25	4,000 gp	600 gp
Medium, Good	30	6,000 gp	800 gp
Large, Poor	32	4,500 gp	500 gp
Large, Common	35	6,500 gp	800 gp
Large, Good	40	8,000 gp	1,250 gp
Grand, Poor	50	7,000 gp	800 gp
Grand, Common	60	9,000 gp	1,500 gp
Grand, Good	75	12,000 gp	2,500 gp

In addition to the cost of the tavern itself, there is also the issue of the possible land cost. In most monarchies and feudal systems, the local ruler gives the plot of land for locating the building of the tavern to the character. In the situation of lands that are more capitalistic and allow for private ownership of property, the exact cost of the

land depends on the location. If the tavern is to be located within the community, then one can expect a fee of 25 gp for a suitable sized lot to locate a small to medium tavern while a fee of 50 gp is standard for the lot needed for a large or grand sized tavern. If building on the outskirts, one can usually acquire a half an acre or so for 5 gp. Such an area is typically suitable for any size of tavern.

While the character may run the tavern in any way that they see fit, below is a description of how each type of tavern commonly operates and what one can expect as far as quality, foods, drink, and local patrons for each variety.

Small, Poor Taverns

These taverns are simple establishments with walls that are usually drafty and cold and the barest, clogged up hint of a hearth and chimney. Most often there are little more than two or three tables at best as well as a splinter-infested excuse for a serving bar. Such a tavern usually serves only meager offerings of food and drink. Beverages are usually limited to a bit of watery wine, lager, malt liquor, or ale and the food tends to be offerings of salt or vinegar cured meat and vegetables or gruel along with a bit of crusty bread. Sometimes one might be able to order a broth or soup of boiled potherbs, meat stock, onions, or edible roots.

One or two bar wenches work here along with a common woman who handles the cooking and the washing of dishes. Most often an errand boy might be hired on as well in order to tend the fire and run about the community gathering supplies. These places are constructed to simply serve the customers and as such, there is usually no form of living quarters for the tavern owner. Usually these buildings are between 400 to 800 square feet total in size.

These varieties of taverns tend to often cater to a small handful of desperate and dangerous characters. Usually most varieties of characters tend to avoid such locales if absolutely necessary. Individuals seeking to negotiate shady, criminal contracts, however, may often frequent such a tavern from time to time. When the clients of such taverns are on the more legitimate side of the law, the tavern tends to be crowded with the most tired, impoverished, and filthy of workers, paupers, adventurers, and travelers.

Small, Common Taverns

Though still quite small these taverns tend to be somewhat charming and warm on the inside and out. Most often there is little more than a few tables to sit at and the serving bar tends to be a simple affair. Likewise, the menu of food and drink tends to be somewhat

limited, though the offering of such items are usually much more distinguished than that of poorer taverns of the same size. A staple variety of brews and wines can usually be purchased along with one or two offerings of distilled spirits. On the note of food, most of these taverns stock the common appetizers of salted or vinegar cured eggs, meat, and vegetables along with simple stews, gruel, loaves of hot buttered bread, and helpings of boiled vegetables.

Most often such taverns as these will employ a couple of bar wenches along with two or three people to handle the needs of cooking and cleaning of dishes, mugs, and eating utensils. Usually there is an errand boy here as well who tends to the fire or runs to the marketplace to gather any needed supplies. These places are normally constructed to simply serve the customers and as such, there is usually no form of living quarters for the tavern owner. Usually these buildings are between 400 to 900 square feet total in size.

This variety of tavern typically caters to a small crowd of hard working locals. Usually such individuals are commoners or experts, and may come from a wide variety of trades. It's not unlikely that there will be a few strangers lurking about the tavern, but quite often outsiders are spoken to only very little until their presence is more trusted by the normal patrons.

Small, Good Taverns

Though a wee bit quaint, these taverns are quite charming and cozy. Usually there are three or four tables to sit at and a serving bar made of fine, polished hardwood. Though perhaps more limited than the menus of larger establishments, the tavern typically offers a decent selection of food and drink. Usually a representation of most types of common and specialty brews and wines are available as well as a few selections of distilled spirits. Though not too terribly common, one might also be able to find a couple of varieties of mixed drinks but it's unlikely that there will be any form of fantastic alcohol available. Food usually includes both the common tavern fare as well as a few more hearty meal choices. It's not uncommon to find tender steak, slow roasted meats with vegetables, fillets of trout, salmon, or bass, and shellfish with drawn butter. In addition there are usually a few appetizers, desserts, and side dishes to choose from. Meals are served with buttered rolls, muffins, buns, or loaves of bread and it's not uncommon to find tack, crackers, or thin slabs of bread or cut slices of fresh vegetables sitting in baskets on the serving bar as a free sampling for the drinkers.

Such taverns tend to employ two or three serving wenches along with a couple of cooks and a scullery to



wash up the dishes. Also, there are often a couple of young lads or lasses running about doing various chores and errands. These places are often built to serve only the intended purpose of a tavern, and as such there is rarely any room for living quarters. When such provisions are made, however, there is an overhead attic or loft that usually doubles as both storage and living space. Most often these buildings are between 500 to 900 square feet total in size.

Usually the patrons of such a tavern tend to be more refined in taste and may be often brought together in the tavern to relax, drink, dine, and discuss various topics including art, cultural, politics, philosophy, history, or social affairs. Quite often a soft singing bard, storyteller, or poet may be brought in to provide nightly entertainment and most always the patrons tip this individual rather well. Though the general crowd may seem a bit snobbish towards outsiders, they often quickly flock to those who show the signs of wealth, intelligence, and an interesting role in life.

Medium, Poor Taverns

These taverns are of a decent enough size to accommodate their patrons but tend to be rather drafty, dirty, and poorly stocked. Usually there are four to six crude tables with chairs and it's not uncommon to see the dents, splinters, and cracks from many a bar fight. Usually the meals at this variety of tavern is a rather simple offering of weak broth or gruel, bread crusts, boiled roots and tubers, or common meats, vegetables, or eggs that have been heavily salted or cured in malt or cider vinegar. Watery soups fortified with wild pot greens are also quite common, and often these will be flavored up a bit with the green stalks of wild onions and leeks. The drink list tends to be a bit on the meager side as well, usually offering a few watery selections of brews and wines.

If there is a local distillery, there may be some variety of potable, intoxicating spirits.

Typically two or three rather saucy serving wenches handle the general needs of the patrons while a couple of old commoner women tend to the cooking and washing up in the back of these taverns. Likewise, one can expect a gruff old bouncer or two lurking in the shadowy corners while a couple of snot-nosed brats scurry about tending the fire or running to the marketplace to restock on supplies and foodstuffs.

These taverns often have a small portion of the overhead attic is set up to provide a bit of a home for the tavern owner. Usually the noise below is enough to keep the entire family awake at night so it's not uncommon to see the tavern closed during the early part of the day in order to allow the tavern owner and his or her family some time to rest in peace and quiet. Most often the ground floor area of this type of tavern is between 1,000 to 1,400 total square feet in size.

Typically the patrons of places such as these tend to vary in lifestyle. Most are all poor, truthfully, but their overall personalities can range from the innocent to destitute to dangerous. This is the kind of place where it's common to see the farmhand, pick pocket, and drunken madman crowded together at the same table while they drown their hopes, dreams, shame, and sorrows with watery wine or ale.

Medium, Common Taverns

These taverns tend to be somewhat charming and warm and are large enough to cater to a fairly decent enough sized crowd. Usually there are five, maybe six tables for the guests to sit at as well as a few stools positioned around a sturdy serving bar. The menu is reasonably stocked though a bit limited in some respects. Usually the drinks include a reasonable selection of wines and brews as well as a few offerings of distilled spirits, provided that there's a distillery nearby or frequent, visiting merchants who have such stock to trade. Mixed drinks are reasonably uncommon, and offerings of fantastic alcoholic beverages are almost unheard of. The common tavern fare as far as appetizers are concerned is available as well, including pickled eggs, vegetables, and meats such as pig's feet or salted fish. In addition, one can expect to find hot buttered rolls or loaves of bread, hard cheeses, curds and whey, and a variety of assorted soups, stews, and broth. Boiled tubers and greens seasoned with wild onions and locally gathered pot herbs is quite common as well, and on cold nights one can note that there's a bit more meat added to the broth in order to keep the patrons happy and in good spirits.

Most of the medium sized, common taverns tend to employ three or four serving wenches along with a couple of cooks and a scullery to handle the dirty dishes, mugs, and utensils. Quite often there is a bouncer or two watching over the activities of the patrons and a couple of errand boys tending to the fires or running out to the local marketplace to restock on assorted foodstuffs and other needed supplies. Hired entertainment is also not entirely unheard of, and quite often there will be a minstrel, singer, or storyteller in the corner performing their art for a bit of staple pay and tips.

This variety of tavern usually includes an upper floor where extra stock is stored and to also allow the tavern owner and his family a place to live. Usually the area between the floor and the ceiling may feature either thick planks or a bit of makeshift insulation between two sets of planks in order to try to keep the noise down. The floor space for each level of this type of tavern usually runs from 1,000 to 1,400 square feet. Sometimes the upper area may only be half this amount.

These taverns are the most common of varieties and usually cater to a mixed variety of individuals. Quite often it's possible to see wealthy travelers mingle with poor farm workers or even a suspected thief sitting in the corner and nervously eyeing a couple members of the local guard as these fellows get drunk at the serving bar.



Medium, Good Taverns

These taverns are quite charming, cozy, and warm. Usually there are half a dozen tables and an expensive hardwood serving bar that feature several stools for the patrons to sit at if they so choose. The menus offer a reasonably decent sized variety of both food and drink. Often most common varieties of brew and wine are offered in addition to one or two of the more expensive or uncommon variants of such drinks. Likewise, one can expect to see at least two or three different types of distilled spirits on the menu, if not a few more. A few mixed drinks may be available, and it's not entirely rare that one form of fantastic alcohol may be offered for the consumption of the richer and more adventurous of patrons. Unless there is no trade route for a reasonable distance away, quite a few traveling merchants are well aware of such taverns and do their best to stop in and offer trade in the manner of imported alcoholic beverages.

The food at such places is normally quite good and usually caters more to the gourmet palate. While there is usually somewhat of an offering of the more common tavern fare, most of the appetizers, main courses, side dishes, and desserts tend to be a bit more tasteful to the tongue and nourishing for the body. Hearty slabs of meat roasted with a special blend of herbs and vegetables are not uncommon, neither are offerings of shellfish or strips of filleted trout or salmon covered in drawn butter and garlic. For those feeling a bit under the weather, there may be spicy soups and broth to open one's head cold up, typically served with a bit of warmed bourbon and honey to help such an individual greet a night's rest a bit later on. Steaming fruit or meat pies are quite common on the menu, and hot buttered rolls, muffins, and loaves of bread are usually served with any menu. For those who come in normally just to seek a bit too drink, there are usually free offerings of small slices of thinly buttered bread, cut pieces of vegetables, or crackers to get one's appetite worked up over a bit of wine or ale.

These taverns usually employ three or four serving wenches along with a couple of cooks and a scullery or two to handle the dishes. Likewise, there may be a kindly but serious bouncer around along with a couple of young lads or lasses to keep the fires going or run to the local market for supplies. Live entertainment is also quite common, and as such there is usually a bard, poet, story teller, or another type of performer at the establishment entertaining the audience for a steady bit of pay plus any additional tips.

This variety of tavern most often features an upper floor that is used for both storage and living quarters for the tavern owner and his or her family. Quite often there will be either thick planks or some form of insulating

material between the ceiling of the ground floor and the floor of the upper level to keep any noise from below down so the family members can enjoy a bit of peace and quiet. Usually each level of this tavern is between 1,000 to 1,400 square feet total and sometimes the upper level tends to be a bit smaller in dimensions.

Good taverns of this size tend to cater to the wealthy travelers and the "better to do" folk of the community. Quite often the bouncer will be near the entranceway, checking to see whether or not those trying to enter the establishment meet the credentials of the tavern's patrons. Should a more lowly, dangerous looking, or otherwise inappropriate individual try to leave, they will be kindly and politely asked to take their business elsewhere. Quite often experienced adventurers will be allowed to enter the tavern as their presence is sometimes met with curiosity and an interest for stories from the normal patrons.

Large, Poor Taverns

Such poor-quality taverns that are of the larger scales are not terribly common, and when such structures are found they are often not easily forgotten. These places tend to be very open and drafty, offering little protection from the cold from their thin walls and black charred hearths. Usually there are six to eight tables as well as several stools perched alongside the wooden serving bar. These taverns usually serve a decent offering of the cheaper, commonly found grades of brew and wines along with a few offerings of distilled spirits. Mixed drinks are reasonably rare and fantastic alcoholic beverages are almost unheard of. Most popular are the beverages that are known to give one a quick, powerful drunk for the least amount of cost. As such, absinthe, malt liquor, and fortified wines are typically found on the drink menu.

The food at such an establishment is often rather lacking, and typically the offerings of pickled and/or salted appetizers usually exceed the actual meals in quality and nourishment. Usually the hungry patron can expect to suffer through weak broth, watery offerings of boiled cabbages, turnips, and greens, or crumbling, old bits of hard cheeses with a bit off a loaf of crusty bread. When generous portions of meat are served, there's usually a bit of a question about the exact source of such offerings. It's not too uncommon to discover a dire rat roasting over an open pit or even the choice cuts of a slain kobold stewing away with helpings of potatoes and carrots.

These taverns typically three or four serving wenches along with a couple of cooks and a scullery or two to take care of the cleaning up. Usually there will be a couple of hardened, gruff bouncers and a couple of errand boys running about as well. As the tavern owner may not wish to try to handle so many people on his or her own, there

may be a couple of bartenders hired on also. It's not too rare of a sight to see some form of live entertainment either. Quite often there may be crass behaving dancers and some form of bard or minstrel is typically common. Likewise, some of these establishments may have gambling and prizefights from time to time, where the action takes place in a dug out pit or roped off area. Though the tavern itself often sees only a margin of the winnings, the thirst of the roaring crowd usually brings in a hearty income when such fights are held. Commonly there will be a room in the back or an overhead loft of sorts where the tavern owner and his family live. The ground level of these taverns tend to be between 1,400 to 1,800 square feet total in size and usually the overhead loft tends to run between 500 to 1,000 square feet if one is present.

The customers tend to be a lowly, desperate, or villainous lot with a terrible streak of alcoholism and violent tendencies. It's not too uncommon to find patrons passed out in the gutters in front of the establishment and muggings and murder amongst customers is a problem that sometimes has to be dealt with. If one works to remove the violent, criminal element from such a place it can be done but often when this happens, the profits disappear as well.

Large, Common Taverns

There are quite a few of these taverns to be found. Though their style and occupants often differ from place to place, usually most common quality taverns of the larger scale tend to be decently well stocked and somewhat friendly and inviting if not exactly charming in nature. Usually anywhere from six to ten large tables are available for the patrons to sit at as well as long serving bar complete with several padded stools. While perhaps lacking in a few selections here and there, the food and drink menu is usually reasonably diverse and capable of satisfying a wide degree of tastes. Most available selections of wines and brews are represented along with several selections of distilled spirits. Mixed drinks are reasonably common and there's always the chance that one or two forms of fantastic beverages may be found in such an establishment. The food ranges from common tavern fare to flavorful appetizers and desserts to

hearty main courses. Usually the food tends to be a bit better than most common quality taverns, and this is in part due to the fact that the tavern serves a great deal of customers and can afford to splurge a bit here if the tavern owner so desires.

