

Grand Odyssey



**Drinks
of
Fantasy**

Drinks of Fantasy

Edition 1.0.0

This edition is the first edit, it has 0 updates or patches, and has 0 add-ons so far.

This book is designed for the Tabletop Role Playing Game, Grand Odyssey.

But it is easily adaptable for other TTRPG's.

As an example: for D&D you can change the Fortitude save to Constitution save.



A decrepit bar stands in the shady part of town. The creaking sound of the billboard above the bar's door rocks in the eerie wind.

"The second chance" the sign reads. Giving a hopeful look in the gloomy street.

Inside, a warm atmospheric temperature embraces you as you enter. Patrons sit by different stained and greasy tables, some drinking heavily, other passed out in their own drool or drinks.

An old human bartender with a decent bar attire polishes his glass work. The bartender greets you with a warm and pleasant smile. As he invites you to sit by him at the bar.

As you tell your sad tale, the bartender slides a bright orange liquid that glistened as gold in the candlelight.

"The first one is on the house, for my troubled guest" as you raise the glass the fruity and calming aroma seems to dull your mind. You take a small sip, and a rich sensation of oranges, and cinnamon, as well as....as.... what was it. Why did you feel so down again. Ah yes, your past.

"It feels nice to forget your troubles does it not? I can make sure you never have to worry again, my friend."

You look up to the bartender, as the human man is no more. Its skin reddens, its teeth sharpened, his ears long and pointed, and his eyes. Glowing like green hellfire, eager to snatch something helpless away. Before you can react the devilish creature speaks in a misleading calm and peaceful voice. "As I said the first one is for free, but everything has a price, and I'm sure we can make a deal. What do you say" as he reaches his claw like hand towards you, you can only think of your problems and worries, as well as the desire of getting rid of them. And before you know

it your hand is in the devilish man's grasp as you hear him say,

"IT'S A DEAL"

Bottles, Glasses, and containers

The prices for each drink are as follows:

The first price indicates the price per glass or drink.

The second price indicates the price of the bottle, if any.

A bottle cost 3x of the glass price.

Each bottle holds 5 glasses.

Optional prices are:

a keg that holds 5 bottles and cost 3x the bottle price.

Or a barrel that holds up to 20 bottles and cost 15x the bottle price.

Fortitude saves

Subsequent drinks of alcohol mean the number of glasses either:

of different drinks consumed within 1 hour, or the same drink without consuming any other drink regardless of time.

If no additional negative effects are given for a drink with alcohol:

- After 3 failed saves of the same drink, before the first effect (or 1 hour) is finished the creature is drunk.

- After 5 failures, the creature falls unconscious and asleep. When a creature falls asleep because of these drinks, the creature can still be woken up by normal means. The creature is not put to sleep by magical means.

Drinking contest

When two or multiple creatures challenge one another to a drinking contest, the following happens:

Each round of drinks all participating creatures chugs a mug or glass of liquor and roll for the fortitude save. Each new round of drinks follows immediately after (this can be made interesting with different types of drinks). When a creature has a total of 5 losses, it will vomit all the consumed alcohol and lose the contest. The winner is the last one standing.

A creature that fails the save takes 1 loss, a creature that has the lowest roll takes 2 losses, a creature that critical fails (<10 below the given CL.) takes 3 losses.

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Absinthe

Bottle is between 20-90 copper coins

Emerald Absinthe

Origin: Elven Enclaves

Cost: 30 Copper coins/ 90 Copper coins

Appearance: A vibrant green liquid that seems to shimmer with a magical glow.

Scent: A delightful aroma of fresh herbs, anise, and a hint of mint.

Taste: A complex and herbal taste, akin to sipping on the essence of the forest, with a lingering anise flavor and a touch of sweetness.

Fortitude save **CL**: 19, increasing by +2 for each subsequent drink of alcohol.

Effect: Heightened perception and clarity of thought +**1A** on **WIS**. And **INT**. skill checks for 1 hour. On a failure, temporary blurred vision for 10 **D4** minutes.

Ingredients: Wormwood, anise, fennel, and an elven prayer.

Everlasting Dream

Origin: Alchemist

Cost: 50 Copper coins / 150 Copper coins

Appearance: A liquid that seems to shift and change like a dreamscape, capturing the essence of ethereal realms.

Scent: A tantalizing aroma of anise, and chamomile herbs.

Taste: A dreamy and surreal taste, with a blend of otherworldly flavors and a subtle anise undertone.

Fortitude save **CL**: 18, increasing by +2 for each subsequent drinks of alcohol.

Effect: When consuming this drink, the creature falls in a deep magical sleep. On a successful save the mind of the creature can freely roam the Realm of dreams. When the creature dies in the dream realm, the creature will wake up unharmed. On a failed save. The creature remains asleep for 6 **D4** hours.

Ingredients: concentrated distilled chamomile oil mixed with fine sand.

Fearie's Nectar

Origin: Realm of Sídh

Cost: 27 Copper coins / 80 Copper coins

Appearance: A delicate, luminescent liquid with a shimmering, ethereal glow.

Scent: A captivating aroma of blooming flowers and fresh spring air.

Taste: A light and floral taste, with a hint of sweetness and a refreshing aftertaste.

Fortitude save **CL**: 18, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save, the creature gains +**1A** on all **DEX**. Skills for 1 hour and move gracefully doing so. On a failure, the creature gains +**3DA** on all **DEX**. Skills checks and move like a drunken madman.

Ingredients: Enchanted flower petals, anise, and an enchantment spell casted by a pixie.

The Green Fairy

Origin: Subtropical coastlines

Cost: 50 Copper coins / 225 Copper coins

Appearance: This drink has a mesmerizing green color.

Scent: The Green Fairy has no apparant smell

Taste: It has a smooth licorice flavor but is followed by a strong alcoholic burning sensation.

Fortitude save (when diluted) **CL**: 19, increasing by +2 for each subsequent drinks of alcohol. (when consumed pure out of the bottle, increase the **CL** by +10)

Effect: On a critical failure, the creature will start to hallucinate, and can act in an extremely unnatural way for 1 **D8** hours.

Ingredients: Fennel, Hyssop, Wormwood, and Anise

The Lush Forest

Origin: Dryads groves

Cost: 1 Copper coins / 3 Copper coins

Appearance: A deep green liquid resembling the foliage of a lush forest

Scent: An invigorating aroma of pine, cedar, and wildflowers.

Taste: An earthy and crisp taste, with a hint of bitterness and a refreshing finish.

Fortitude save **CL: 18**, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save, the creature can cast Bark-Skin once at will.

Ingredients: Pinecones, Cedar bark, and withering wildflower petals.

Moss Absinthe

Origin: Vhen'cam Elnier

Cost: 20 Copper coins / 60 Copper coins

Appearance: A dark green liquid, reminiscent of a moonlit swamp.

Scent: An earthy and mysterious aroma, like damp moss

Taste: A mysterious and mossy taste, with a slightly bitter finish.

Fortitude save **CL: 18**, increasing by +3 for each subsequent drinks of alcohol.

Effect: On a successful save, the creature can hear the whispers of the woods for 1 hour.

Ingredients: Moss, wormwood, anise, and moonlit dew.

Ale

Bottle is between 1-100 copper coins

Butter Beer

Origin: Coastal isles

Cost: 2 Copper coins / 6 Copper coins

Appearance: A smooth light brown color with a wide foaming head.

Scent: It smells like a sweet caramel dessert.

Taste: A soft taste of butterscotch.

Fortitude save **CL**: 4, increasing by +1 after each three subsequent drinks of alcohol.

Ingredients: beer, egg yolk, sugar, nutmeg, and butter.

Fiery Ember Ale

Origin: Dwarven brewers

Cost: 29 Copper coins / 88 copper coins

Appearance: A deep reddish-brown liquid with flickering golden embers that seem to dance within the brew.

Scent: A robust aroma of smoked oak, caramel, and a hint of molasses.

Taste: A hearty and smoky flavor, reminiscent of a crackling fireplace, with a touch of sweetness and a subtle aftertaste of roasted nuts.

Fortitude save **CL**: 12, increasing by +3 for each subsequent drinks of alcohol.

Effect: gain Resistance to Fire damage for 1 hour. On a failure, the drinker becomes vulnerable to fire damage for 1 hour.

Ingredients: Smoked oak chips, caramelized barley, molasses, and Coal from a dwarven forge.

Old Monk Ale

Origin: brewed in any monastery

Cost: 5 Copper coins / 15 copper coins

Appearance: A rich amber liquid that sparkles with a divine luminescence when held up to the light.

Scent: An inviting aroma of toasted grains, honey, and a touch of aromatic herbs reminiscent of a serene garden.

Taste: A comforting and warm flavor, akin to sipping blessings, with a delicate blend of honeyed sweetness and a hint of herbal infusion.

Fortitude save **CL**: 14, increasing by +1 for each subsequent drinks of alcohol.

Effect: gain +2 on saving throws against fear effects for 1 hour. On a failure, gain +2DA on **WIS** skill checks for 1 hour.

Ingredients: Sacred honey, blessed barley, aromatic herbs, and the prayers of the devoted monks.

Spicy Dragon Beer

Origin: Gnome alchemist

Cost: 9 Copper coins / 25 copper coins

Appearance: A dark red liquid that seems to flicker with inner flames.

Scent: A pungent aroma of brimstone, charred wood, and spices.

Taste: A fiery and smoldering taste, reminiscent of a roaring inferno, with a lingering warmth and a hint of spices.

Fortitude save **CL**: 9, increasing by +1 for each subsequent drinks of alcohol.

Effect: The creature's body feels warm to the touch for 10 minutes. On a failure, the creature feels like they are on fire and need to drink at least 3 pints of water to quench it.

Ingredients: charred oak, and pepper spices

Stormbrew Beer

Origin: Pirate isles

Cost: 8 Copper coins / 24 copper coins

Appearance: A deep navy-blue liquid with frothy white foam resembling ocean waves crashing against the shore.

Scent: A briny sea breeze with a hint of citrus and a touch of saltiness.

Taste: A tangy and invigorating flavor, reminiscent of a storm at sea, with a zesty kick and a subtle undertone of sea salt.

Fortitude save **CL**: 15, increasing by +2 for each subsequent drinks of alcohol.

Effect: Gain +1A on all STR skill checks for 1 hour. On a failure, imposes +1DA on **STR** and **DEX** skill checks for 1 hour.

Ingredients: Seawater essence, citrus peel, Coastal reef flowers, and pirate's blend of secret spices.

Ambrosia

Bottle is between 50-2000 copper coins

Amber Ambrosia

Origin: Unknown

Cost: 667 Copper coins / 2000 copper coins

Appearance: A clear and deep copper Amber liquid

Scent: A sweet scent with hints of cinnamon, vanilla, and clove

Taste: A enriching taste of a warm sweet and smooth liquid that gives an autumn sensation throughout the mouth all the way to the stomach.

Fortitude save **CL**: 8, increasing by +1 for each subsequent drinks of alcohol.

Effect: **+2A** on all **CHA**. Skill checks for 1 hour. On a failure, this changes to **+5DA**.

Ingredients: Cinnamon, vanilla, honey, clove, and powdered amber.

Chrono Ambrosia

Origin: created by a green alchemist

Cost: 115 Copper coins / 345 copper coins

Appearance: A liquid that seems to shimmer like a timepiece, with shifting hues of silver and gold.

Scent: A tantalizing aroma of ancient scrolls and ticking clocks.

Taste: A taste that plays with time itself, akin to sipping on the passage of ages, with a touch of caramel.

Fortitude save **CL**: 16, increasing by +3 for each subsequent drinks of alcohol.

Effect: Temporarily accelerates the drinker's perception of time, making everything around them seem slow for 1 minute. On a failure they are slowed themselves.

Ingredients: sands of an old and a new hourglass, and a broken pocket watch.

Dark Abyss

Origin: A crazed man that dreamed it.

Cost: 2 Copper coins / 5 copper coins

Appearance: a deep dark purple liquid. With dark colored tendrils swirling in it.

Scent: An Oil or gasoline scent

Taste: A thick liquid flows down your throat. If you only take the small amount of this drink a tendril lashes out from the drink and force the entire content of the glass inside you.

Fortitude save **CL**: 19, increasing by +5 for each subsequent drinks of alcohol.

Effect: You will gain true sight for 1 **D4** tendays. On a failure. For 1 **D4** tendays all creatures around you will sprout tendrils and grow mouths with sharp fangs on random places of their bodies. When interacting with any living creature they have the frightened condition negating immunity.

Ingredients: unknown.

Nectar of Levity

Origin: the rainbow tower

Cost: 37 Copper coins / 110 copper coins

Appearance: A light and airy liquid that seems to shimmer with joy.

Scent: A delightful aroma of sunlit meadows and the carefree spirit of laughter.

Taste: A light taste, akin to sipping on sunshine, with a touch of honey.

Fortitude save **CL**: 15, increasing by +1 for each subsequent drinks of alcohol.

Effect: on a success causes the drinker to levitate gently 1 millimeter above the ground for 10 minutes.

Ingredients: sunshine dew, collected in a crystal basin. While casting the levitation spell on it.

Schmetterling Ambrosia

Origin: Druids grove

Cost: 24 Copper coins / 72 copper coins

Appearance: A liquid that seems to shimmer with a comforting light, dispelling shadows.

Scent: An uplifting aroma of healing herbs and fresh spring rain.

Taste: A comforting and soothing taste, akin to sipping on hope, with hints of chamomile and honey.