Typically four or five serving wenches are employed along with a couple of stern natured bouncers and a half dozen or so ladies to handle the cooking and scullery chores in the back. Usually three or four young lads and lasses can be found scurrying about with assorted chores and as the crowd is normally a bit too much for the tavern owner to handle on his or her own, there are usually a couple of bar tenders employed as well. Entertainment is also quite common, with bards, minstrels, singers, dancers, poets, comic acts, and storytellers being the typical performers to work such places.

These establishments usually feature living space in the back or above for the tavern owner and his or her family to reside. Usually the ground floor level is between 1,400 to 2,000 square feet total and if there is an upper loft the dimensions of the second floor will usually be a bit less. Most often upper lofts are between 1,000 to 1,400 square feet in size and tend to be a bit open.

Though the lifestyles and occupations of the patrons can vary greatly, there is usually little trouble or mischief going on in the corners of such establishments. Most often off duty guards will stop in for a meal and a drink and the local legal powers usually grant the bouncers a free degree of judgment when it comes to dealing with troublemakers.



Large, Good Taverns

Such taverns as these are quite fine in overall quality and offer a grand degree of drink, dining, entertainment, and atmosphere for the patrons. Usually there are eight to twelve tables along with a serving bar made of fine hardwood complete with plenty of stools for the patrons to sit upon if they so choose. Such places are usually well lit and feature roaring fires for the customers to warm themselves by during the colder parts of the year. Usually a thirsty patron can find a wide variety of wines, brews, and distilled spirits along with several offerings of mixed drinks. Fantastic beverages are also not entirely uncommon. The food in such places is quite regal indeed. While the more common pickled or salted tavern fare is usually unavailable, such simple foods are hardly missed. In their place one can find hearty broth, soups, and stews, delicious appetizers, and nourishing meals complete with a wide variety of side dishes to go with the main courses. Desserts are also common, and in addition to the normal alcoholic beverages, one can also expect to enjoy fresh, cool water, tea, or even coffee if the right sources are available to trade with the establishment.

Four to six serving wenches are usually available at all times to assist the patrons and there are usually over a half a dozen workers in the back serving as cooks and scullies. Such a tavern typically keeps three or four youngsters to tend to the fires and run errands. As the crowds are usually too much for one individual to handle on their own, the tavern owner typically has a few bartenders hired on to assist with the preparation of drinks. Likewise, there are usually three or four strict but well-mannered bouncers on hand to help keep control of drunken patrons. Performing entertainers are usually hired on as well, and such performance can vary from evening to evening.

This variety of tavern usually features a living quarter for the tavern owner and his or her family that's commonly located in the back of the building or above. Usually the dimensions of the tavern's ground floor ranges from 1,400 to 2,000 square feet and if there's an upper level, it's usually one half or equal to the ground floor in dimension.

These types of taverns tend to cater to the richer variety of travelers and adventurers along with the "better to do" folks of the community. Due to its larger size, however, these taverns tend to be more open to the outside community than smaller taverns of similar quality. Most often the price of the food and drink is enough to keep the unwanted riffraff away.

Grand, Poor Taverns

These are perhaps the most rare of all tavern types. Usually one does not want to spend the amount of wealth

required to build a tavern of such size only to shoot for such inferior quality of construction, furnishings, and stock. When an unsuspecting guest happens to come across such a place, however, it's an event not easily forgotten.

Usually these places are large, drafty, and full of smoke, stench, mischief, and violence. This is the kind of place where scum of all forms can hide in the shadows and deal in various forms of evil and social corruption. Usually the rustic serving bar along with the stools and twelve to twenty tables and chairs in such an establishment bear the scars of many a brutal night. Fights are quite common, and one must always relocate to various, "safer" places of the tavern if they wish to finish their meal and drink in a relatively peaceful fashion.

The standard offerings of such a place normally consist of the standard varieties of brew, wine, and distilled spirits along with a few of the more potent forms of mixed drinks. Fantastic beverages are not entirely unheard of, particularly if they are of the more evil or brutal nature. The food likewise tends to be diverse but it's all usually of an inferior grade in comparison to the offerings of other taverns and usually quickly made with the cheapest variety of ingredients available.

These taverns usually have a living quarters in the back or above for the tavern owner and his family. Commonly the ground floor runs between 2,000 to 2,500 square feet total and any overhead level usually runs between 1,600 to 2,500 square feet.

The customers of this type of establish are a bit diverse but most happen to be a violent, desperate lot.

Grand, Common Taverns

These taverns are usually not quite as common as one would expect but are certainly worth visiting if one happens to ever come across such a place. The atmosphere is usually welcoming enough, and there are almost always plenty of patrons about to mingle with. There are typically between ten to sixteen large tables to sit around as well as a large serving bar well stocked with stools.

The food and drink at such places tends to be quite good and caters to a wide variety of tastes. Most varieties of wine, brew, and distilled spirits are represented by at least one brand or another and mixed drinks are quite common as well. Many of these taverns may also offer one or two different fantastical drinks, though some may be more "for the asking" rather than listed openly on the menu. Though the more common offerings of tavern food are available, most of the establishment's menu tends to cater to more nourishing, heartier meals, appetizers, and desserts.

There are typically six to eight serving wenches along with three or four youngsters handling things up front with a few bouncers look on. As the crowd is a bit too much for a simple tavern owner to handle on his own, three or four hired on bar tenders relieve the owner of the mixing and preparing of drinks. In the back one can find six to eight individuals who handle the cooking and scullery work. Hired entertainment is also quite common, with musicians, singers, storytellers, dancers, comedians, theatre performers, and poets being the normal choices for such performers.

Such places tend to be rather enormous in size for a tavern, usually being between 2,000 to 2,600 square feet total on the ground floor and 1,800 to 2,600 square feet total on the upper floor. Likewise, it's not too terribly uncommon for such a place to have a dug out or stone walled basement or cellar located under the establishment, usually being around 500 to 1,000 square feet total. In this area the tavern typically stores surplus goods, kegs, or bottles of wine. Either part of the ground or upper floor is dedicated to providing an area for living quarters for the tavern owner and his or her family.

The patrons of this establishment may vary somewhat, but in general they are mostly decent acting folk who simply wish to have a good time, a decent meal, and a bit too drink.

Grand, Good Taverns

These huge, elegant taverns are often the stuff of legends. Noted for their overall excellence in quality, they tend to cater to some of the wealthiest of travelers and community members. Usually one can expect to find well kept hearths, more than a dozen well built tables, and a large serving hearth that offers the finest in drinking desires. The menus of such places are simply fabulous. One can expect to find a well-rounded offering of the better varieties of wine, brew, and distilled spirits in addition to a diverse selection of mixed drinks. Fantastic beverages are also fairly common, though a few may be more "for the asking" rather than openly listed on the menu.

These taverns usually offer a wide variety of selections in the manner of fine dining. Most patrons start off with an appetizer before enjoying the main meal. Afterwards, the remainder of one's meal tends to be polished off with dessert. Though somewhat expensive, the food tends to be excellent in quality and is well worth the price.

Typically one can find six to ten serving wenches running about handling the needs of the customers while three or four bar tenders pour and mix the drinks. Usually there are four or five youngsters running errands and tending the fires while half a dozen or more bouncers

make sure that the drunken patrons refrain from causing trouble. In the back there's eight to ten workers who handle the cooking and scullery work. Entertainment is also provided, with a wide variety of performers from night to night. These taverns are enormous in size, with the ground floor ranging from 2,000 to 3,000 total square feet. There is often an overhead area where the tavern owner and his family lives, and this area is usually 1,800 to 3,000 square feet total in size. Likewise, there is usually a basement or cellar of sorts below where additional supplies may be stored, and this area tends to run between 500 to 1,200 square feet.

The customers of this type of establishment tend to be quite wealthy. As such, there is often great care in making sure that the simple common folk and riffraff don't ruin the establishment's name. As such, one or two of the bouncers can almost always be found guarding the entrance.

MANAGING THE TAVERN MADE SIMPLE

Creating and managing a tavern can be as complex or as simple as you would like to make it. If you wish to really get into the flavor of managing the tavern itself, then the DM should work with you on fleshing out the details. You will probably need to know exactly how many laborers work at your tavern, what foodstuffs you run through the quickest, plus exactly how much of each type of alcohol will be consumed on a daily basis. Most players, however, will wish to let the tavern run somewhat in the background rather than make the establishment itself the center of their adventures.

When figuring out how much the tavern will cost in manner of supplies and employees, check the daily spending section on the below chart and roll for the exact amount for each day (or you may want to make one roll for each week and multiply the result by 7). Likewise, do the same for daily earnings.

Tavern Size/Type	Daily Spending	Daily Earning
Small, Poor	2d8+8sp	3d12+10sp
Small, Common	3d8+10sp	3d20+15sp
Small, Good	3d10+15sp	3d20+25sp
Medium, Poor	3d10+10sp	3d20+15sp
Medium, Common	3d20+20sp	1d4+4 gp
Medium, Good	1d4+3 gp	1d6+6 gp
Large, Poor	1d4+5 gp	1d6+10 gp
Large, Common	1d6+8 gp	1d8+12 gp
Large, Good	1d8+8 gp	2d4+15 gp
Grand, Poor	1d6+8 gp	1d8+10 gp
Grand, Common	1d8+10 gp	2d6+25 gp
Grand, Good	2d4+12 gp	3d8+30 gp

The daily spending is a combination of the employee wages, the food, drink, and materials consumed, and any minor repairs or replacements which normally creep up from time to time. Likewise, the daily earning reflects upon the normal profits that are brought in each day.

The Inn

While usually associated with lodging and sleep, most inns also incorporate the basics of a tavern. Usually there are meals provided as well as a staple variety of drinks to be provided. Likewise, in many smaller sized communities the presence of an inn will probably be more common than that of a tavern, as the inn serves both the functions of lodging as well as being an eatery. Quite often the locals of such smaller communities will gather here as well for drink and dining, and as such the traveler will have the opportunity to freely mingle with the local villager.

TYPICAL INNS AND THEIR COSTS

Below is a standard on the prices of normal inns and their cost. Also included will be the initial cost to outfit such a location. The amounts of lodgers and patrons that the inn can cater to will be included in the description of the inn type.

Inn Size/Type	Cost	Initial Stock Cost
Small, Poor	1,800 gp	500 gp
Small, Common	3,000 gp	750 gp
Small, Good	6,000 gp	1,000 gp
Medium, Poor	4,500 gp	900 gp
Medium, Common	7,500 gp	1,200 gp
Medium, Good	10,000 gp	1,500 gp
Large, Poor	9,000 gp	1,350 gp
Large, Common	12,000 gp	1,600 gp
Large, Good	15,000 gp	2,000 gp
Grand, Poor	14,000 gp	1,800 gp
Grand, Common	16,000 gp	2,400 gp
Grand, Good	20,000 gp	3,000 gp

Small, Poor Inns

Typically these inns tend to be rather squalid and offer the barest of luxuries. Normally the dining and drink aspects of such an inn is similar to that of small, poor taverns though usually equipped to cater no more than 10 patrons at a time. The lodging side of things is usually limited to a couple of small, private rooms (that cost the equivalent to common lodging) and a great room where straw mats lie about on the floors in front of a large hearth with a roaring fire. These mats come with a blanket but usually both the mat and the blanket alike tend to receive little washings and may thus be ridden with fleas and lice. Usually the private rooms can accommodate two single

individuals or four adults if there are two couples. The great room is equipped to handle the lodging needs of up to six patrons. Usually there is another fairly small private room where the inn owner and his family sleep in.

In addition to the employees commonly associated with the drinking and dining aspects of the inn, usually the inn owner will have one or two hired servants who tend to the general needs of the lodgers. These individuals usually stay in the great room and will have designated mats of their own. Likewise, there's usually a stable and a well though most of the time the inn owner or one of the lodging servants will handle the stable work themselves rather than hiring on a stable hand.

Small, Common Inns

These inns are usually rather small but charming and offer a few of the basic luxuries. Typically the dining and drink aspects of such an inn is similar to that of a small, common tavern though usually equipped to cater to no more than 12 patrons at a time. The lodge side of things is usually limited to a few small, private rooms (that cost the equivalent of good lodging) and a great room where well made straw mats lie about on the floors in front of a large hearth with a well tended, roaring fire. Also provided with these mats are simple feather stuffed pillows and warm blankets. Unlike the furnishings of poorer establishments, the pillows, mats, and blankets are taken good care of and cleaned as to avoid infecting the lodgers with fleas and lice. Usually the private rooms can hold up to two adults each and the great room has enough space and straw mats to cater to six patrons. Usually one or two servants are hired on to help take care of the lodgers and their needs. These individuals often live at the inn as well, and typically have their own mats to sleep on in the great room. There are a couple of private rooms for the inn owner and his or her family to dwell in also.

Most of these inns have a simple stable and a well. A stable hand is typically hired on from one of the local residences to help take care of the lodgers' mounts.

Small, Good Inns

Though rather quaint, these inns tend to be quite charming and tend to cater to those who wish to have most of the luxuries of a finer establishment but with a quiet, cozy environment. The drinking and dining aspects of such inns is quite regal and tends to be very similar to the offerings of small, good quality taverns though usually the inn is equipped to handle no more than 15 patrons seeking such services at a time. On the matters of lodging, there are usually three or four private rooms available plus a great room where several lodgers can give up the elements of extra comfort and privacy in order to have a

night's rest at a reduced cost. Usually the cost is equivalent to common lodging for the great room and good lodging for the private rooms. The great room is capable of providing a simple but warm rest for up to eight guests. Unlike lesser quality inns of similar size, the guests do not sleep on the floor but rather on simple rope beds that feature a thick mattress of straw, a warm blanket, and a pillow. Likewise there is usually a sheet of linen covering the mat and during the winter an extra blanket made be added to each bed on particularly cold nights. The private rooms of the inn feature wooden beds with feather mattresses, linen sheets, and a couple of blankets plus an additional third blanket for the winter. Likewise, each private room has its own fireplace plus a bedside table desk, and oil lamp. Quite often there will be a washing basin as well as a small bookshelf filled with a few old books of general interest for the lodger's reading pleasure. In addition to the private rooms for rent, there are one or two additional private rooms for the inn owner and his or her family to dwell in.

Inns such as these provide a stable for the patrons' mounts and fresh water from their own well.

In addition to the employees who handle the drinking and dining needs, a stable hand along with a couple of lodging servants are hired on as well. These individuals usually stay at the inn and have their own designated beds in the great room.

Medium, Poor Inns

Typically these inns tend to be rather squalid and offer only a few of the better luxuries. Normally the dining and drink aspects of such an inn is similar to that of medium, poor taverns though usually equipped to cater no more than 15 patrons at a time. The lodging side of things is usually limited to three or four small, private rooms (that cost the equivalent to common lodging) and a great room where straw mats lie about on the floors in front of a large hearth with a roaring fire.