Fortitude save **CL**: 12, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a failure. It will spread a harmless illusion of butterflies wherever the drinker walks for 20 minutes.

Ingredients: Healing herbs, chamomile, and a butterfly cocoon.

Brandy

Bottle is between 25-1000 copper coins

Black Hawk Brandy

Origin: the assassin's guild in Cartaligo

Cost: 17 Copper coins / 50 copper coins (glass is free for guild members.)

Appearance: A dark, velvety liquid that seems to absorb light around it.

Scent: An elusive aroma that seems to evade detection.

Taste: A mysterious and enticing taste, akin to the darkness of the night, with a hint of bitterness.

Fortitude save **CL**: 12, increasing by +1 for each subsequent drinks of alcohol.

Effect: prevents the creature from falling asleep by magical means for 1 hour.

Ingredients: unknown

Frosthold Brandy

Origin: Frosthold

Cost: 14 Copper coins / 42 copper coins

Appearance: A shimmering, crystalline liquid that seems to exude a cold aura.

Scent: A refreshing aroma of winter frost and pine.

Taste: A chillingly refreshing taste, akin to a sip of pure ice, with a touch of mint and snow.

Fortitude save **CL**: 14, increasing by +2 for each subsequent drinks of alcohol.

Effect: Despite the chilled nature of the drink, it gives a numbing feeling to the cold. (It does not offer any resistances or immunity to the cold. The creature just does not feel the damage of it.)

On a failure, the creature speaks with a double tongue and slurred speech. On a critical failure (< 10 below the save). The creature falls asleep.

Ingredients: frozen water, mint, and tundra berries

Rainbow Phoenix Brandy

Origin: the rainbow tower

Cost: 667 Copper coins / 2000 copper coins

Appearance: A fiery, crimson liquid that seems to flicker with a rainbow-colored flame.

Scent: An exhilarating aroma of blazing feathers and charred wood.

Taste: A rejuvenating and fiery taste, akin to sipping sweet ash, with a hint of spice.

Fortitude save **CL**: 14, increasing by +6 for each subsequent drinks of alcohol.

Effect: for 1 hour, at the start of the creature's turn, any damage taken the last 6 seconds can be healed for 1 **D6**. On a failure, the creature loses half their life-force but turns youthful again as if they were in their teens.

Ingredients: the ash of a burned down feather of a phoenix, brewed on the nesting place of the rainbow phoenix.

Sunfire Brandy

Origin: Alcharan

Cost: 9 Copper coins / 25 copper coins

Appearance: A radiant, golden liquid that seems to flicker with inner flames.

Scent: An invigorating aroma of sun-ripened fruits and charred oak.

Taste: A warm and fiery taste, akin to basking in the sun's embrace, with a hint of caramel and spices.

Fortitude save **CL**: 12, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a failure, the creature speaks with a double tongue and slurred speech. On a critical failure (< 10 below the save). The creature falls asleep.

Ingredients: Sun-dried fruits, charred oak barrels, brewed on a magical flame.

Wildfire Brandy

Origin: Human empires

Cost: 44 Copper coins / 130 Copper coins

Appearance: A liquid that shimmers like glowing embers

Scent: A warming aroma of spices, cinnamon, and a hint of caramel.

Taste: A fiery and invigorating taste, with a burst of spices and a subtle caramel finish.

Fortitude save **CL**: 15, increasing by +2 for each subsequent drinks of alcohol.

Effect: A sense of warmth and invigoration, granting temporary resistance against fire for 1 hour. On a failure, temporary feeling of being overwhelmed for 10 minutes.

Ingredients: Spices, cinnamon, and caramel.

Elixir

Bottle is between 1-100.000 copper coins

Astral Starlight

Origin: Astral realm

Cost: 5.000 Copper coins / 15.000 copper coins

Appearance: This liquid looks and acts as a heavy gas, filled with moving and shimmering starlight in a crystal bottle. A gentle swirl will create nebula and galaxies within the bottle that will last for hours.

Scent: An odorless feeling will come over you when inhaling some of the smoke coming from this concoction. The mind and body feel relaxed, to a point that you want to fall in a crumbled pile of yourself.

Taste: The taste of this concoction is that of a drinking a cloud of sweetly marshmallows. With popping vanilla, and nutmeg sensations.

Fortitude save **CL**: 20, increasing by +5 for each subsequent drinks of alcohol.

Effect: On a failure, the creature's spirit is gently removed from its mortal coil sending it to the astral realm. The creature can freely move as any creature does in the astral realm. But it will return to its mortal coil after 10 hours. (Decreased by 1 for each CON Mod.>1)

Ingredients: The fairy dust of a greater fairy, that died in the astral realm, A vial of the Astral current.

Druidic Dewdrop

Origin: created during druidic gatherings

Cost: 17 Copper coins / 50 copper coins, free for druids of that circle

Appearance: A vibrant green liquid with hints of floral patterns and tiny, floating petals.

Scent: A fresh, earthy aroma of blooming meadows and ancient forests.

Taste: A revitalizing, natural taste akin to sipping on the essence of nature, with a hint of floral sweetness.

Fortitude save **CL**: 2, increasing by +1 after each 4 subsequent drinks of alcohol.

Effect: Temporarily grants a deep connection with nature and enhanced perception for 1 hour. On a failure fall into a deep sleep for 24 hours.

Ingredients: moon water, and local herbs and flora. (Each Druidic dewdrop is different).

Mixtiolo Omnia Caeruleidjum

Origin: Gnome alchemists

Cost: 467 Copper coins / 1400 copper coins

Appearance: a deep blue color with silver and white clouds swirling freely around in it.

Scent: An odd mix of sweet, spicy, sour, bitter, and flowers.

Taste: An equally odd mixture of the same sensation. As one flavor is the focus, it quickly changes to another. Both always giving a balanced blend of them all.

Fortitude save **CL**: 14, increasing by +5 for each subsequent drinks of alcohol.

Effect: **WIS.** and **INT.** score will increase to equal of the highest stat for 1 minute. On a failure, they will change to the lowest stat for 1 hour, if the lowest stat is either **WIS.** Or **INT.** they both drop to 1.

Ingredients: at least 10 sorts of each sweet, spicy, sour, bitter, and flowers ingredients. No one knows exactly what. Some say even the gnomes do not know.

Sídhe Color Shot

Origin: realm of Sídhe

Cost: 117 Copper coins / 350 copper coins

Appearance: A sparkling, iridescent liquid with shimmering, colorful bubbles.

Scent: A sweet, floral aroma of blooming meadows and dew-kissed petals.

Taste: A delightful, effervescent taste akin to sipping on a faerie's laughter, with a hint of honey.

Fortitude save **CL**: 13, increasing by +2 for each subsequent drinks of alcohol.

Effect: movement speed increases by 20 meters (65ft.) On a failure. +2**DA** on Charm effects.

Ingredients: Fairy Frazzle Fruit. Honey Bomb Beans, And kaleidoscope nectar.

Siren's Serenade

Origin: Underwater cities

Cost: 14 Copper coins / 40 copper coins

Appearance: A mesmerizing, shifting blend of ocean blue and seafoam green.

Scent: A briny sea breeze with a hint of exotic underwater plants.

Taste: A refreshing, salty taste with undertones of ocean spray and a touch of sweetness.

Fortitude save **CL**: 6, increasing by +1 for each subsequent drinks of alcohol.

Effect: Temporarily grants the ability to breathe underwater for 30 minutes. On a failure.

It has no effect.

Ingredients: crushed corals. And sea salt.



Gin

Bottle is between 20-250 copper coins

Enchanted Moon Gin

Origin: Moonlight Garden

Cost: 20 Copper coins / 60 Copper coins

Appearance: A liquid that glows with a silvery light, capturing the essence of moonbeams.

Scent: A mystical aroma of botanicals, a hint of night flowers, and a touch of moonlit dew.

Taste: A magical and ethereal taste, with a blend of floral sweetness and a subtle juniper note.

Fortitude save **CL**: 6, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save, for 10 minutes, the creature gains a +1 to hit on spells with the word moon in them.

Ingredients: Juniper berries, night flowers, and moonlit dew.

Mystic Lotus

Origin: Alcharan the temple of lovers

Cost: 19 Copper coins / 55 Copper coins

Appearance: A liquid that mirrors the hues of a blooming lotus. The bottle has a label of a red lotus flower with nine petals.

Scent: An uplifting aroma of juniper, lotus blossoms, and a hint of a calm garden.

Taste: A pure and serene taste, with a blend of floral sweetness and a subtle cherry undertone.

Fortitude save **CL**: 9, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save it gives the creature the feeling if its current mate or partner is the fated one for them. On a failed save it will always confirm this.

Ingredients: cherry blossoms, lotus blossoms, and purified spring water.

Serpents Fang

Origin: Serpentine cultist

Cost: 16 Copper coins / 47 Copper coins

Appearance: A blue and green liquid with an illusion of a floating translucent snakeskin within.

Scent: An alluring aroma of juniper, exotic spices, and a hint of something ominous

Taste: A smooth and exotic taste, with a blend of spices and a subtle juniper undertone.

Fortitude save **CL**: 11, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save the creature gains heat vision for 1 hour per Serpents Fang consumed within the hour. On a failed save the creature takes 6 **D4** venom damage.

Ingredients: Juniper berries, exotic spices, and a hint of serpent venom

Sorcerer's Brew

Origin: The collage of Alchemy

Cost: 14 Copper coins / 40 copper coins

Appearance: A deep purple gin with swirling, magical patterns.

Scent: A mysterious aroma of ancient tomes and arcane spices.

Taste: A rich, enigmatic taste akin to sipping on mystical energies, with a hint of spice.

Fortitude save **CL**: 8, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a failure. The creature falls asleep for 1 **D8** hours

Ingredients: Alchemist's spices, enchanted juniper, nightshade essence, and mystical runes.

Zephyr's Breath

Origin: Windfell

Cost: 22 Copper coins / 65 Copper coins

Appearance: A transparent liquid that shimmers like a gentle breeze.

Scent: An airy and invigorating aroma of botanicals and a hint of fresh air.

Taste: A light and refreshing taste, with a blend of botanicals and a subtle citrus note.

Fortitude save **CL**: 11, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save, the creature feels lighter. For 1 hour, the creature has an increase walking speed of +6 meters (20ft.)

Ingredients: Herbs, citrus peel, and a strong gust of wind.

Mead

Bottle is between 10-100 copper coins

Dwarven Mead

Origin: Dwarven settlements

Cost: 24 Copper coins / 70 copper coins (glass is 5 Copper coins if you are a dwarf.)

Appearance: A rich, amber-colored mead reminiscent of the sunset over the mountains.

Scent: A hearty and comforting aroma of cedarwood, roasted barley, and a touch of honey.

Taste: A robust and earthy flavor with a sweet aftertaste, evoking the essence of mountain valleys and ancient forges.

Fortitude save **CL**: 16, increasing by +3 for each subsequent drinks of alcohol.

Effect: You gain bonuses that last for 1 hour and increase by an additional effect if you successfully drink another Dwarven Mead after the previous one.

1st effect: Warmth spreads through the body, granting temporary resistance to cold.

2nd effect: gain temporary +3 in Strength checks but suffer a -3 penalty to Dexterity checks

3rd effect: starts recounting epic tales of their conquests, unable to perform complex tasks.

4th effect: gain +1**A** on all melee attack rolls.

On a failure. The creature falls asleep and snores loudly to make any dwarf blush.

Ingredients: Rock splitter bee honey, roasted barley, cedar-wood essence, and a touch of mountain air.

Gut Wrecker

Origin: Dwarven berserker brew

Cost: 20 Copper coins / 60 copper coins

Appearance: A dark liquid with a thick foaming head.

Scent: A hit of almost pure alcohol

Taste: A foul and burning sensation washes over you.

Fortitude save **CL**: 24, increasing by +3 for each subsequent drinks of alcohol.

Effect: the creature gains +3**A** on the following saves against falling asleep, poison effects, resistance against fire and cold damage and effects, the effects last for 1 **D4** hours.

On a failure, the creature falls unconscious for 1 **D8** days.

On a critical failure (< 10 below the save), the creature falls unconscious and needs to make death saves.

Ingredients: a collection of the first draw of different meads and whiskey.

Mead of Poetry

Origin: Norse Mythos

Cost: 50 Copper coins / 150 copper coins

Appearance: A slightly cloudy appearance, light-brown color and sweet-sour in taste.

Scent: sweet flowery honey mead

Taste: A honey sweet sensation filled with berries and field flowers.

Fortitude save **CL**: 12, increasing by +1 for each subsequent drinks of alcohol.

Effect: on a success the creature can perform a poetic ballad of their or others latest exploits. On a failure, the creature is forced to perform a horrible ballad of their or others exploits.

The effects end after the creature recited the ballad.

Ingredients: the honey spit before fermenting the mead, by Wisemen.

Mountain Yule Mead

Origin: mountain dwarven strongholds

Cost: 9 Copper coins / 25 copper coins

Appearance: A dark foaming drink that fizzes seemingly endlessly.

Scent: A strong scent of winter herbs and dark chocolate mixed some alcohol.

Taste: The strong alcohol will hit you at first. But follows with the sweet chocolate flavor and winter herbs. Warming your belly intently.

Fortitude save **CL**: 17, increasing by +3 for each subsequent drinks of alcohol.

Effect: Any negative feeling of cold is removed. Immune to cold and freezing affects for 1 hour.

On a failure on the fortitude save. The creature becomes stupidly drunk, cannot walk straight, and falls over, every 1 **D20** steps.