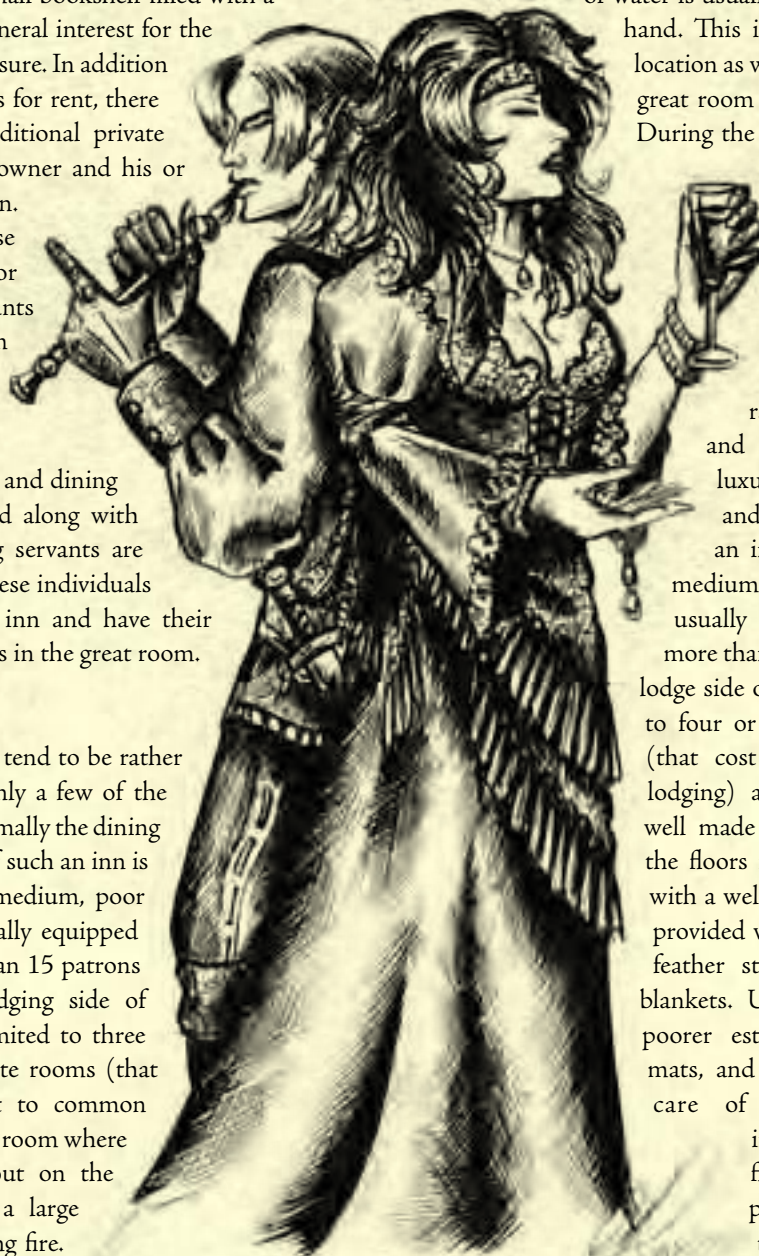
These mats come with a blanket but usually both the mat and the blanket alike tend to receive little washings and may thus be ridden with fleas and lice. Usually the private rooms can accommodate two single individuals or four adults if there are two couples. The great room is equipped to handle the lodging needs of up to ten patrons. There is another private room or two where the inn owner and his family sleep in.

In addition to the employees commonly associated with the drinking and dining aspects of the inn, usually the inn owner will have a couple hired servants who tend to the general needs of the lodgers. These individuals usually stay in the great room and will have designated mats of their own. Likewise, there's a stable and a well and the care of the lodger's animals along with the fetching of water is usually taken care of by a stable

hand. This individual usually lives on location as well and usually stays in the great room during the colder months. During the summer months, however, it's a common thing to find the stable hand sleeping in a pile of hay in the stable.

Medium, Common Inns

These inns are usually rather plain but charming and offer a few of the basic luxuries. Typically the dining and drink aspects of such an inn is similar to that of a medium, common tavern though usually equipped to cater to no more than 12 patrons at a time. The lodge side of things is usually limited to four or five small, private rooms (that cost the equivalent of good lodging) and a great room where well made straw mats lie about on the floors in front of a large hearth with a well tended, roaring fire. Also provided with these mats are simple feather stuffed pillows and warm blankets. Unlike the furnishings of poorer establishments, the pillows, mats, and blankets are taken good care of and cleaned as to avoid infecting the lodgers with fleas and lice. Usually the private rooms can hold up to two adults each and the



great room has enough space and straw mats to cater to ten patrons. Two servants are hired on to help take care of the lodgers and their needs. These individuals often live at the inn as well, and typically have their own mats to sleep on in the great room. There are a couple of private rooms for the inn owner and his or her family to dwell in also.

Most of these inns have a simple stable and a well. A stable hand is typically hired on to handle the duties of fetching water and taking care of the animals. He typically stays in the great room as well.

Medium, Good Inns

Though somewhat quaint in size, these inns tend to be quite charming and tend to cater to those who wish to have most of the luxuries of a finer establishment but with a quieter, cozy environment. The drinking and dining aspects of such inns is quite good and tends to be very similar to the offerings of medium, good quality taverns though usually the inn is equipped to handle no more than 20 patrons seeking such services at a time. On the matters of lodging, there are usually five or six private rooms available plus a great room where several lodgers can give up the elements of extra comfort and privacy in order to have a night's rest at a reduced cost. Usually the cost is equivalent to common lodging for the great room and good lodging for the private rooms. The great room is capable of providing a simple but warm rest for up to ten guests. Unlike lesser quality inns of similar size, the guests do not sleep on the floor but rather on simple rope beds that feature a thick mattress of straw, a warm blanket, and a pillow. Likewise there is usually a sheet of linen covering the mat and during the winter an extra blanket made be added to each bed on particularly cold nights. The private rooms feature wooden beds with feather mattresses, linen sheets, and a couple of blankets plus an additional third blanket for the winter. Likewise, each private room has its own fireplace plus a bedside table desk, and oil lamp. Quite often there will be a

washing basin as well as a small bookshelf filled with a few old books of general interest for the lodger's reading pleasure. In addition to the private rooms for rent, there are one or two additional private rooms for the inn owner and his or her family to dwell in.

Inns such as these provide a stable for the patrons' mounts and fresh water from their own well. In addition to the employees who handle the drinking and dining needs, a couple of stable hands along with two or three lodging servants are hired on as well. These individuals usually stay at the inn and have their own designated beds in the great room.

Large, Poor Inns

Usually these inns tend to be rather squalid and offer only a few of the better luxuries.

Normally the dining and drink aspects of such an inn is similar to that of large, poor taverns though usually equipped to cater no more than 25 patrons at a time. On the lodging side of things are usually six or seven small, private rooms (that cost the equivalent to common lodging) and a great room where straw mats lie about on the floors in front of a large hearth with a roaring fire. These mats come with a blanket but usually both the mat and the blanket alike tend to receive little washings and may thus be ridden with fleas and lice. Usually the private rooms can accommodate two single individuals or four adults if there are two couples. The great room is equipped to handle the lodging needs of up to twelve patrons. There is another private room or two where the inn owner and his family sleep in.

In addition to the employees commonly associated with the drinking and dining aspects of the inn, usually the inn owner will have a couple hired servants who tend to the general needs of the lodgers. These



individuals usually stay in the great room and will have designated mats of their own. Likewise, there's a stable and a well and the care of the lodger's animals along with the fetching of water is usually taken care of by a couple of stable hands. These individuals usually live on location as well and usually stay in the great room during the colder months. During the summer months, however, it's a common thing to find the stable hands sleeping in a pile of hay in the stable.

Large, Common Inns

These inns are usually rather plain but charming and offer a few of the basic luxuries. Typically the dining and drink aspects of such an inn is similar to that of a large, common tavern though usually equipped to cater to no more than 28 patrons at a time. As far as lodgers are concerned there are six to eight small, private rooms (that cost the equivalent of good lodging) and a great room where well made straw mats lie about on the floors in front of a large hearth with a well tended, roaring fire. Also provided with these mats are simple feather stuffed pillows and warm blankets. Unlike the furnishings of poorer establishments, the pillows, mats, and blankets are taken good care of and cleaned as to avoid infecting the lodgers with fleas and lice. Usually the private rooms can hold up to two adults each and the great room has enough space and straw mats to cater to fifteen patrons. Two or three servants are hired on to help take care of the lodgers and their needs. These individuals often live at the inn as well, and typically have their own mats to sleep on in the great room. There are a couple of private rooms for the inn owner and his or her family to dwell in also.

Most of these inns have a stable and a well. A couple of stable hands are typically hired on to handle the duties of fetching water and taking care of the animals. These individuals stay in the great room as well.

Large, Good Inns

These inns are quite charming and luxurious and tend to cater to those who wish to have most to all of the luxuries of a finer establishment. The drinking and dining aspects of such inns is quite good and tends to be very similar to the offerings of large, good quality taverns though usually the inn is equipped to handle no more than 32 patrons seeking such services at a time. On the matters of lodging, there are usually six to eight private rooms available plus a great room where several lodgers can give up the elements of extra comfort and privacy in order to have a night's rest at a reduced cost. Usually the cost is equivalent to common lodging for the great room and good lodging for the private rooms. The great room is capable of providing a simple but warm rest for up to fifteen guests. Unlike

lesser quality inns of similar size, the guests do not sleep on the floor but rather on simple rope beds that feature a thick mattress of straw, a warm blanket, and a pillow. Likewise there is usually a sheet of linen covering the mat and during the winter an extra blanket made be added to each bed on particularly cold nights. The private rooms of the inn feature wooden beds with feather mattresses, linen sheets, and a couple of blankets plus an additional third blanket for the winter. Likewise, each private room has its own fireplace plus a bedside table desk, and oil lamp. Quite often there will be a washing basin as well as a small bookshelf filled with a few old books of general interest for the lodger's reading pleasure. In addition to the private rooms for rent, there are a couple of additional private rooms for the inn owner and his or her family to dwell in.

Inns such as these provide a large barn or stable for the patrons' mounts and fresh water from the inn's well. In addition to the employees who handle the drinking and dining needs, a couple of stable hands along with three or four lodging servants are hired on as well. These individuals usually stay at the inn and have their own designated beds in the great room.

Grand, Poor Inns

Usually these inns tend to be rather squalid and offer only a few of the better luxuries. Normally the dining and drink aspects of such an inn is similar to that of grand, poor taverns though usually equipped to cater no more than 40 patrons at a time. On the lodging side of things are usually eight or ten small, private rooms (that cost the equivalent to common lodging) and a great room where straw mats lie about on the floors in front of a large hearth with a roaring fire. These mats come with a blanket but usually both the mat and the blanket alike tend to receive little washings and may thus be ridden with fleas and lice. Usually the private rooms can accommodate two single individuals or four adults if there are two couples. The great room is equipped to handle the lodging needs of up to eighteen patrons. There is another couple of private rooms where the inn owner and his family sleep in.

In addition to the employees commonly associated with the drinking and dining aspects of the inn, usually the inn owner will have three or four hired servants who tend to the general needs of the lodgers. These individuals usually stay in the great room and will have designated mats of their own. Likewise, there's a stable and a well and the care of the lodger's animals along with the fetching of water is usually taken care of by a couple of stable hands. These individuals usually live on location as well and usually stay in the great room during the colder months. During the summer months, however, it's a common

thing to find the stable hands sleeping in a pile of hay in the stable.

Grand, Common Inns

These inns are usually rather plain but charming and offer a few of the basic luxuries. Typically the dining and drink aspects of such an inn is similar to that of a large, common tavern though usually equipped to cater to no more than 45 patrons at a time. As far as lodgers are concerned there are eight to twelve small, private rooms (that cost the equivalent of good lodging) and a great room where well made straw mats lie about on the floors in front of a large hearth with a well tended, roaring fire. Also provided with these mats are simple feather stuffed pillows and warm blankets. Unlike the furnishings of poorer establishments, the pillows, mats, and blankets are taken good care of and cleaned as to avoid infecting the lodgers with fleas and lice. Usually the private rooms can hold up to two adults each and the great room has enough space and straw mats to cater to twenty patrons. Three or four servants are hired on to help take care of the lodgers and their needs. These individuals often live at the inn as well, and typically have their own mats to sleep on in the great room. There are a couple of private rooms for the inn owner and his or her family to dwell in also.

Most of these inns have a stable and a well. A couple of stable hands are typically hired on to handle the duties of fetching water and taking care of the animals. These individuals stay in the great room as well.

Grand, Good Inns

These inns are quite charming and luxurious and tend to cater to those who wish to have most to all of the luxuries of a finer establishment. The drinking and dining aspects of such inns is quite good and tends to be very similar to the offerings of large, good quality taverns though usually the inn is equipped to handle no more than 50 patrons seeking such services at a time. On the matters of lodging, there are usually nine to fourteen private rooms available plus a great room where several lodgers can give up the elements of extra comfort and privacy in order to have a night's rest at a reduced cost. Usually the cost is equivalent to common lodging for the great room and good lodging for the private rooms. The great room is capable of providing a simple but warm rest for up to twenty guests. Unlike lesser quality inns of similar size, the guests do not sleep on the floor but rather on simple rope beds that feature a thick mattress of straw, a warm blanket, and a pillow. Likewise there is usually a sheet of linen covering the mat and during the winter an extra blanket made be added to each bed on particularly cold nights. The private rooms feature wooden beds with feather mattresses, linen

sheets, and a couple of blankets plus an additional third blanket for the winter. Likewise, each private room has its own fireplace plus a bedside table desk, and oil lamp. Quite often there will be a washing basin as well as a small bookshelf filled with a few old books of general interest for the lodger's reading pleasure. In addition to the private rooms for rent, there are a couple of additional private rooms for the inn owner and his or her family to dwell in.

Inns such as these provide a large barn or stable for the patrons' mounts and fresh water from the inn's well. In addition to the employees who handle the drinking and dining needs, a couple of stable hands along with four or five lodging servants are hired on as well. These individuals usually stay at the inn and have their own designated beds in the great room.

MANAGING THE INN MADE SIMPLE

Creating and managing an inn can be as complex or as simple as you would like to make it. If you wish to really get into the flavor of managing the inn itself, then the DM should work with you on fleshing out the details. You will probably need to know exactly how many laborers work at your inn, what foodstuffs you run through the quickest, plus exactly how much of each type of alcohol will be consumed on a daily basis. Likewise, furniture and bedding materials can wear out from time to time, and due to thieves and damage things may often need to be replaced every so often. Most players, however, will wish to let the inn run somewhat in the background rather than make the establishment itself the center of their adventures.

When figuring out how much the inn will cost in manner of supplies, repairs, and employees, check the daily spending section on the below chart and roll for the exact amount for each day. If you prefer, you may want to make one roll for each week and multiply the result by 7. Likewise, do the same for daily earnings.