All attempts to make any **D20** check will gain +3**DA**.

Ingredients: Dark chocolate, honey, cinnamon, mint, and elder berries.

Summer Solstice

Origin: Alfheim

Cost: 834 Copper coins / 2500 copper coins

Appearance: Liquid gold.

Scent: A mixture of Sunflowers and roses.

Taste: A honey floral taste, that tingles the tongue gentle.

Fortitude save **CL**: 12, increasing by +2 for each subsequent drinks of alcohol.

Effect: Immune to Fire damage for 1 hour. On a failure, will have the Heat blind condition for 10 minutes.

Ingredients: the midday rays of the summer solstice sun infused with the elder oak honey.

Winter Solstice

Origin: Druids grove

Cost: 6.667 Copper coins / 20.000 copper coins

Appearance: Liquid silver reflecting a source less light

Scent: A blooming forest

Taste: A milky smooth liquid flows through you. Making you feel at peace.

Fortitude save **CL**: 5, increasing by +1 for each subsequent drinks of alcohol.

Effect: When in a grove or an untouched natural biome, the creature is immune to all damage for 1 minute.

On a failure (or when the creature ever harmed nature in any way) takes 4x any damage taken in these areas.

Ingredients: pure water, trickled down from a unicorn's horn and collected in a silver basin. All this under the full moon at midnight of the winter solstice.

Ouzo/Raki

Bottle is between 5-100 copper coins

Aegean Light Ouzo

Origin: Tropical islands

Cost: 17 Copper coins / 50 Copper coins

Appearance: A clear liquid that shimmers like the tropical Sea under the sunlight.

Scent: An inviting aroma of anise, fennel, and a hint of Mediterranean breeze.

Taste: A refreshing and slightly sweet taste, with a blend of anise and a subtle hint of fennel.

Fortitude save **CL**: 13, increasing by +1 for each subsequent drinks of alcohol.

Ingredients: Anise, fennel, and tropical flowers.

Citrus Breeze Raki

Origin: Tropical coastal settlements

Cost: 16 Copper coins / 48 Copper coins

Appearance: A liquid that mirrors the hues of a citrus orchard, capturing the essence of freshness and zest.

Scent: A refreshing aroma of citrus fruits, herbs, and a hint of summer in the air.

Taste: A zesty and uplifting taste, with a blend of citrus flavors and a subtle herbal note.

Fortitude save **CL**: 15, increasing by +1 for each subsequent drinks of alcohol.

Ingredients: Citrus fruits, herbs, and the zest of Lime.

Misty Raki

Origin: Tropical islands

Cost: 17 Copper coins / 52 Copper coins

Appearance: A liquid that shimmers like a gentle ocean mist

Scent: An alluring aroma of anise, mountain herbs, and a hint of sea salt.

Taste: A smooth and mystical taste, with a blend of anise and a subtle herbal infusion.

Fortitude save **CL**: 15, increasing by +1 for each subsequent drinks of alcohol.

Ingredients: Anise, mountain herbs, and a touch of sea salt.

Ocean Sunset Ouzo

Origin: Tropical islands

Cost: 21 Copper coins / 62 Copper coins

Appearance: A liquid that mirrors the hues of a Mediterranean sunset, capturing the essence of tranquility and beauty.

Scent: A calming aroma of anise, citrus, and a hint of sea salt in the air.

Taste: A smooth and tranquil taste, with a blend of anise and a subtle citrus undertone.

Fortitude save **CL**: 13, increasing by +1 for each subsequent drinks of alcohol.

Ingredients: Anise, citrus, and a touch of sea salt.

Olive Grove Ouzo

Origin: Tropical coastal settlements

Cost: 15 Copper coins / 45 Copper coins

Appearance: A liquid that echoes the hues of an olive grove, glowing with a rich, green color.

Scent: An invigorating aroma of anise, olives, and a hint of a gentle breeze through the grove.

Taste: A crisp and earthy taste, with a blend of anise and a subtle olive note.

Fortitude save **CL**: 13, increasing by +1 for each subsequent drinks of alcohol.

Rum

Bottle is between 35-500 copper coins

Buccaneer's Bounty

Origin: Pirate isles

Cost: 16 Copper coins / 50 Copper coins

Appearance: A dark, rich liquid that glistens like Gold

Scent: An alluring aroma of vanilla, spices, and a hint of sea salt.

Taste: A bold and spicy taste, with a subtle vanilla note.

Fortitude save **CL**: 16, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save gain +2 on **STR** and **DEX** score for 1 **D8** hours. On a failed save gain +2**DA** on **STR** and **DEX** skill checks for 1 **D8** hours.

Ingredients: Spices, vanilla, and a touch of sea salt.

Captain's Delight

Origin: Port towns

Cost: 177 Copper coins / 530 Copper coins

Appearance: A dark brown drink with deep blue hues.

Scent: A tantalizing aroma of spices, citrus, and a hint of salty sea air.

Taste: A bold and exhilarating taste, with a blend of spices and a subtle citrus undertone.

Fortitude save **CL**: 16, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save gain +2**A** on **CHA** skill checks.

Ingredients: Spices, citrus, and a touch of sea salt.

Copper Dragon

Origin: Sky islands

Cost: 14 Copper coins / 44 Copper coins

Appearance: It has a rich, deep amber hue, reminiscent of the scales of the revered copper dragons. The liquid shimmers and gleams in the light, promising an adventure for the senses.

Scent: Upon uncorking, a captivating blend of spices and a subtle aroma of aged wood is released. The scent is inviting and mysterious, piquing the curiosity of those who encounter it.

Taste: Copper Dragon Rum tantalizes the taste buds with a complex flavor profile. The base is a subtly salty rum. As the liquid rolls over your palate, a gentle tingling sensation ensues, adding to the intrigue of this magical brew.

Fortitude save **CL**: 17, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a successful save, gains temporary hit points equal to the **CON**. score. The effect last until the creature gains new temporary hit points or rolls for response. On a critical failure (< 10 below the save), takes 1 **D4** Acid damage.

Ingredients: four copper dragon scales, and Salt and Cinnamon spices.

Fairy Ball

Origin: any alchemist

Cost: 17 Copper coins / 50 Copper coins

Appearance: a mesmerizing appearance, resembling a kaleidoscope of iridescent hues that shimmer and dance in the light. The liquid within the bottle appears to be in perpetual motion, reflecting the beauty and grace of the fairies that inspired its creation.

Scent: an alluring and delicate aroma fills the air, reminiscent of blooming flowers and a soft breeze.

Taste: delights the taste buds with a complex and delicate flavor profile. The base is a smooth and slightly sweet rum, infused with the mystical essence of fairy dust. As the liquid caresses the palate, it imparts a light and effervescent sparkle.

Fortitude save **CL**: 15, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a failure, the creature is under the influence of a psychedelic effect, as colors and shapes blur and amplify.