Inn Size/Type	Daily Spending	Daily Earning
Small, Poor	2d12+8sp	1d6+1 gp
Small, Common	3d12+12sp	1d6+4 gp
Small, Good	2d20+20sp	2d6+5 gp
Medium, Poor	1d4+4 gp	2d4+4 gp
Medium, Common	2d4+5 gp	2d6+8 gp
Medium, Good	2d6+6 gp	2d8+12 gp
Large, Poor	2d6+5 gp	2d6+15 gp
Large, Common	2d8+8 gp	2d8+20 gp
Large, Good	2d8+10 gp	2d12+25 gp
Grand, Poor	2d8+8 gp	2d10+20 gp
Grand, Common	3d6+12 gp	3d10+30 gp
Grand, Good	3d8+15 gp	2d20+45 gp

Chapter 6: Drinking Buddies



While one often associates the experience of quaffing potent beverages with the tavern or the drink itself, one must not forget that sometimes it is the drinkers themselves that add to the legend of

this curious substance that we have come to call alcohol. Connoisseurs of alcohol come in all varieties and forms, from the hard knuckled laborer thirsting for an ale to the elegantly dressed socialite out for a bit of sparkling wine and a few good times. In a typical public house it is not too uncommon for one to witness winos, travelers, poets, murderers, beggars, farmhands, council workers, adventurers, craftsmen, streetwalkers, and scholars all hunched over their drinks and conversing with one another. While it would seem that strong drink is the key that brings the various walks of life together this social “blessing” can also be a bit of a curse. Under the influence of alcohol many folks can have what us seasoned drinkers refer to as “instant courage”. That is, given enough strong drink the consumer can become the forward romantic who knows no boundaries or the brawler who knows no limits to his or her strength. Alcohol can pull people apart just as easy as it can bring them together.

Though it would seem that anyone and everyone would fall victim to the foulest of behavior once intoxication has set in that is not always the case. Some individuals remain quite calm when they’ve had too much to drink and others may seem less gruff and more of a friendly nature. Likewise, it takes a lot of alcohol for some seasoned consumers to show off their drunken ways.

In this chapter of our merry little book we shall explore the wonders of alcohol and the nature of the drinker.

Types of Drunks (for PCs and NPCs)

While most every character suffers a natural charismatic reduction while intoxicated, some have more annoying personal

traits than other individuals. Some are weepers, others brawlers. When these different types of individuals intermingle in a social setting where alcohol is served there can be unpredictable results.

Oddly enough, the actions of a drunk are often quite the opposite of an individual’s behavior when they are sober. Peaceful persons can become violent, and the shy may be lecherous or outgoing when intoxicated. Likewise, individuals who are usually nervous or easily excited may be quite calm and mellow in behavior when under the influence of alcohol.

Below is a random chart of different types of drunks along with the descriptions of each type. While this chart is useful for figuring out the attitudes and personalities of intoxicated NPCs, this list can also be used to create the “alter ego” of a drunken PC. The DM might wish to silently roll this up reaction or allow the players choose a type for their characters themselves.

Once an NPC or a PC has established a personality type for intoxication, that type remains. No matter how much self control or changes of heart a character has went through sober, they always seem to maintain the same intoxicated “alter ego” all their lives.



Roll (d20)	Drunk Type
01	Antisocialite
02-03	Bawler
04	Bragger
05	Drunken Daredevil
06	Forgetter
07	Happy Drunk
08-09	Lecherous Lush
10	Lit Activist
11	Mellower
12	Mocker
13-14	Rude Lush
15-16	Sluggard
17	Spendthrift
18	Tell All
19	Wanderlush
20	Roll Again Twice*

*The character combines both traits for the worst of possible aspects.

DESCRIPTIONS

Antisocialite

While this type of drinker wouldn't seem too bad to be around, they tend to cause a headache of problems when around other, more sociable drunks. Quiet and content to sit in an empty corner and drink themselves into a comatose state, the antisocialite is not much of a problem until other individuals try to make some form of social interaction with this drunk. Such attempts of interaction usually winds up with antisocialite bluntly insulting the individual and asking to them to leave the antisocialite's presence. Whenever someone tries to interact with an antisocialite who's intoxicated, the antisocialite must succeed a Will save (DC 18) or bluntly, openly tell the individual off.

Bawler

While some drunks take fighting or romance, there are others who wind up as being "crying drunks". Bawlers are a unique lot of alcohol consumers who become excessively melodramatic and emotional about every single thing when they become intoxicated. Likewise, it seems that every single thing around them seems to stir up underlying memories, feelings, and emotions that set

these drunks off into a crying fits and sob stories about their personal little miseries. Whenever a bawler witnesses something worthy enough of setting off a brief crying fit or sob story, the bawler must succeed a Will save (DC 12) or openly become overwhelmed about their miseries.

Bragger

When drunk, this type of individual knows everything, has seen everything, and has done everything... only better. If they can keep enough restraint or honesty about commenting on themselves in such a manner, then the bragger knows somebody or has a relative who knows everything, seen everything, and done everything... only better. Whenever the bragger happens to overhear a nearby conversation, they must succeed a Will save (DC 16) or try to butt their way into the conversation taking place, as it is the assumption of the drunken bragger that everyone else is just "dying" to hear what they about to say.

Drunken Daredevil

Though not exactly sharing the violent intentions of a sluggard or initial boastfulness of a Bragger, the drunken daredevil is a sucker for almost any sort of dare, no matter how risky it may be. Once tanked up enough this type of individual can easily be talked into any form of foolhardy stunt, even it could potentially result in a life or death situation. When properly worked up, the drunken daredevil must succeed a Will save (DC 15) or accept and go through with the challenge.

Forgetter

Though many hung over individuals claim that they cannot remember the events of the previous evening (or at least wish that they could not), the forgetter has trouble remembering virtually anything, even while they are drunk and actively drinking. When intoxicated, the forgetter will seem to slip in and out of mental consciousness, they may be awake enough to place their



mugs to their lips, but otherwise little other activity is taking place in their minds. Forgetters cannot remember the names of individuals, how many drinks they've had, or where they were talking to a mere few minutes ago. Likewise, they tend to stop short in their sentences, completely forgetting what they were saying and may even be unaware where they actually are at times. Whenever something requiring a significant train of thought is required by the forgetter, the forgetter must succeed a Will save (DC 12) or "go completely blank".

Happy Drunk

When intoxicated, the happy drunk is everyone's friend, whether others wish to associate with a friendly drunk or not. Knowing no reasonable sense of social boundary, the happy drunk will attempt to socialize with those who are rich or poor, friend or enemy. Whenever the happy drunk views someone who would even remotely strike his or her attention or interest, the happy drunk must succeed a Will save (DC 14) or stumbling into the person with an array of handshaking, slurred greetings, or clumsy hugs.

Lecherous Lush

The lecherous lush becomes the hopeless, sex-hungry romantic once they've had a bit too much in them. Though the stereotype for such individuals is a male drunk, there are just as many females who become lecherous when intoxicated. The lecherous lush assumes that they've suddenly got what it takes, with just a little help of the alcohol, to win the hearts of anyone in their immediate area that would seem even remotely attractive. Whenever the lecherous lush spots a target who would even raise the remote bearing of attractiveness to the drunken individual, the lush must succeed a Will save (DC 14) or attempt to woo the target.

Lit Activist

No matter how outgoing some people may be about their social political opinions, there are certain things that one normally keeps to one's self in mixed settings. The intoxicated of the lit activist knows no boundary or restraint, however, and the safety of one's self for bucking heads of the popular opinion is not an issue to consider when drunk. A wide assortment of things can set off the lecturing behavior of a lit activist. A patron might make a crude remark to a serving wench, a barbarian might be in the corner telling derogatory jokes about gnomes, or a ranger and a fighter might be huddled over in the corner of the room bragging about how many goblins that they've slain in their time. Once the lecturing of a drunken activist gets started, there's no means of peacefully stopping them.

"They're not changing the opinions of one individual, they're saving the world!"

While the activist is usually not violent in action, only being stern in voice in hopes of changing the ways of their targets, their lectures often quickly lead to dangerous confrontations. Whenever the lit activist witnesses something that might set them off, the activist must succeed a Will save (DC 12) or approach the guilty party with a lecture.

Mellower

While many individuals become rather annoying when intoxicated, other drunks become extremely mellow in nature, perhaps a bit too mellow. Mellowers seem to be relaxed about everything and it takes a lot to get one take action or express an opinion about anything. Some drunks with this trait are so influenced by the alcohol that they can witness the murder of a friend or family member and show little interest, concern, or reaction. When the drunken mellower witnesses an event that would normally cause them great concern or reason to react, the mellower must succeed a Will save (DC 14) or remain passive to the whole event. If the mellower him or her self is wounded by an attack, the mellower will automatically succeed such a check.

Mocker

Once intoxicated, the mocker suddenly manages to point out even the slightest elements of those around him or her that are worthy of making fun of. The typical mocker might insult a woman on the manner of her dress, the tavern keep for his obvious lack of "decent alcohol", the bouncer for his physical ugliness, or a fellow patron for his "stinking, wretched odor". Whether obviously sarcastic or simply blunt about such things, a drunken mocker simply doesn't know when to keep his or her mouth shut. Whenever the mocker spots something that could hold the slightest potential in regards to insulting, the mocker must succeed a Will save (DC 12) or immediately voice insulting comments.

Rude Lush

No matter how well mannered this individual might be sober, give the rude lush a bit of alcohol and they quickly turn into one of the most foul mouthed, crass behaving individuals ever to be witnessed. A rude lush seems to hold little sense of restraint when it comes to saying the worst of expressions, singing along with the dirtiest of songs or exposing one's self in front of others. Many have even been known to "make piddle" on the tavern tables, walls, and floors if the rude lush needs to relieve one's self and doesn't feel like being bothered to go outside or

use a chamber pot. Anytime the rude lush is presented with the slightest of opportunities where some form of crass behavior might be deemed “appropriate” or just “amusing”, the rude lush must succeed a Will save (DC 12) or engage in whatever form of foul activity is tempting at the moment.

Sluggard

The sluggard is probably one of the most dreaded types of drunks. No matter how placid, peaceful, and pacifist this individual might be when sober, the sluggard is ready for a fight once they’ve had a few drinks in them. While in reality it’s the sluggard that’s okay for trouble, in the mind of this drunken individual it’s the rest of the immediate world that’s asking for a fight. The slightest things can lead into a violent argument too, from the smallest of smudges on one’s tavern mug to another man making the slightest comment to a woman that a male sluggard has been eyeing all evening. Whenever the sluggard spots something that could potentially tick him or her off, the sluggard must succeed a Will save (DC 12) or immediately launch into an array of threats, insults, and fist swinging.

Spendthrift

Though potentially dangerous to their own life savings, most individuals actually like to be around a drunken spendthrift. Once intoxicated, these individuals usually doesn’t know the limits of their own spending and if allowed to run up a tab, it is not uncommon to see quite a few spendthrifts buying more drinks than they are willing to pay for. Spendthrifts aren’t just concerned with buying drinks for themselves either, they will usually pay for any drinks of individuals that they take a liking to and may even be ribbed into buying rounds of drinks for everyone in the establishment.

If there is gambling in the establishment, the behavior of the spendthrift can become particularly dangerous. Given the opportunity, an adventuring spendthrift will not only loose all of their own personal possessions but they have also been known to gamble off the wealth, for-

tune, and personal possessions of the entire party. Often such high stakes have led to bloodshed when other party members refused to turn over the items that the spendthrift supposedly gambled off. Whenever an opportunity presents itself for the spendthrift would have the slightest desire to spend money, the spendthrift must succeed a Will save (DC 12) or turn over the currency.

Tell All

Most people are able to keep their deepest, darkest secrets to themselves no matter what sort of state they are in, and then there are others who say a bit too much once given a generous amount of alcohol.

The tell all is unable to hide anything when they are drunk, the more dark a secret is, the more likely they are talk about it.

Anytime the drunk tell all engages in a lengthy conversation with someone, the

tell all must succeed a Will save (DC 12) or expose potentially dangerous or embarrassing secrets.

Wanderlush

Wanderlushes are a curious breed of drunks who have a strange sort of wanderlust when they become intoxicated. Though the exact reasons for the behavior are not entirely known, it is believed that wanderlushes hold an inner feeling of wanting to escape their life that comes out when they become intoxicated. Wanderlushes tend to get drunk and wander off. Many eventually return home after a few days while others might be gone for months, particularly if they are on a particularly steady drunk and have traveled to other villages. Though the wanderlush may attribute the real reasons to his or her wandering to other psychological traits or problems, these roaming tendencies tend to come out only when the individual has had to much to drink. Whenever the wanderlush has become intoxicated, the wanderlush must succeed a Will save (DC 16) or suddenly and silently wander off to some random location when everyone’s back is turned. Often the exact location is inspired by a comment or suggestion made to the wanderlush while the individual is intoxicated.



Feats

Aye, gentle reader, now that you know a bit about the nasty habits that drunken souls have when they've enjoyed a bit too much of the ol' grape, it is wise that you learn about certain virtues that consumers of fermented beverages can have. These special attributes or feats as you have grown to know them as, can greatly benefit the drinker. Below is a list of the many feats that I have carefully studied through my many years of hanging out in rowdy taverns.

Alchemical Carousing [General]

You gain a bonus when resisting the difficulty classes of fantastic drinks. In fact, even the most jaded of alchemists and poison mixers talk about your stomach in awe.

Prerequisites: Carouse, Fantastical Carousing, Greater Fantastical Carousing

Benefits: You gain a +6 to your Fortitude saving throws when resisting the difficulty classes of fantastic drinks. You also gain a -4 Alcohol Threshold when dealing with mixed drinks.

Carouse [General]

You are particularly skilled at the art of drinking and not getting drunk.

Benefits: You gain a +2 to your Fortitude saving throws/Alcohol Threshold when resisting the intoxication caused by normal forms of alcohol. These do not include fantastic drinks. When determining the effects of a hangover, automatically treat the drinker as having lasted through the first 2 hours of their hangover when they first awake.

Dread Taste [General]

You can usually detect poisoned alcohol as soon as it hits your tongue.

Benefits: Your taste buds have an uncanny knack for alcohol, so much so that foreign substances are almost immediately picked up. As a result, you have an automatic 70% chance of detecting something wrong with any poisoned drink that you are consuming as soon as the drink touches your tongue.

Drunken Entertainer [General]

When intoxicated, you gain a bonus to Perform checks.

Benefits: You gain a +3 to any Perform check when intoxicated. Though usually this involves being somewhat of a drunken comic, it could also mean that you are particularly well focused when under the influence of alcohol.

Drunken Sex Appeal [General]

When intoxicated, you gain a bonus to any social relations with members of the opposite sex or anyone who would hold romantic or passionate interest in you.

Prerequisites: Cha 12+

Benefits: You gain a +3 to any social (usually Cha based) interactive skill check when intoxicated and dealing with those who are the opposite members of your own sex or would otherwise hold any form of romantic or passionate interest in you. Perhaps it's because you open up more when tipsy, or maybe it's because the target assumes that if you're drunk, then you're probably also pretty "easy".

Fantastical Brewer [General]

You can create fantastic drinks.

Prerequisites: Profession: Brewer skill, Knowledge: arcana skill, Alchemy skill

Benefits: You can utilize the knowledge that you have regarding alchemy, magical practices, and brewing to create any form of fantastical drink, from beer to wines to distilled spirits.

The difficulty to create each type of drink is equal to drinks' difficulty classes. When attempting to succeed at concocting such a drink against this difficulty class, the fantastical brewer uses their profession: brewer skill. If their knowledge: arcana or alchemy skills have 5 ranks or higher, then the fantastical brewer gains a +2 synergy bonus for each one of these two skills that is of 5 ranks or higher.

When creating such drinks, the manufacturing cost of the beverage is one half the normal cost of the drink.



Drunken Fists [General]

While intoxicated you seem to be stronger in fights.

Prerequisites: Drunken Striking

Benefits: When intoxicated, you gain a +1 to any unarmed damage rolls when intoxicated. This damage may be true damage or subdual.

Drunken Striking [General]

You gain a +2 to melee Attack Rolls when intoxicated

Prerequisites: Tipsy Striking

Benefits: When intoxicated, you gain a +2 to any melee attack roll that you make.

This feat replaces the benefits of Tipsy Striking

Fantastical Carousing [General]

You gain a bonus when resisting the difficulty classes of fantastic drinks.

Prerequisites: Carouse

Benefits: You gain a +2 to your Alcohol Threshold when resisting the difficulty classes of fantastic drinks.

Fists of the Alcoholic [General]

You gain a +3 to unarmed damage rolls when intoxicated.

Prerequisites: Improved Drunken Fists

Benefits: When intoxicated, you gain a +3 to any unarmed damage rolls when intoxicated. This damage may be true damage or subdual. This feat replaces Improved Drunken Fists

Improved Drunken Fists [General]

You strike harder when you are drunk.

Prerequisites: Drunken Fists

Benefits: When intoxicated, you gain a +1d4 to any unarmed damage rolls when intoxicated. This damage may be true damage or subdual. This feat replaces Drunken Fists

Mighty Carousing [General]

You can drink most carousers under the table. In fact, you're pretty well known for being a total lush.

Prerequisites: Carouse, Great Carousing

Benefits: You gain a +6 to your Alcohol Threshold when resisting the intoxication caused by normal forms of alcohol. These do not include fantastic drinks.

Nimble Drunk [General]

When intoxicated, you do not suffer any penalties to your Dexterity score that are caused by the primary or secondary intoxication effects of drinking normal alcoholic beverages. Likewise, you do not suffer any penalties to Dexterity based skill checks.

Benefits: You ignore any Dexterity score or Dexterity skill check penalties listed in the primary or secondary

intoxication effects of any normal alcoholic beverage. Nimble Drunk does not immunity to any effects to one's Dexterity that might occur as a result of drinking a fantastical drink.

Pinch Brewing [General]

You know how to save costs on brewing fantastic drinks.

Prerequisites: Fantastical Brewer

Benefits: When creating fantastic drinks, you spend only 1/3 of the drink's normal cost instead of 1/2.

Puke Holder [General]

You are particularly successful at avoiding nausea from alcohol consumption.

Prerequisites: Con 12+

Benefits: You gain a +2 to your saving throws when avoiding any form of nausea that results from consuming normal alcoholic beverages. These do not include fantastic drinks.

Rambling Wino [General]

When intoxicated, you gain a bonus to Intuit Direction checks.

Benefits: You gain a +3 to any Intuit Direction check when intoxicated, instead of any penalties. It is really unknown as to why you can find your way around when you're sauced off your lid. Maybe you've got better focus, or maybe you're willing to go exploring in places that you're normally too chicken to want to visit sober.

Spoil Taste [General]

You can usually detect the presence of disease in an alcoholic beverage as soon as it hits your tongue.

Benefits: Your taste buds have an uncanny knack for alcohol, so much so that foreign bacteria, viruses, or other such forms disease are almost immediately picked up. As a result, you have an automatic 70% chance of detecting something wrong with any disease ridden drink that you are consuming as soon as the drink touches your tongue. You might be a lush, but you at least know what yeast is supposed to taste like.

Tipsy Striking [General]

You gain a +1 to melee Attack Rolls when intoxicated

Benefits: When intoxicated, you gain a +1 to any melee attack roll that you make, instead of any penalties.

Quick Drunk [General]

You seem to be able to control how quickly you can become drunk.

Benefits: In the event that being drunk may prove to be more beneficial, you can lower your alcohol threshold by half. As this feat involves particular practices towards consuming a beverage, the feat may or may not be used at your own will.

Chapter 7: Bar Staff

Bartender

Standard Level Range: 1st to 4th level.

Important Skills: Sense Motive, Diplomacy, Spot, Intimidate

Caste Rank: Lower Class to Upper-Middle Class

Population/Trades Served: Inns, taverns, open business areas

Description: Bartenders are, by-and-large, merchants. Unlike most other merchants their clientele is almost always, or at least soon to be, inebriated. Also, more emphasis is placed on pure social interaction than on selling the product (it sells itself). In taverns where fights often break out, a bouncer is employed to keep the peace but the bartender will be tougher or more intimidating than his colleagues in more genteel neighborhoods. As with most businesses the operator is usually the owner of the establishment. Rules to remember: Intimidate is rolled against a DC 10+opponent's level, so high-level bartenders are difficult to scare. If you want to lean on them you will have to actually get into the "rough stuff". Diplomacy or Bluff are also appropriate skill checks for extracting sensitive or secret information that a bartender might have overheard. You might want to give a circumstance bonus (+2) to Diplomacy or Bluff, but not Intimidate, for a reasonable bribe. On a badly missed check the bartender might provide false information in order to pocket the cash. A Sense Motive check (Hunch DC 20) by the PCs would give an indication of the falsehood.

Barmaid/Waiter

Male Human Com 1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Bartender) +4, Sense Motive +3, Spot +2.

Feats: Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Common Bartender

Male Human Com 3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Bartender) +6, Sense Motive +4, Spot +2.

Feats: Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will.

Common Bartender

Male Human Com 5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +2, Profession (Bartender) +8, Sense Motive +4, Spot +2.

Feats: Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will.

Common Bartender

Male Human Com 7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/×2, club); AL N; Fort +2, Ref +2, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills: Bluff +1, Diplomacy +5, Disguise +1, Forgery +1, Gather Information +1, Intimidate +1, Perform +2, Profession (Bartender) +10, Sense Motive +4, Spot +2.

Feats: Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will, Improved Initiative.

Customization: For tougher neighborhoods switch ranks for Bluff and Diplomacy, and switch Intimidate and Perform. Replace Skill Focus (Diplomacy) with Toughness, and Iron Will with Improved Unarmed Strike or Weapon Focus (Club). If there are many magic users who frequent the tavern, leave Iron Will as is. For mercantile neighborhoods, or areas of town where civil servants or adventurers frequent the tavern, subtract 1 or 2 ranks from Perform and add to Gather Information at levels 5 and 10.

ROYCE BUTTERGLUTTON

Description: A successful tavern owner, stunning entertainer, and greatest bartender in all of the lands to be found. That is how Royce Butterglutton views himself. While his patrons might have a few other opinions regarding this cowardly bard turned public house owner it is true that Royce has a particularly uncanny ability to generate customers. Royce can typically be found behind his serving bar at all times where he either chats away

with a patron, flirts with one of the wenches, or sings away loudly. He has fair skin, light brown hair, and is dressed a bit in a manner that is fairly lavish if not somewhat on the gaudy side.

Equipment: entertainer's outfit, dagger +1, 3 gold necklaces (100 gp each), thick gold bracelet (200 gp), belt pouch [contains at least 8 gp worth of coins of various denominations and 3 peridots (40 gp each)]

Note: As he insists on tailored garments of finer fabrics Royce Butterglutton will hardly ever be found wearing an outfit worth less than 3 gp.

SNARLE COBBLE

Description: In one of the seediest, most dangerous looking of taverns you can find an ugly, scar faced bartender by the name of Snarle Cobble pouring drinks, wiping suds off the bar top, and barking out food orders to the sculleys and cooks in the back. A retired bounty hunter that is surprisingly on close, friendly terms with the local guard the half-orcish Snarle has no place for trouble in his tavern. He keeps an enchanted morning star hidden away under the bar table and as his typical customers are usually considered to be "undesirables" the local law has long since given Snarle the permission to do whatever it takes in order to keep the peace.

Equipment: peasant clothing (dirty), belt pouch [contains at least 5 gp worth of coins of various denominations], morning star +2 versus humans (kept underneath the bar).

Bouncer (Commoner)

Standard Level Range: 1st to 4th level.

Important Skills: Sense Motive, Diplomacy, Spot, Intimidate

Caste Rank: Lower Class to Middle Class

Population/Trades Served: Inns, taverns, open business areas

Selling Rate: 2 sp per class level per day

Description: The bouncer is a brawler who is geared towards "keeping the peace" for employers of the private sector rather than for the community's official law enforcement branch. As such, bouncers are most often seen in the four-corners of taverns, inns, and open areas of business. Usually for the most part, the typical bouncer is courteous and friendly though in a reserved way. When trouble happens to arise, however, the bouncer can be quite stern, forceful, and

intimidating. Though bouncers tend to make less than most brawlers, they have more steady work and the occupation is usually a lot less brutal on the bouncer's body.

Bouncers are a varied and sundry lot. For some it is a short-term job to make a bit of cash in the off-season at the farm, or a stepping stone to a job as a bartender. For others it is a proud profession. In larger cities there are clubs and guilds where bouncers congregate and share stories and tips from their workaday experience. In general, the tougher the clientele, the more professional a bouncer will be. Fighter or Barbarian bouncers are extremely rare; they can make much more money elsewhere, but they are usually hired as extra help during peak trouble times (Bacchanalia festivals, or gang-leader conventions). Rules to Remember: Sense motive is checked against DC 20 to have a hunch that trouble is brewing.



Bouncer

Male Human Com 1; CR ½; Medium-size humanoid; HD 1d4+1; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6+2/×2, club); AL N; Fort +1, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Jump +2, Listen +2, Perform -1.

Feats: Sense Motive +2, Spot +2, Swim +2; Alertness, Improved Unarmed Strike.

Bouncer

Male Human Com 3; CR 2; Medium-size humanoid; HD 3d4+3; hp 12; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6+2/×2, club); AL N; Fort +2, Ref +1, Will +1, Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Skills: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +1, Jump +2, Listen +2, Perform -1, Sense Motive +3, Spot +2, Swim +2

Feats: Alertness, Improved Unarmed Strike, Weapon Focus (club)

Bouncer

Male Human Com 4/War 1; CR 4; Medium-size humanoid; HD 4d4+4, 1d8+1; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d6+2/×2, club); AL N; Fort +4, Ref +1, Will +1; Will +0; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Skills: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +1, Jump +2, Listen +2, Perform -1, Sense Motive +4, Spot +3, Swim +2

Feats: Alertness, Improved Unarmed Strike, Weapon Focus (club)

Bouncer

Male Human Com 4/War 3; CR 6; Medium-size humanoid; HD 4d4+4, 3d8+3; hp 33; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +8 (1d6+2/×2, club); AL N; Fort +5, Ref +2, Will +2; Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Skills: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy +1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +3, Jump +2, Listen +2, Perform -1, Sense Motive +5, Spot +3, Swim +2

Feats: Alertness, Improved Initiative, Improved Unarmed Strike, Weapon Focus (club)

Customization: Bouncers in extremely tough areas, or in a gang clubhouse, are probably mercenaries who are Warriors through and through. In less extreme

circumstances a few more levels of warrior might be appropriate. Bouncers generally aren't hired in high class establishments, where the bartender can talk down most confrontations, but some ale halls keep a stout bus-boy on staff just in case. These should be strong commoners, without warrior levels.

Braumeister (Expert)

Standard Level Range: 1st to 6th level.

Important Skills: Profession (brewing), Profession (herbalist)

Caste Rank: Middle Class To Upper Class

Population/Trades Served: General Population

Selling Rate: 50% (merchants, taverns, suppliers), 85% (bulk sales to general public)

Description: The braumeister, or brewer, makes his living blending, brewing, and aging a wide variety of ales, beers, meads, stouts, amber blends, and other malt based beverages. Due to diverse variety of plants and ingredients that go into such mixtures, most braumeisters benefit from a reasonably good background in herbalism. Due to the needs of adequate storage, equipment, and supplies, most braumeisters are reasonably wealthy.

Almost every community of village or larger size will have a local braumeister. While some brewers will often sell bulk quantities of their aged beverages to passing strangers, most deal exclusively with supply merchants, inns, and taverns. Even when dealing with passing strangers, the braumeister sells by the barrel or keg, and not by the mug or pitcher.

Brewer

Male Human Exp 1; CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6-1/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8.

Skills: Appraise +2, Craft (Alchemy) +8, Craft (woodcarving) +2, Decipher Script +2, Gather Information +2, heal +2, Knowledge (nature) +5, Profession (brewing) +8.

Feats: Skill Focus [Profession (brewing)], Skill Focus (Craft: Alchemy).

Cook (Commoner)

Standard Level Range: 1st to 3rd level.

Important Skills: Profession: Cook

Caste Rank: Lower Class to Middle Class

Population/Trades Served: General Population, taverns, public eating places

Selling Rate: 1 sp per day or 100% (merchandise) to general public

Description: The cook has the job of mixing recipes as well as the general preparation of various types of dishes. Though a few cooks are skilled enough to be considered experts in their trade (and thus paid handsomely), most cooks are simple commoners who receive only an average staple income per day for their labor.

Cook

Male Human Com 1; CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6-1/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 9, Dex 10, Con 11, Int 12, Wis 13, Cha 8.

Skills: Diplomacy +3, Knowledge (nature) +3, Profession (cook) +6,

Feats: Skill Focus [Profession (cook)], Skill Focus (Diplomacy).

Distiller (Expert)

Standard Level Range: 1st to 6th level.

Important Skills: Profession: Distiller, Profession: Herbalist

Caste Rank: Middle Class to Upper Class

Population/Trades Served: General public, merchants, taverns, and suppliers

Selling Rate: 55% to merchants, taverns, and suppliers, 100% to common non-trade customers (bulk sales)

Description: The distiller makes a wide variety of hard alcoholic spirits, including vodka, rye spirits, sour mash, burbon, brandy, whiskey, rum, mescal, and gin. The limits as to what exact spirits the distiller can produce is usually only limited to what vegetation is locally grown or found near the distiller's established or can be otherwise imported. In addition to potable alcohol, distillers who specialize in the production and refinement of turpentine and various wood grain alcohol formulas (topical, external use alcohol) are also reasonably common.

Due to the requirements, setup, supplies, and demands for their products, most distillers are fairly well to do.

Note: Most of the distillers of the "Western European" variety of fantasy will mostly be found making varieties of whiskey (or similar grain spirits) and brandy (the refined distillation of the alcohol of wines). It is also likely that the distiller in such an area has learned how to make gin and turpentine and various wood grain, tree based alcohol formulas.

Entertainer (General)

Standard Level Range: 1st to 4th level.

Important Skills: Perform, Gather Information, Listen

Caste Rank: Lower Class to Middle Class

Population/Trades Served: General Public

Selling Rate: donation (usually 8 cp per level total per day)

Description: Every culture of every age has traditional entertainment. Juggling, singing, dancing, acting and all of their variants are welcomed by one and all. The best of the lot (or at least the well connected) are often held on permanent retainer by nobles and wealthy business folks, while the less experienced (or more avant-garde) make due with traveling from town to town playing in markets and at festivals.