Ingredients: fairy dust, and sugarcane.

Thunderstorm

Origin: Sky islands

Cost: 5 Copper coins / 15 copper coins

Appearance: A round bottle with a dark cloud floating in it. Raining down a green and blue liquid. With the occasional lightning flash and thunderous rumble. When pouring the contents into a glass, part of the storm diminishes and adds to the liquid within.

Scent: A swirling ocean scent.

Taste: The taste is of a salty rum. And swilling it will make your skin tingle and hair stand upright.

Fortitude save **CL**: 7, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a failure, the creature will unleash an ear-rupturing belch that deals 1 **D4** thunder damage to anyone within 1-meter (3ft.). Increasing by that amount for each **CON** Mod. > 1.

Ingredients: The crown of a thundercloud that is above an ocean.

Sake

Bottle is between 5-10.000 copper coins

Cherry Blossom Sake

Origin: Continent of Thurdesta

Cost: 15 Copper coins / 45 Copper coins

Appearance: A delicate, pink-hued liquid reminiscent of cherry blossoms.

Scent: An inviting aroma of fresh cherries

Taste: A sweet and floral taste, with a blend of cherry flavors and a subtle floral note.

Fortitude save **CL**: 11, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save the creature gains +2A on **CHA**. Skill checks for 1 hour.

Ingredients: Cherries, blossoms, and pure spring water.

Radiant Dawn

Origin: Continent of Thurdesta

Cost: 16 Copper coins / 48 Copper coins

Appearance: A liquid that mirrors the hues of a radiant sunrise

Scent: An uplifting aroma of rice, citrus, and a hint of morning dew

Taste: A refreshing and invigorating taste, with a blend of rice flavors and a subtle citrus zest.

Fortitude save **CL**: 11, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save and in the morning hours. Giving the creature +3 to all skill checks until the midday hour.

Ingredients: Rice, citrus zest, and morning dew.

Shirokami

Origin: Continent of Thurdesta

Cost: 17 Copper coins / 50 Copper coins

Appearance: A pure white liquid

Scent: A clean aroma of rice, and soft grains

Taste: A smooth and clean taste, with a blend of rice flavors and a subtle sweetness.

Fortitude save **CL**: 11, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save the creature gains 2x their Hit point dice in temporary HP.

Ingredients: Rice, pure mountain water, and a touch of serenity.

Shizukana

Origin: Continent of Thurdesta

Cost: 18 Copper coins / 55 Copper coins

Appearance: A still and un-rippling liquid.

Scent: A calming aroma of rice, green tea, and a hint of blooming flowers

Taste: A serene and balanced taste, with a blend of rice flavors and a subtle herbal infusion.

Fortitude save **CL**: 11, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save the creature gains resistance to charm effects for 1 hour.

Ingredients: Rice, green tea leaves, and blooming flowers.

Tsukuyomi Sake

Origin: Continent of Thurdesta

Cost: 17 Copper coins / 52 Copper coins

Appearance: A liquid that shimmers like moonlight

Scent: soothing aroma of rice, subtle herbs.

Taste: A gentle and soothing taste, with a blend of rice flavors and a subtle herbal note.

Fortitude save **CL**: 11, increasing by +1 for each subsequent drinks of alcohol.

Effect: On a successful save the creature gains +1 on skill and attacks when under a full moon for an hour.

Ingredients: Rice, khelshin herbs.

Tea

Unlike the other beverages tea will only have a glass price.
between 1-50 copper coins

Blue Cloud

Origin: sky islands

Cost: 26 Copper coins

Appearance: The tea is light blue in color and with the addition of sugar the tea reacts and makes foamy white sugar clouds floating atop the liquid.

Scent: A warm served tea with the scent of blueberries.

Ingredients: Blue drops, and mountain-top dew drops.

Elven Tea

Origin: Elven settlements

Cost: 1 Copper coins

Appearance: It appears as a thick liquid with green pulp made from plants.

Scent: A freshly cut grass field with spring flowers.

Taste: Despite the thick liquid, its taste is refreshing even when served hot.

Effect: A creature can reroll against an ongoing charm effect.

Ingredients: Special herbs that are freshly used for the tea and only grow in Elven settlements called Sídhëar.

Firecracker tea or Tingle Tea

Origin: Deserts and scoring areas.

Cost: 6 Copper coins

Appearance: The color is a deep red with tiny yellow particles inside of it. The tea is bitter but is mostly drunk for the experience.

Scent: Smells strongly like a tiny fire

Taste: When consumed you will feel soft tinges on your tongue, the tea is served hot.

Fortitude save **CL: 14**

Effect: On a failed save, the creature feels a burning sensation in its mouth and loses the ability to taste for 1 hour. On a critical failure (< 10 below the save), the creature takes 1 **D6** fire damage.

Ingredients: firecracker leaves (use leaves with caution may cause burns)

Lotus Bell Tea

Origin: Demon mountains

Cost: 2 Copper coins

Appearance: A lilac colored tea

Scent: Its fragrance is light and smells like a fresh blooming lotus

Taste: It tastes like a mixture of passionfruit and mango but in a very light and not overpowering amount.

Effect: Consuming this will leave a glowing trace inside the mouth or tongue, that last for 6 D4 hours.

Ingredients: Made from the petals of the lotus Bell flower

Sunset Dew

Origin: Continent of Cahllengren

Cost: 4 Copper coins

Appearance: The tea is ombre colored from bottom orange to the top a vibrant red.

Scent: A warm served tea with a strong scent that resembles honey and cherries.

Taste: Tastes like cherries and honey a sweet tea

Ingredients: Sunkerns.

Tequila

Bottle is between 20-600 copper coins

El Diablo

Origin: Hells gate valley

Cost: 17 Copper coins / 52 Copper coins

Appearance: A liquid that looks like a rolling black volcanic cloud with a red glow from within.

Scent: A potent aroma of agave, peppers, and a hint of smoldering embers.

Taste: A spicy and sharp taste, with a blend of agave flavors and a fiery pepper kick.

Fortitude save **CL**: 18, increasing by +3 for each subsequent drink of alcohol.

Effect: On a successful save the creature's body glows red from within. Until the next dawn, when the creature takes damage from lava for the first time, the damage is negated.

Ingredients: Guave, jalapeños, and a touch of smoldering volcanic ash.

Grumpy Sprite

Origin: Sídhé Realm

Cost: 3 Copper coins / 9 copper coins

Appearance: A light green liquid with tiny, floating specks resembling blooming petals.

Scent: A delicate and floral scent of blooming meadows, wildflowers, and a hint of summer breeze.

Taste: A light and effervescent taste, akin to sipping the essence of spring, with a subtle blend of floral and citrus notes.

Fortitude save **CL**: 11, increasing by +2 for each subsequent drink of alcohol.