Traveling entertainers are usually considered by the general public to be scoundrels; while their work is appreciated, as individuals they are not trusted. Those who have a permanent residence, a theatre, patronage or simply perform in the same town every week, hold somewhat higher esteem. Few would encourage their children to aspire to this lifestyle, though.

The storyteller makes his living spinning various yarns about great beasts, courageous knights, evil wizards, beautiful princesses, talking animals, and other exciting elements. Usually children and adults alike take delight in hearing the tales of a good storyteller.

While the storyteller may be quite popular in their community, they are somewhat impoverished by nature. As such, many listeners are often eager to offer forth a tip in an effort to wish the storyteller good health and a bit of fortune. Likewise, many taverns and inns often offer forth a staple menu and drink along with the occasional blanket by the fire in an effort to repay the storyteller for keeping their guests and patrons entertained and quiet.

Though most storytellers have little to offer adventurers they are usually eager to learn the events of such characters in hopes that this bit of talk will inspire more stories to share with their audiences. In an effort to pay the adventurers back, the storyteller usually keeps his ears open for important news, gossip, or rumors.

Entertainer (General)

Male Human Com 1; CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills: Bluff +1, Perform +4, Sleight of Hand +4, Tumble +1.

Feats: Skill Focus (Perform), Skill Focus (Sleight of Hand).

Entertainer (General)

Male Human Com 3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/×2, club); AL N; Fort +1, Ref

+1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills: Bluff +1, Disguise +1, Perform +5, Sleight of Hand +4, Tumble +4.

Feats: Skill Focus (Perform), Skill Focus (Sleight of Hand), Skill Focus (Tumble).

Entertainer (General)

Male Human Com 3/Exp 2; CR 4; Medium-size humanoid; HD 3d4, 2d6; hp 15; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills: Bluff +4, Diplomacy +3, Disguise +4, Gather Information +1, Intimidate +1, Knowledge (Theatre) +2, Perform +8, Sleight of Hand +6, Tumble +6.

Feats: Skill Focus (Perform), Skill Focus (Sleight of Hand), Skill Focus (Tumble).

Entertainer (General)

Male Human Exp 4/Com 3; CR 6; Medium-size humanoid; HD 4d6, 3d4; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/×2, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills: Balance +2, Bluff +6, Diplomacy +5, Disguise +8, Gather Information +1, Intimidate +3, Jump +2, Knowledge (Theatre) +6, Perform +10, Sleight of Hand +8, Tumble +8.

Feats: Skill Focus (Perform), Skill Focus (Sleight of Hand), Skill Focus (Tumble), Skill Focus (Disguise).

Elven Entertainer (General)

Male Elf Com 1; CR ½; Medium-size humanoid; HD 1d4-1; hp 2; Init +1; Spd 30; AC 11 (touch 10, flat-footed 10); Atk +0 (1d4-1/×2, dagger); AL N; Fort +0, Ref +1, Will +0; Str 9, Dex 12, Con 9, Int 12, Wis 8, Cha 13.

Skills: Bluff +2, Diplomacy +1, Gather Information +1, Move Silently +1, Perform +5, Sleight of Hand +3, Search +1, Tumble +2.

Feats: Skill Focus (Perform)

FINRAIN

His most noticeable feature, other than his elven nature, is an artful tattoo of a serpent that adorns the right side of his face, trailing along his cheekbone. His hair is silver with violet highlights, and it flows down the middle of his back. Along the sides of his face, his hair is tied into small braids, which are bound with blue silk ribbons. His skin is the bronze of someone seeing many days in sunlight. And he is generally dressed in fine material clothing, although the style of the clothing is usually more useful than gaudy.

Equipment: Entertainer's outfit, lute, 2 silver daggers, inkpen, 2 vials of ink, scroll tube, 10 sheets of parchment, belt pouch (25 sp)

VALERIAN

She is a lithe and lean woman of just a little over five foot in height. She has dark red hair that she keeps held in a single braid that flows down to her derriere. Clothing in tight-fitting, dark leathers, her figure is impressive without being intimidating. Her emerald eyes have long dark lashes, and she keeps her body in very good shape.

Equipment: Entertainer's outfit, violin, dagger, short sword, leather armor, signal whistle, waterskin, silver earrings with garnets (25 gp), belt pouch (contains no more than 25 gp)

Exotic Dancer (Commoner)

Standard Level Range: 1st to 4th level.

Important Skills: Perform, Sense Motive, Diplomacy

Caste Rank: Lower Class

Population/Trades Served: Taverns, Inns, drama houses, brothels

Location: Medium to large communities

Selling Rate: 1 sp fee per performance plus tips

Description: Exotic dancers earn their livings by performing exciting, vivid, often seductive forms of dancing. Usually these individuals are scantily garbed women who wear brightly colored outfits. While being paid 1 sp by the establishment owner per performance, most successful dancers can earn up to four or five times as much in tips.

While exciting to watch, most exotic dancers are of little other use for adventurers. A few, however, might have inside knowledge regarding the activities of local criminal factions.

Fishwife (Commoner)

Standard Level Range: 1st to 4th level.

Important Skills: Diplomacy, Bluff, Sense Motive, Sleight of Hand

Caste Rank: Untouchable to Lower Class

Population/Trades Served: Lower to middle class males

Selling Rate: donation (monetary or non-monetary, typically 1 sp and a few free drinks)

Description: The fishwife is typically coarse, older woman who hangs around taverns, inns, and street corners seeking to entertain herself with "a few good times" and perhaps prostitute off herself in hopes of supplementing her normal income or allowances with a bit of extra coin. Ironically, most fishwives are married,



Typically, meals are only served to those who rent rooms, but inns in smaller communities can also serve as taverns for the locals. Rooms can be rented by the day, week or month.

The dining rooms are usually open spaces with long tables and benches; there is rarely a “bar” where drinks are served over a counter.

Innkeeper

Male Human Com 1; CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills:

Diplomacy +4,

Profession (Innkeeper)

+6, Sense Motive +2.

Feats: Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy).

most to hen pecked or uncaring husbands, and are usually found in any bed chamber other than their own.

The term “fishwife” does not refer to an official trade or profession but is rather a social declaration of sorts. Women regarded as being “fishwives” are generally coarse in nature and looks, fond of great degrees of carousing and dancing, and usually have no qualms when it comes to satisfying temptations of lust. Likewise such a woman is also quite untrustworthy in all respects, willing to steal both the heart and fortunes of another woman’s husband if the opportunity presents itself. Fishwives usually have some form of menial day job but are often lazy and constantly seek out ways to coerce or pester others into doing their work for them.

Innkeeper

Standard Level Range: 1st to 7th level.

Important Skills: Sense Motive, Diplomacy, Spot, Intimidate

Caste Rank: Middle Class to Upper-Middle Class

Population/Trades Served: Inns

Selling Rate:

Description: An innkeeper owns and operates a place where travelers can sleep and eat. The innkeeper usually lives on the premises with his or her family, except in larger, more genteel establishments.

The price of a stay at an inn usually includes meals, but other services such as laundry and stables cost extra.

Innkeeper

Male Human Com 3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills: Diplomacy +5, Profession (Innkeeper) +8, Sense Motive +5.

Feats: Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Innkeeper

Male Human Com 5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills: Bluff +1, Diplomacy +7, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Innkeeper) +10, Sense Motive +6.

Feats: Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Innkeeper

Male Human Com 7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/×2, club); AL N; Fort +2, Ref

+2, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills: Bluff +1, Diplomacy +7, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Innkeeper) +12, Sense Motive +6, Speak Language +1

Feats: Iron Will, Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Scullery Boy/Maid (Commoner)

Standard Level Range: 1st to 2nd level

Important Skills: None

Caste Rank: Lower Class

Population/Trades Served: inns, taverns, ships, fortresses, public places of eating

Selling Rate: 1 sp per day for labor

Description: The scullery boy or maid earns a simple living by cleaning up the plates, bowls, mugs, and eating utensils for a tavern, inn, or other such hired employer.

Scullery workers are usually simple folk who have little time to learn much more than their menial trade. As such, they are of little use to adventurers other than perhaps being a source of local gossip.

Scullery Maid

Female Human Com 1; CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Bluff +4, Gather Information +3

Feats: Skill Focus (Bluff), Skill Focus (Gather Information).

Tavern Boor

Standard Level Range: 1st to 7th level

Important Skills: None

Caste Rank: Lower Class to Middle Class

Population/Trades Served: inns, public places of eating, taverns

Description: In any non-exclusive hotel, pub or tavern, there will likely be a small cadre of regulars, some of whom are sure to have little social life (or perhaps even professional life) outside the watering hole. A tavern boor usually attempts to hide his insecurity behind bravado. Some are physical bullies, but most are just blowhards who try to pass themselves off as smarter and more experienced than they actually are. They will talk at length about subjects they know little about, and what they do know is of a trivial nature. If someone calls their bluff, they will often become defensive and demand respect based on some small (but significant) achievement from their youth.

Tavern Boor

Male Human Com 1; CR ½; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Bluff +4, Gather Information +3

Feats: Skill Focus (Bluff), Skill Focus (Gather Information).

Tavern Boor

Male Human Com 3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills: Bluff +5, Diplomacy +2, Gather Information +4, Knowledge (Choice 1) +1

Feats: Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Diplomacy).

Tavern Boor

Male Human Com 5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/×2, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills: Bluff +5, Diplomacy +2, Gather Information +5, Knowledge (Choice 1) +1, Knowledge (Choice 2) +1, Knowledge (Choice 3) +1

Feats: Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Diplomacy).

Tavern Boor

Male Human Com 7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/×2, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills: Bluff +6, Diplomacy +2, Gather Information +6, Knowledge (Choice 1) +3, Knowledge (Choice 2) +1, Knowledge (Choice 3) +1

Feats: Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Diplomacy), Skill Focus (Knowledge(Choice 1)).

Wench

Standard Level Range: 1st to 4th level.

Important Skills: Sense Motive, Diplomacy, Spot

Caste Rank: Lower Class to Middle Class

Population/Trades Served: Inns, taverns, open business areas

Selling Rate: varies

Description: varies

Wench

Female Human Com 1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/×2, club); AL N; Fort +0, Ref +0, Will +0; Str 8, Dex 12, Con 10, Int 9, Wis 11, Cha 13.

Skills: Bluff +2, Diplomacy +1, Gather Information +4, Perform +2, Profession (tavern-worker) +2, Sense Motive +3, Spot +2

Feats: Skill Focus (Gather Information), Skill Focus (Sense Motive).

BONBELLA BUMBLEBLOSSOM

While it is uncommon to see many gnomes in the profession of being a serving wench Bonbella takes a great delight in doing her job. As this gnome is also known to finish the night off with a mild magical trick Bonbella is also quite popular with many of her patrons. While she is a bit too short to place the drinks up on the tables most patrons are more than to reach down and retrieve their drinks from Bonbella as she passes by.

Equipment: peasant garb, apron, bag (contains less than 2 gp in silver and copper), dagger (hidden in apron)

FELLALAYNA FEATHERFROST

Description: Though purely elven in blood Fellalayna was orphaned at an early age and rescued by a poor but well meaning human family. As the elderly rescuers passed on long before Fellalayna fully matured the young female elf had to survive in the human urban environment the best that she could. Now several years later the poorly thought out decisions that she made early on in life has landed Fellalayna into the role of a simple serving wench. Though she will not vocally admit that she is less than proud of her lot in life Fellalayna's shocking, out of control drinking habits tale her sad story for her. Fellalayna is a bit tall for a full-blooded elf, almost reaching more the height of a half-elf. She is of fair hair and though possessing the normally beautiful traits of an elf the signs of too much carousing is starting to show through abnormally early lines and crow's feet on her face.

Equipment: peasant outfit (artisan quality), tumbled green zircon (5 gp), dagger.

GERTRUDE "THE MEATY"

While some tavern owners prefer to keep only wenches with sex appeal a few have found that half orcish servants are perfect for when a few of the friskier patrons start to get out of hand. Standing well over six-foot and having arms more muscular than most human males Gertrude "The Meaty" fits the bill. Though recognizing the fact that she is probably less than desirable in the eyes of most men Gertrude seems to be quite happy with her lot in life, in fact she seems to crave those rare moments that

she is instructed to fill in for an overly fondled serving wench. The reason is all too obvious, however, Gertrude has a taste for fighting and making so much as a single negative remark about her appearance is an invitation for a bruising.

Equipment: peasant outfit (sleeveless), belt pouch (contains less than 3 gp worth of silver and copper), heavy flail (kept near the bar).

SQUARRA COVELIME

As a dwarven serving wench with a few years of experience under her apron, Squarra is friendly enough but means business. She has probably seen every variety of alcohol available in her portion of the lands and knows just about any state that such a drink could leave her patrons in. Go ahead and flirt if you must, but keep it to a minimum. If you get too far out of line then Squarra will either cut off your orders or chop off your fingers.

Equipment: peasant outfit, apron, coin purse (contains several silvers, coppers, and maybe a gp), handaxe.

TILLA BUTTONSCOTCH

Despite being a halfling female who's strength allows her to serve little more than a single mug at a time Tilla's dedication makes her a popular serving wench. Having worked human taverns all of her life Tilla believes that being a serving wench in a halfling establishment would be pitifully mundane and lacking in challenge. As many a drunken patron has come near of stepping on and crushing the scurrying Tilla in the past she now wears brightly colored clothing with small bells sewn on to help identify her presence.

Equipment: entertainer outfit, dagger.

VONNA STALKBRIAR

Description: Raven haired, busty, long legged Vonna is well known by the male patrons of the tavern. A tavern wench who offers services in more than just drinks Vonna is constantly under the watchful eye of the local guard, who have knowledge of her being a prostitute and also suspect that she is a petty thief. Vonna has green eyes and moderately tanned skin. Her clothing is usually somewhat provocative in nature both on and off the job and her voice has a luring huskiness.

Equipment: peasant outfit (contains hidden padded pocket [which has 3 sp and 2 peridots (50 gp each)]), gold hoop earrings (20 gp pair), gold ring with garnet (50 gp).

Note: She claims that the jewelry are simply gifts from her lovers though many individuals suspect otherwise. If off duty and traveling about the town Vonna is likely to be wearing a black and red cloak that is lined with mink (30 gp value), especially during the colder times of the year. Inside this cloak there is another secret pocket where Vonna keeps a dagger at all times.

Chapter 8: Specific Beers and Wines

Generic Alcohol Types

Alcohol Type	Create DC	Profession Skill	Cost/Serving	Strength	AU	Fortitude DC
Assassin Grape Wine	15	Winemaking	8 sp/goblet	6	12	13
Banana Yam Beer	10	Brewing	6 cp/mug	1	4	11
Bock	10	Brewing	4 cp/mug	2	8	12
Brown Ale	10	Brewing	5 cp/mug	2	8	12
Celery-seed Wine	10	Winemaking	3 cp/goblet	1	2	10
Cidermeade	15	Brewing	5 cp/mug	4	16	12
Coconut Lime Rum	10	Brewing	1 sp/mug	12	48	16
Cream Bock	12	Brewing	5 cp/mug	2	8	12
Cream Wine	12	Winemaking	3 cp/goblet	4	8	12
Doppel Bock	12	Brewing	6 cp/mug	2	8	12
Dunkel	12	Brewing	4 cp/mug	2	8	12
Dwarven Peat Beer	12	Brewing	2 sp/mug	2	8	13
Dwarven Spirits	15	Distilling	12 cp/mug	14	56	15
Dwarven Stout	10	Brewing	1 sp/mug	2	8	12
Foggy Cranberry Wine	12	Winemaking	4 sp/goblet	4	8	11
Goat's Milk Wine	10	Winemaking	2 cp/goblet	1	2	10
Goblin Ichor Wine	12	Winemaking	1 cp/goblet	4	8	11
Grass Beer	10	Brewing	3 cp/mug	1	4	11
Haggruh	10	Brewing	2 cp/mug	1	4	12
Lichen Beer	12	Brewing	3 cp/mug	1	4	12
Maltlme	12	Brewing	3 cp/mug	1	4	12
Melomashe	15	Brewing	5 cp/mug	2	8	12
Mint Gin	15	Distilling	4 cp/small mug	12	24	15
Moonshine	10	Distilling	4 cp/small mug	14	28	16
Pepper Stout	12	Brewing	3 cp/mug	2	8	12
Pilsner	10	Brewing	3 cp/mug	1	4	11
Porter	12	Brewing	4 cp/mug	2	8	12
Puckergin	12	Winemaking	3 cp/goblet	4	8	14
Pumpkin Beer	10	Brewing	4 cp/mug	1	4	11
Rice Beer	5	Brewing	2 cp/mug	1	4	12
Rock Stout	15	Brewing	5 cp/mug	2	8	12
Rose Petal Wine	10	Winemaking	3 cp/goblet	1	2	10
Salty Wine	10	Winemaking	2 cp/goblet	2	4	11
Slushgrogge	5	Brewing	4 cp/mug	2	8	12
Thuske	15	Distilling	2 cp/small mug	10	20	15
Voderka	12	Distilling	2 cp/small mug	14	28	15
Wheat Beer	10	Brewing	5 cp/mug	1	4	11
Yam Beer	10	Brewing	3 cp/mug	1	4	11

Prestigious/Unique Alcohol Types

Prestigious drinks are specific brand labels. If you are creating it with instructions and are trained in the making, use the first DC number. Use the second DC

number to create the drink if you are trying to replicate it, and didn't have a master brewer of that brand teaching you its proper brewing recipe.

Alcohol Type	Create DC	Profession Skill	Cost/Serving	Strength	AU	Fortitude DC
Alwyr Red	15/25	Winemaking	8 cp/goblet	4	8	13
Asyll Cherry Wine	15/20	Winemaking	1 sp/goblet	2	4	12
Bear & Woodsman Black Vodka	20/25	Distilling	7 cp/small mug	10	20	15
Blekkagloop	10/15	Brewing	2 cp/mug	2	8	12
Blaggergus	20/30	Brewing	15 gp/goblet	12	24	16
Bullwielden Lager	15/20	Brewing	3 cp/mug	1	4	11
Drakedew	15/20	Brewing	2 sp/mug	3	12	13
Dramsil's Dark Wine	15/25	Winemaking	4 sp/goblet	2	4	12
Elven Sky Mead	15/20	Brewing	5 gp/mug	3	12	13
Faerie Dark	20/30	Distilling	1 gp/shot glass	14	14	16
Feymint Vodka	15	Brewing	25 gp/goblet	12	24	16
Fyana Flight	15/20	Brewing	12 cp/mug	1	4	11
Gelifein Pale	18/25	Winemaking	3 cp/goblet	4	8	13
Gingleberry Walnut Stout	15/20	Brewing	1 sp/mug	2	8	12
Golden Orchard Wine	15/22	Winemaking	1 sp/goblet	4	8	13
Hammermine Porter	15/20	Brewing	8 cp/mug	2	8	12
Harflaling's Clove Puckergin	15/25	Winemaking	3 cp/goblet	4	8	13
Hillbuttermead	15/20	Brewing	2 sp/mug	3	12	13
Horsetrot Stout	15/20	Brewing	3 cp/mug	2	8	12
Keldervane Bronze Label	20/25	Distilling	8 cp/small mug	10	20	15
Naghorne	15/20	Brewing	4 cp/mug	2	8	12
Nurseblacke Stout	15/22	Brewing	7 cp/mug	2	8	12
Rumblekin Mead	15/20	Brewing	2 sp/mug	2	8	12
Screamcave Stout	15/25	Brewing	4 cp/mug	2	8	12
Severed Fist Doppel Bock	10/15	Brewing	5 cp/mug	2	8	11
Talisen Or Wine	15/25	Winemaking	5 sp/goblet	4	8	12
Ursahk's Dark Wine	15/20	Winemaking	2 cp/goblet	4	8	12
Woodbutton's Tawny Port	15/20	Winemaking	2 cp/goblet	6	12	12

Drinks

BEER

Banana Yam Beer: Though its flavor is often a bit too strange for the tastes of the mainlanders to acquire banana yam beer is a popular drink amongst island tribal natives and sailing pirates alike. This unusual brew is fermented from a batch containing the pulp of both yams and bananas, and has a final taste that has been sometimes described as “heavy yet sweet”.

Blekkagloop: A hideous pitch black stout formulated by a small company of half orcish brewers, Blekkagloop wouldn't be considered worthy of listing on a tavern menu if it wasn't for the fact that the drink was so cheap. Though reasonably nourishing due to its heavy consistency Blekkagloop has an overly bitter burnt taste is due to the fact that the brewers over roast the grains.

Bock: Bock beer is heavy on the alcohol content and is typically rather dark in coloration.

Brown Ale: A variety of ale having a darker coloration and bolder taste than common ale. Typically brown ale has a deep red-brown to brown coloration.

Bullwielden Lager: Though some conners have declared this lager beer to be rather on the plain side, most fitting for commoners and plain yeomen such claims have not hindered the success of Bullwielden Lager. Though seemingly made from common ingredients this moderately full-bodied lager has a distinctive, almost nutty flavor that very few breweries have ever managed to duplicate.

Cream Bock: Somewhere between bold and bitter and mild and creamy there lies the many halfling recipes for cream bock, a beer with a unique taste, coloration, and texture. Due to the special brewing processes and additives that go into this halfling brew the resulting flavor has a rich and creamy flavor that is somewhat similar to toffee.

Doppel Bock: Doppel bock is essentially the same as Bock beer but is even more fortified.

Dunkel: Dunkel is a very dark beer that has a bitter flavor that sometimes reminds one of coffee or chocolate.

Dwarven Peat Beer: So named for its thick consistency and dark taste, is one of the most potent beers known to man. While not as strong as the famed Dwarf spirits, Peat Beer has a small contingent of devotees who have come to appreciate its peculiar flavor and often head-ringing effects.

Dwarf Spirits: A drink famous on hundreds of worlds for its strength, Dwarf Spirits are, perhaps, the strongest drink around. One drink has been known to knock a man out, and dwarves pride themselves on their superior constitution and distilling abilities. Especially when such distilling is more than capable of showing those “weaker” races just how pathetic and miserable their drinking endurance is compared to that of the average dwarf. However, where dwarven spirits excel in potency it lacks in smoothness or flavor. Amongst critics dwarf spirits has been compared to drinking “liquid slate rock” mixed with just a hint of brimstone.

Dwarven Stout: While resembling a human variety of stout ale at a glance one taste of this variety of brew immediately confirms it be dwarven stout. Heavy, dark, and having a particular earthy taste in its finish dwarven stout is a drink that is perhaps favored only by the dwarves and humans with peculiar tastes. This is a good thing, however, as the bite of a dwarven stout can be much harder than its bark.

Fyana Flight: An elven beer, light and easy to drink in large quantities. Those unused to drinking it find its taste very dry.

Ginglebarney Walnut Stout: A thick dark beer flavored by walnuts. It is produced by the Ginglebarney Brewery, headed by a clan of gnomes known for their ability to drink copious amounts of alcoholic beverages.

Grass Beer: Made by the lizardfolk from the tall reed grasses that grow along the edges of the swamp grass beer is a light brew with a pale greenish brown coloration and a dry, slightly bitter flavor. While most human drinkers find the taste of grass beer to be rather unfavorable a few of the better varieties have managed to make their way into the taverns.

Haggruh: Having a strong flavor that is sour, bitter, and salty all at the same time Haggruh is generally deemed to be undrinkable by anyone other than a goblinoid. Created ages ago by sea-faring hobgoblins Haggruh is made several additives that have been allowed to ferment before being added to poorly refined seawater. The chief ingredients of Haggruh include bladderwrack, kelp, mugwort, rice, and the peel and juice of a lime.

Hammermine Porter: This prized dwarven porter is an extremely popular drink that is much sought after by human, gnome, and dwarven taverns alike. As such the supply and demand of Hammermine is usually thrown off quite a bit, making Hammermine a frequent victim of copycat brewers. Hammermine’s flavor is deep but mildly sweet.

Horsetrot Stout: Horsetrot stout is for the most part considered to be a horrible tasting drink that is heavy in body and somewhat gritty and polluted in texture due to poorly filtered bits of grain and yeast. Likewise many drinkers of Horsetrot Stout have suffered painful, potentially embarrassing bouts of indigestion. Despite these negative aspects, however, Horsetrot Stout is quite popular amongst the poor as it is rather cheap for a stout ale and its thick body is found to be quite nourishing. In addition anyone having problems being “regular” with their bowel movements have found certain medicinal qualities in Horsetrot’s normally less than pleasing side effects.

Lichen Beer: Lichen beer is a popular alcoholic beverage that is enjoyed mostly by the inhabitants of the bitter arctic and sub-arctic environments. Though having a body that is somewhere between that of a pilsner and a lager Lichen beer’s flavor is an altogether different thing. Most drinkers describe it as being bitter and earthy, as though dandelion leaf and garden soil went into its making.

Maltlime: Maltlime is a foamy, greenish brew that has a strong sour-bitter flavor. The key ingredients of this drink include malt, kelp, mugwort, rice, and the juice and peel of a lime. It is believed that maltlime is the modification of Haggruh, a strong tasting drink that is popular amongst sea-faring hobgoblins.

Melomashe: Melomashe is a brew that is derived from a selection of mild grains and hops that have been mixed with pure mountain water and the pulp and rind of the fume melon. As this melon normally releases compound gases from openings and tears in its pulp upon rotting the same sort of natural fermentation also occurs when the melomashe is stored for aging, requiring the brewer to loosely seal the fermenting mixture in order to keep the mixture from exploding under pressure. The result is a foamy, heavily carbonated brew that is a pinkish red in coloration and very sweet to the taste, having a flavor somewhere between that of a watermelon and a cantaloupe. In addition to the normal carbonation the gasses of the melomashe contain a slight trace of nitrous oxide, or “giggle gas” as many a gnome alchemist has called it. This compound addition often causes the drinkers of melomashe to be especially joyful or amused when intoxicated.

Naghorne: Naghorne is a heavy style of beer that has somewhat of a character similar to that of a human Dunkel. This beer is made by an old brewery that was established by a small clan of half civilized minotaurs. While not too popular amongst humans Naghorne has seen a great deal of success amongst goblinoids, ogres, and trolls as well as ironically, gnomes and dwarves.

Nurseblacke Stout: This dark yet creamy flavored stout is a popular choice amongst nursing mothers. Originally created by halflings in order to give their nursing wives a bit extra nourishment Nurseblacke has long since gained additional popularity in human, gnome, and dwarven circles.

Pepper Stout: Pepper Stout is a heavy ale that comes from gnoll origin. This black, bitter drink contains the ground seeds and concentrated oils of several pepper plants, causing it to be used mostly for daring drinking games.

Pilsner: Pilsner is a light, golden colored beer that is easy to drink. Due to its mild body and the fact that several can be consumed during the course of an evening by a single individual without feeling “full” pilsner is starting to become rather popular in many taverns.

Porter: Porter is a dark, heavy ale that is similar to stout but has a much sweeter flavor.

Pumpkin Beer: A favorite amongst the taverns in the autumn and winter kegs of pumpkin beer are allowed to age between the harvests. Quite often this beer is flavored up a bit with clove and cinnamon.

Rice Beer: Quite a bit cheaper to make than common ale and lager rice beer has become a popular drink of choice amongst the poor laborers. This watery, heavily carbonated beer is made from batches of rice, hops, malt, and barley. While the texture is weak and pale the price allows the poorer tavern patrons to drink heavier quantities.

Rock Stout: While it was the humans that first created lichen brewing it is the dwarves who claim its “perfection”. Though indeed intoxicating rock stout was created to be a highly nourishing brew as well, as many stouts are. Though making the beverage considerably practical the dwarves have not managed to do much for the flavor. In fact, rock stouts earthy bitterness is so bold that most human drinkers have to water it down considerably in order to be able to stomach the taste.

Screamcave Stout: This bizarre, grayish purple brew is a drow creation that is composed of fermented fungi, malt, mugwort, and oats. Though initially having a deep earthy taste Screamcave’s finish has often been described as being nutty, but with a caramel like sweetness.

Severed Wrist Doppel Bock: Severed Fist is a vulgar bock made by a tribe of hobgoblin braumeisters. This

heavy bock has a deep reddish coloration and a burnt sort of taste that almost hints at scalded flesh to some drinkers.

Slushegrogge: This is a yeasty, foamy beverage of orcish origin. While malt, barley, and mugwort make up the dominant additives a half rotten apple, some red clover, and a the flowerheads of a few dandelions are added to the fermenting batch. The resulting taste is usually too sweet for most beer drinkers, too much like beer for those who favor wine.

Wheat Beer: Wheat beer is a popular but somewhat unusual brew that has a unique flavor that hints of citrus.

Yam Beer: Through primarily found amongst the villagers of tropical climates yam beer has managed to make its way across the lands. While all yam beer was originally a locally made flavor there are now a few established breweries of prestige that specialize in this drink, the most popular being Weilingsaile.

MEAD

Cidermeade: This differs from normal cider in the fact that it is fortified with the addition of fermented honey. Likewise a collection of various spices or sweet herbs are used to strengthen the flavor of cidermeade, making it more bold and distinctive in taste than common cider.

Drakedew: This bubbling, gold-green nectar mead is the creation of a brewing sorcerer who claims that he is of dragonkin. Whether or not the sorcerer’s claims are true it is a well known fact that his mead is a prize winning beverage that is typically affordable for casual consumption by the wealthy and noble only. A dry sweet drink bearing a unique, distinctive flavor that hints of honey, ginger, and clove Drakedew has proven extremely difficult for other brewers to copy.

Elven Sky Mead: Elven sky mead is an extremely rare and expensive form of elven mead that is made from several varieties of exotic fruits and berries. The pulp of these fruits is mixed with peppermint leaves and the finest of clover honey and allowed to ferment for no less than a period of eight years. The resulting beverage is a sparkling pale blue and light though distinctive in flavor.

Hillbutter Mead: A marvelous old mixture that hails from the burrows of the hill gnomes Hillbutter was originally an actual brand of mead but has since become a generic reference to a particular variety of gnomish drink. A great many years ago young brewer Brushy Bumblepatches set out to create a new type of mead that would be sweeter and smoother than any gnomish brew to be found. After many experimental batches Brushy discovered that the addition of butter along with an assortment of wildflowers gave ordinary mead a special

flavor and body of its own. Brushy Bumblepatches named his new variety of drink "Hillbutter mead" and began selling it to both neighboring gnomes and nearby human taverns alike. Since then Hillbutter Mead has had many imitations but the original, still made by the Bumblepatches family is declared to be simply the best.