Effect: Gain +1A on all **CON** skill checks for 1 hour. On a failure, gain +2DA on all saves for 1 hour.

Ingredients: Essence of spring blossoms, sunlight-infused water, wildflower petals, and a hint of citrus zest.

Lost Gold

Origin: continent of Cahllengren

Cost: 167 Copper coins / 500 Copper coins

Appearance: A liquid that gleams like gold.

Scent: An intriguing aroma of agave and desert blooms

Taste: A bold and rich taste, with a blend of agave flavors and a subtle hint of desert blooms.

Fortitude save **CL**: 13, increasing by +2 for each subsequent drink of alcohol.

Effect: On a successful save the creature can tell the value of any item it can hold in gold for 1 minute.

Ingredients: Agave, desert blooms, and Cactrine.

Sacred Derinkell

Origin: The Temple of Mantes

Cost: 16 Copper coins / 48 Copper coins

Appearance: A liquid that glistens like amber.

Scent: A calming aroma of agave, fresh morning dew, and a hint of detriiss.

Taste: A smooth and pure taste, of agave flavors and a subtle hint of detriiss.

Fortitude save **CL**: 17, increasing by +5 for each subsequent drink of alcohol.

Effect: On a successful save, a creature gains an amber aura. Until the next dawn, when the creature drops to 0 hit points. It can use its reaction to refill its hit points by converting its remaining spirit points until its hit points are filled or depleted its spirit points.

Ingredients: Agave, morning dew, and detriiss.

Lost in Translation

Origin: Bardic scholars

Cost: 9 Copper coins / 25 copper coins

Appearance: Clear and thin, with iridescent sparkles flowing through the drink, giving it a shine. If the drink is mixed the color changed and the sparkles within the drink become slightly brighter. Like how the snowflakes in a snow globe become more apparent when shaken.

Scent: A light sweet, fruity scent. Mixed with a little bit of citrus.

Taste: A thick raspberry smoothie (despite the drink looking very thin and watery), mixed with a hint of honey for more sweetness and a bit of citrus to not make it too sweet.

Fortitude save **CL**: 12, increasing by +2 for each subsequent drink of alcohol.

Effect: Causes the consumer to suddenly speak another language fluently, still being able to understand their own language that they originally spoke, but not being able to respond in it. They can also understand the other foreign language that they're now fluently speaking it. The more they drink the less they can understand their original language until the effect fades out. The effect last for 1 **D8** hours. On a failure it has no effect.

Ingredients: honey, raspberries, and tequila.

Vodka

Bottle is between 40-400 copper coins

Dwarven Hammer

Origin: Dwarven settlements

Cost: 52 Copper coins / 156 copper coins (glass cost 12 Copper coins if you are a dwarf.)

Appearance: This clear liquid looks like pure water. But has a honey gold hue when light hits it.

Scent: The hammer is odorless for most. But a dwarf and any with a keen nose can smell the rich hidden scent of honey and spices within.

Taste: A faint sensation of honey herbs followed by a strong burning sensation in the back of the creature's throat.

Fortitude save **CL**: 21, increasing by +3 for each subsequent drinks of alcohol.

Ingredients: Honey mead, and Mountain herbs, distilled on a dwarven forge.

Glaciers Edge

Origin: The high crown mountains

Cost: 90 Copper coins / 270 Copper coins

Appearance: A crystal-clear liquid that shimmers like a pristine glacier. And the center is floating a frozen ice spike always surrounded by the liquid as it slowly shrinks when consumed.

Scent: It is akin to that of a frozen lake.

Taste: A chilly sensation of icy cold water. As tiny ice fragments stream down your throat.

Fortitude save **CL**: 16, increasing by +4 for each subsequent drinks of alcohol.

Effect: On a successful save, the creature is immune to the cold for 8 hours or until it uses its reaction to negate an attack that deals ice damage.

Ingredients: Snow from the peaks of the high crown mountains. And ice from the frozen misty valleys.

Ocean Current

Origin: Port towns

Cost: 14 Copper coins / 40 Copper coins

Appearance: A continuation of sloshing foaming waves, with a turbulent blueish liquid underneath.

Scent: As salty Ocean breezes.

Taste: A salty brine with a strong burning alcohol.

Fortitude save **CL**: 16, increasing by +2 for each subsequent drinks of alcohol.

Ingredients: Foam of an oceans wave, and ocean water gathered during a storm.

Sucker Punch

Origin: Criminal organizations

Cost: 20 Copper coins / 60 Copper coins

Appearance: It appears clear as water

Scent: It is mostly odorless, with a light odd citrus scent.

Taste: It is mostly tasteless until a full glass has been consumed. As an unnatural flavor takes over with the sensation of dread.

Fortitude save **CL**: 15, increasing by +6 for each subsequent drinks of alcohol.

Effect: On a failed save, the creature falls unconscious for 2 **D8** hours.

Ingredients: Sleeping needle, and chamomile.

The Soul

Origin: everywhere

Cost: 22 Copper coins / 65 Copper coins

Appearance: Vibrant blue on top transitioning to a clear bottom

Scent: A sweet fruity spirit.

Taste: Rich in blue berries flavor and sweetness, followed by a kick of alcohol that can kick the soul out of you.

Fortitude save **CL**: 16, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a failure, the creature will completely blackout. And have no idea what will happen the next 3 **D4** hours.

Ingredients: Blue berries, soda, and clear vodka.

Wine

Bottle is between 10-100.000 copper coins

Arachnia Sanguine

Origin: The endless depths

Cost: 300 Copper coins / 900 copper coins

Appearance: A Deep crimson coloration with dark green hues showing though it by the reflection of light.

Scent: An odorless concoction that gives a level of unease. As if the drink itself seems to not be odorless but numbing the ability to smell itself.

Taste: A thick liquid with a red wine taste but with a metallic after taste.

Fortitude save **CL**: 7, increasing by +1 after each 3 subsequent drinks of alcohol.

Effect: A slight buzz and headache might occur. The real danger is, did someone add something to it.

Ingredients: black, red grapes, blood of the depth spider, and depth spider venom.

Eloquent Wine

Origin: in cities with a great difference between class of society.

Cost: 3.267 Copper coins / 9800 Copper coins

Appearance: A rich and beautiful color, that dances with any light source. And glitters with a magical light source.

Scent: Sweet and floral, with a hint of seasonal spices.

Taste: Warm and soft, smoothly flowing down your throat.

Fortitude save **CL**: 16, increasing by +1 for each subsequent drinks of alcohol.

Effect: Failing the save gives the creature one level of exhaustion.

On a critical failure (< 10 below the save), forces the creature to fall unconscious for 2 **D8** hours.

Ingredients: A duality of illusion spells to mask the appearance, scent, and taste of the original Grotty wine.

Graves Oil

Origin: crafted by necromancers

Cost: 234 Copper coins / 700 Copper coins

Appearance: A deep black liquid with an ashy slag on top.

Scent: An earthy scent mixed with dried grass

Taste: A bitter and thick liquid sensation flows through your mouth, followed by a dry powder-like feeling clinging to the back of your throat no matter what you try to wash it away.

Fortitude save **CL**: 14, increasing by +2 for each subsequent drinks of alcohol.

Effect: When failing the save, the creature is cursed and sees the death of a creature whose grave was used for this drink's creation. Afterwards the creature gains one point of trauma that can only be removed if the creature avenges the deceased creature whose grave was used for the Grave oil. Or if the creature was not murdered after 30 days.

Ingredients: filtered belladonna berries, dried white sage leaves, and the soil of a recently deceased creature's grave.

Grotty Wine

Origin: everywhere

Cost: 1 Copper coins / 3 Copper coin.

Appearance: A translucent red or purple liquid with residue at the bottom of it.

Scent: With the greatest of effort some herbs can be detected past the alcohol.

Taste: A strong bitter taste of alcohol with little to no taste. And a long nasty after taste. Only the luckiest get some hit of a random herb or berries used to make this wine. If you can even call it that.

Fortitude save **CL**: 16, increasing by +1 for each subsequent drinks of alcohol.

Effect: Failing the save gives the creature one level of exhaustion.

On a critical failure (< 10 below the save), forces the creature to fall unconscious for 2 **D8** hours.

Ingredients: random near empty alcohol drinks washed out and collected and re-fermented with old grains.

le Meilleur De Tous Les Vins

Origin:

Cost: 567.000 Copper coins (can only be bought as a bottle.)

Appearance: This wine is presented in a silvered box, when opened, a deep purple silken inlay with a clear glass bottle can be seen. The bottle has a golden foil wrapper around the cork. Inside the bottle a golden honey colored liquid can be seen. When pouring into a glass. The liquid changes to a bright orange, and upon hitting the glass to a deep red.

Scent: A sweet scent of a flower fields in spring day can be detected.

Taste: A deep red wine with the sensation of sweet honey, but as thin as clear water.

Fortitude save **CL**: 6, increasing by +4 for each subsequent drinks of alcohol.

Effect: A calming affect falls over the creature. Charm effects and exhaustion levels will immediately end.

On a failure, the creature become addicted to this drink. And suffer one point of exhaustion for each day the creature does not drink one bottle of this (drinking this drink will remove all points of exhaustion gained by this effect).

Ingredients: Elven grove oak bark, wild Giant bee's honey, crimson grapes grown in a Druidic grove.

Whiskey

Bottle is between 35-700 copper coins

Braziers' Whiskey

Origin: Realm of fire

Cost: 17 Copper coins / 50 copper coins

Appearance: A bright orange liquid with red strands mixing and dancing through the liquid.

Scent: A sharp and spicy sensation invades your nostrils, tearing up any creature's eyes that are not used to spicy herbs or heat.

Taste: A numbing feeling washes over your tongue for a moment giving a false sense of safety before an intense burning feeling covers your lips, tongue, throat, all the way and slowly to your stomach. As your face reddens up and starts to cover in sweat.

Fortitude save **CL**: 19, increasing by +3 for each subsequent drinks of alcohol.

Effect: when failing the creature will spew a 1-meter (3 ft.) cone of fire from its gut, taking 2 **D6** burning damage, and dealing 3 **D6** fire damage. On a successful save. The creature must unleash the cone of fire at will within 24 hours or suffer the same effect as if they failed the save. The range of the successfully saved version is increased by 1-meter (3 ft.) per **CON**. Mod > 1.

Ingredients: 6 Carolina reaper, cinnamon, and Fire salt.

Duskmire's Whiskey

Origin: The temple of Hypnos

Cost: 14 Copper coins / 42 Copper coins

Appearance: A liquid that appears like the shades of twilight

Scent: A calming aroma of aged wood, dusk petals, and a hint blackberry.

Taste: A smooth and contemplative taste, with a blend of woody flavors and a subtle hint of dusk petals.

Fortitude save **CL**: 14, increasing by +3 for each subsequent drinks of alcohol.

Effect: On a successful save, the creature can fully control its own dreams for 24 hours.

Ingredients: Aged wood, dusk petals, and blackberries.

Frobscottle

Origin: An old historian reading a book about a large friendly giant

Cost: 12 Copper coins / 35 Copper coins

Appearance: A large green drink with red particles floating around.

Scent: A strong scent of vanilla and fruit.

Taste: It has a vanilla taste.

Fortitude save **CL**: 17, increasing by +2 for each subsequent drinks of alcohol.

Effect: On a failed save, the creature will start to Whizz and pop and be launched 10 cm (3 inch) per **CON**. score. Leaving a trail of bubbles behind.

Ingredients: raspberry, soda, vanilla, and green coloring.

Oakheart

Origin: Raddlegenn

Cost: 14 Copper coins / 40 Copper coins

Appearance: liquid that mirrors the color of aged oak

Scent: An inviting aroma of oak, vanilla, and a hint of toasted caramel

Taste: A robust and warm taste, with a blend of vanilla flavors and a subtle hint of caramel.

Fortitude save **CL**: 16, increasing by +3 for each subsequent drinks of alcohol.

Effect: On a successful save, for 8 hours the creature gains +**2A** on **CON** skill checks.

Ingredients: Aged oak, vanilla, and toasted caramel.

The Pin-up Flamingo

Origin: An artist with an odd obsession with flamingos

Cost: 214 Copper coins / 640 Copper coins

Appearance: A rich pink color at the bottom transitioning to a light pink at the top.

Scent: An enticing aroma of sweet cherries, vanilla, and a hint of oak, evoking the spirit of a tropical paradise.

Taste: A smooth and delightful taste, with a blend of fruity sweetness and a subtle oak undertone.

Fortitude save **CL**: 16, increasing by +3 for each subsequent drinks of alcohol.

Effect: The drinker experiences a sudden burst of creativity and confidence, granting temporary +**1A** on **CHA**. skill checks for 1 hour.

On a failed save, the drinker becomes overly self-confident, gains +**2DA** on **WIS**. skill checks for 10 minutes.

Ingredients: Sweet cherries, vanilla, and aged in an oak barrel.

Special thanks

Play testers

Artists

LesyaBlackBird-Siren's Serenade, / Melvin P. J. Groenendijk-cover art,

Brew creators

Daiyuze-Blue cloud, Firecracker tea, Lotus bell tea, / Eva Broekstra-Lost in translation, / Kimerly Ent-the soul, / Roald Dahl-Froboscottle,

Any remaining drinks are created by the writers of Sacredfire Games.

If you want to be one of the play testers, artists, and or brew creators.

Please send your ideas via our discord. Link is on our website.

You can post your brew idea's. Create art on work posted there (place a watermark if you do not want us to use it for free).

Or give your opinion on the drinks created.

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