Rumblekin Mead: The product of the Rumblekin Halfling clan. The honey for their mead is gathered from the hives of specially trained giant bees, and is known to have a strong heady taste.

WINES

Alwyr Red: A sweet elven desert wine, brewed by a reclusive clan of elves. It tastes strongly of cherries.

Assassin Grape Wine: This wine is made from the grape like fruit of the assassin vine. Favored mostly amongst adventurers, this wine is a bit on the expensive side and considered to quite heady.

Asyll Cherry Wine: The wine comes from the northern regions where the grapes grow in very short warmer seasons. The color of wine is a deep, dark cherry with the flavors of chocolate and cherry in both the nose and mouth.

Celery-seed Wine: The pale syrupy red wine has a mild taste of celery, mixed with the aroma of oranges. It stimulates the appetite and is good for digestion.

Cream Wine: These table wines are usually quite smooth and mellow though a bit sweet side. As with many table wines, cream wines generally lack carbonation and thus are not bubbly like sparkling wines.

Dramsil's Dark: This wine has an intense red cherry color. Pronounced aroma of very ripe berries, cherry fruit and oak spice. Full bodied, rich, good fruit concentration on the palate.

Foggy Cranberry Wine: Foggy Cranberry wine is a special variety of wine that has an unusual swirling, foggy texture to it when stirred. This unique appearance is caused by a selection of rare fey herbs that are added to the mixture which give the ordinarily dry and tart cranberry wine a smooth, creamy finish. Due to these special ingredients foggy cranberry wine is reasonably on the expensive side for most commoners. This cost is of little burden to the tavern owners who keep stock in the wine, however, as it is adventurers (particularly wizards and bards) who seem to have a particular, almost addictive taste for foggy cranberry wine.

Gelifein Pale: A wine fermented by merfolk using a unique type of seaweed. The wine's texture is murky and green, and its taste is quite heavy. Many surface folk liken it to drinking grass.

Goat's Milk Wine: This blackish-purple syrupy wine is cut with an equal amount of water prior to serving.

Floating within the wine are the remains of a grated goat's milk cheese. The wine only keeps a short time before being spoiled, but wise bartenders mix a small amount of honey into the wine to cover any appearance of spoiling.

Goblin Ichor Wine: Made by tribes of goblins who live in the Howling Caves to the north. The wine's unique taste is created by fermenting a breed of underground grape.

Golden Orchard Wine: This wine has a beautiful golden color with exotic fruit and vanilla aromas and flavors. It is seldom common in the shores where it is grown, instead it is shipped far and wide to increase its rarity.

Halfling Garlic Wine: Though rather mild in intoxication and hangover most individuals (other than halflings of course) avoid this drink. Garlic wine is quite simply an acquired taste, and most demi-humans have not found the exact buds on their tongues that would truly appreciate such an addition to their drinking fare. Though it would seem that only a halfling could truly appreciate garlic wine this is not entirely the case. Goblins and some ogres are fond of the beverage, some so much that there have been tales of goblins and ogres kidnapping a halfling brewer for the purposes of creating such a beverage for them.

Harflaling's Clove Puckergin: Though perhaps not too popular amongst the mass majority of wine drinkers Harflaling's Clove Puckergin does in fact have a unique flavor that is rather hard to substitute. The addition of clove causes Harflaling's to take on an unusual spicy-sour taste.

Hog Nettle Wine: Hog nettle is mainly known for being a tough spiky plant cultivated by the orcs as a staple ration food for making flour or eating as pot herbs. What most humanoids have never bothered to learn about hog nettle however is the fact that the plant has a considerable amount of base sugars and starches, making it a fermenting powerhouse. The result is a heavily fortified table wine that is green in coloration and has a taste that is not entirely unlike that of a cucumber. Though clearly recognized as a wine of its own hog nettle wine is sometimes drunken in place of port wine.

Lemon Mussel Wine: A creation of the troglodytes, lemon mussel wine is not too terribly popular amongst demi-humans. Lizardfolk, however, find favor in this fermented drink made of the juices of boiled mussels and plant matter. As such it is not entirely rare to find a tribe of lizardfolk attacking a troglodytes' brewing outpost in order to obtain a supply of the drink.

Puckergin: Actually a wine instead of a gin the bulk of Puckergin is made from a fermented mixture of rhubarb stalks and mint leaves, giving it a particularly sour flavor.

Although primarily a halfling drink quite a few gnomes enjoy the drink as well.

Rose Petal Wine: This wine is formed by soaking normal rose petals in a standard table wine. The roses leech out bitterness and some of the alcohol content, but leave the drink smoother and more aromatic. The wine is commonly recommended against headaches, heart disease, stomach pain and fever.

Salty Wine: The drink was said to have originally formed through an accident aboard a trading ship. The casks of wine allowed in a small seepage of salt water and it wasn't until the wine was served to a large party of nobles, that the mistake was found. Luckily the nobles enjoyed the novelty of the drink and it has caught on as a favorite amongst lesser nobles and merchantfolk. It helps alleviate constipation and stimulates the appetite.

Snake Blood Wine: A foul mixture devised by medusa, snake blood wine is a mixture of the fermented juices of red grapes and the blood of a dozen different types of poisonous vipers. As many a non-medusa has been known to become violently ill upon consuming snake blood wine there is a popular belief that some of the vipers' poison is added to the drink. Quite likely, however, most of the sickness experienced from the drinkers is quite possibly in part from the taste of the beverage in addition to certain bacterial growths caused from the aging of the serpent blood in the mixture.

Talisen Or Wine: This wine comes from deep within the elven forests. The flavor is complex and rich, with a touch of herbs, and delicate apple peach-like fruit. It couples the other fruits with a pronounced, yet clean and elegant flavor of sweet grapes, producing a mouthwatering finish. The drink produces inviting floral aromas. The flavor is complex and rich, with a touch of herbs, and delicate peach-like fruit.

Ursahk's Dark Wine: The first foray attempt of the famed half-Orc brewer Ursahk into the creation of wines. While his ale is known to be among the world's best, the taste of this wine is not considered a success by any race except, strangely, the elves.

Woodbutton's Tawny Port: Woodbutton's is an extremely popular fortified wine that comes from a small gnomish brewery located in the hilly areas that surround the northern mountains. Its unique, complex character is mildly sweet and fruity but also bears a bold hint of walnuts and caramel.

OTHER DISTILLED DRINKS

Bear & Woodsman Black Vodka: Bear & Woodsman is a popular variant of vodka with a blackish coloration and a curious, deep flavor. Made primarily for sipping by the hearth during the autumn and winter

the taste is complex, hinting of many things including blackberries and licorice.

Blaggergus: Stored away in the dark cabinets of shady taverns is a distilled spirit with a flavor and composition as foul as the unearthly cloaks of a wraith. Though simply known as Blaggergus by its drinkers this wicked distillation of spirits has a history darker than any name could imply. While it is certainly the fermentation of corn, horehound, and licorice that give a serving of Blaggergus its potency the true evil behind the beverage is actually from an inert ingredient that hardly adds much to either the distillation's kick or its potency. The dark evil behind Blaggergus is that a vial of unicorn blood is added to every 50 gallon keg of fermenting drink. For this reason it is not uncommon to find an evil individual willing to shell forth such an expensive cost just to enjoy a goblet full of the evil substance.

Coconut Lime Rum: Though it is a hard find to come across a sailing pirate who would turn down a free bottle of rum (or any spirits for that matter) it is indeed true that even the most hardened of sea dogs have an aching for something a little different from time to time. One day while bored and wishing for something new to drink a cove distiller came across a new discovery. By adding a bit of coconut and lime to his batch of pulped sugar cane the pirate distiller was able to enhance the flavor of the rum batch, giving his drinking spirits a whole new definition. Coconut lime rum, as this new breed of rum was referred to, became quite popular with the different sea dogs that visited the cove and since then honest and dishonest sailors alike have hoarded the beverage. Though a bit weaker than normal rum coconut lime rum has a distinctive flavor that is hard to match.

Faerie Dark: It is rumored that this sweet liquor is brewed by dark elves. While this is probably not true, any who drink more than their Alcohol threshold of this drink find themselves illuminated by faerie fire until the sober up.

Feymint Vodka: Not really a vodka in the sense of coming from the rot of fermenting potatoes, feymint vodka is actually a distillation of the rot and leaves of the feymint plant. This plant is extremely rare, difficult to cultivate, and is known for its complex flavor that has been often described as being somewhat fruity, creamy, minty, and sugary all at the same time. The drink retains much of the original flavor and is a pale bluish green. Due to its rarity, flavor, and difficulty in finding the distillation known as feymint vodka is legendary. Bards especially are drawn to the drink and have been known to waste away their hard-earned treasure just for the chance to claim that they have enjoyed the blissful intoxications that the drink provides.

Keldervane Bronze Label: Keldervane Bronze Label is a popular variety of bourbon that has a unique sweet, bold taste yet a surprisingly mellow finish. Many distillers believe that the distinctive taste of Keldervane comes from the addition of hazelnut.

Mint Gin: While some drinkers hold mint gin with high favor most individuals consider this beverage to be “rot gut”. Mint gin is often medium green in color and usually has an unbearably strong mint flavor. Though it is normally only the drunkards who prefer mint gin as a beverage many of the finer gentlemen and ladies have been known to gargle with mint gin in order to freshen up their breath.

Moonshine: Moonshine is a clear distilled spirit with a very high alcohol concentration. Made from a crude selection of livestock feed grain it is quite popular in rural outposts and is sometimes considered to be unlawful as most moonshine is seldom taxed or approved by a conner. Good moonshine is flavorless and has no scent while moonshine that has been boiled too long has a scent quite similar to that of vomit.

Thusske: Thusske is a popular distilled drink made by the lizardfolk. A refined distillation of the bog turnip, the resulting beverage is bitter in taste and has a brownish purple texture. While most human variants of thusske lack this additive most lizardfolk enjoy the drink with a tiny cricket frog placed in the bottom of their mug.

Voderka: Voderka, also known commonly as dwarven vodka, is the alcoholic distillation of the deep potato. This dwarven cultivated tuber a roundish, pale white vegetable that grows deep underground, most commonly at the bottom of damp mines and caves. While dwarves and goblins alike are particularly fond of voderka most surface dwellers tend to find the flavor to be a bit to earthy, often hinting of limestone.

Creating Entirely New Beverage Types

As the character gains levels and rank in their brewing, distilling, or winemaking profession it is quite likely that the character may wish to create an altogether new type of mundane drink. This could be especially true if the

Beverage Type	First Attempt DC
Brew	15
Distilled Spirits	20
Wine	18

adventuring party has visited alternate worlds or planes and the characters happen to bring back the seeds or roots of a plant that is not native to their own world for cultivation.

When attempt to create a new type of alcoholic beverage for the first time the DC will naturally be higher

than it would upon successful creation. Experimentation, research, and even a fair degree of guesswork will be

Beverage Type	Permanent DC
Brew	11
Distilled Spirits	14
Wine	12

involved and there is no guarantee that the final product will be worth consuming. When attempting to make a new type of drinkable, quality alcoholic beverage choose the beverage type for the DC of the first attempt to make the beverage.

Upon successfully creating a new beverage the remaining DC for that beverage will be significantly lower than the DC for the first attempt. It is important to keep in mind however that this beverage is still quite new in comparison to the common variety of brew, distilled spirits, and wine and as such is still a bit more universally difficult to create. To assign the correct DC for the new alcohol type consult the below chart.

The remaining question involved at this point is how

Beverage Type	Price
Brew	5 cp per mug
Distilled Spirits	4 cp per small mug
Wine	5 cp per glass

Brewing Normal Batches

20 gallons

Age required

Brew	3 months
Distilled Spirits	2 years
Wine	8 months

much should one charge per serving of the beverage? A lot of the deciding factor may simply involve the rarity of the ingredients. If the drink did indeed come from a plant that has been only recently introduced to the campaign world and cultivated then it is quite possible that a small keg of the substance could bring a king’s ransom in price. That is, provided of course that its flavor and intoxication was found particularly pleasing. If the main ingredient is an extremely common weed then it is possible for the character to sell the beverage at an extremely low cost, which would likely make the drink quite popular amongst the commoners, causing taverns to order large bulk loads of the substance.

If the beverage uses ingredients that are neither extremely rare or ridiculously common then it is most likely that the price will be just a bit above the normal for a serving of brew, distilled spirits, or wine. For such drinks consult the below chart for a suitable price.

Buying Larger Batches of Drink

$\frac{3}{4}$ price per step up.

Example 4 cp mug

4 mugs to a Jug = $4\text{cp} \times 4 \times \frac{3}{4} = 12\text{cp}$

2 Jugs to a Pitcher = $12\text{cp} \times 2 \times \frac{3}{4} = 18\text{cp}$

3 Pitchers to a Keg = $18\text{cp} \times 3 \times \frac{3}{4} = 40\frac{1}{2}\text{cp}$

10 Kegs to a Small Barrel = $18\text{cp} \times 10 \times \frac{3}{4} = 135\text{cp}$

4 Small Barrels to a Large Barrel = $135\text{cp} \times 4 \times \frac{3}{4} = 405\text{cp}$

This means a drink whose mug worth is selling for 4 cp, costs about 4 gp to the owner. They get 320 mugs out of it for a total of 128 sp or almost 13 gp. A profit of about 9 gp.

Wine Example

Glass ($\frac{1}{3}$ pint)

Goblet ($\frac{1}{2}$ pint)

Large Goblet (1 pint)

Bottle ($1\frac{1}{2}$ pints)

Keg (3 gallons)

Half-barrel (5 gallons)

Small barrel (10 gallons)

25 or so modern glasses in a gallon

25 ounces in a modern bottle

5 ounces in a modern glass

Example 8 sp goblet of wine

5 goblets to a bottle = $8\text{sp} \times 5 \times \frac{3}{4} = 30\text{gp}$

25 bottles to a gallon

75 bottles to a keg = $30\text{sp} \times 75 \times \frac{3}{4} = 168\text{gp } 7\text{sp } 5\text{cp}$

125 bottles to a Small Barrel =

$30\text{sp} \times 125 \times \frac{3}{4} = 281\text{gp } 2\text{sp } 5\text{cp}$

250 bottles to a Large Barrel = $30\text{sp} \times 250 \times \frac{3}{4} =$

$5,625\text{sp} = 562\text{gp } 5\text{sp}$

This means a drink whose goblet worth is selling for 8 sp, costs about 563 gp to the owner. They get 1,250 servings out of it for a total of 1,000 gp. A profit of about 437 gp.

Crafting the Drink

Example Drink Bock... DC 12... Cost 4 cp/mug

1 Small Barrel (10 gallons worth) = 405 cp

Raw Materials $810/3 = 270\text{cp} = 27\text{sp}$

DC 12 \times Minimal Success (12) = 144 cp day.

According to this, only 3 actual days of brewing are required to create the drink. The remaining time in the 3 months is spent waiting to make sure the brew is strong enough and tastes good.

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