

Monstrous Drinks

Ogre Brew

Type: Alcoholic, Poison, Ingested

Serving: tankard

Price: 4cp/tankard; 13cp/pitcher; 7gp/barrel

Saving Throw: Fortitude DC 20 half Alcohol Effect; negates Effect
Giants and Monstrous humanoids automatically pass this Save.

Alcohol Effect: gain two Alcohol Levels.

Effect: 1d4 rounds; nauseated

Ogre Brew is a foul-smelling, worse-tasting ale that sits in the belly like a stone. Ogres love the stuff!

Orcish Rotgut

Type: Alcoholic, Poison, Ingested

Serving: tankard

Price: 4cp/tankard; 13cp/pitcher; 7gp/barrel

Saving Throw: Fortitude DC 15 half Alcohol Effect (see below)
Orcs automatically pass this Save.

Alcohol Effect: gain two Alcohol Levels.

Effect: 1d4 rounds; nauseated

For 4 hours, creatures that pass their Saving Throw gain a +4 alchemical bonus to Constitution checks when making a forced march, and do not need to eat for 6 hours.

Orcish Rotgut is a viscous red beverage made from fermented blood and milk. Some find the sour taste unpleasant. Most find it to be much worse than that. The beverage is very filling. If a creature drinking Orcish Rotgut can manage not to become sick from doing so, they will find that the drink fills them up and leaves them surprisingly energized. Orcs have been known to live on this stuff when marching to war.

Troll Swill

Type: Alcoholic, Poison (acid), Ingested

Serving: tankard

Price: 4cp/tankard; 13cp/pitcher; 7gp/barrel

Saving Throw: Fortitude DC 20 half Alcohol Effect

Alcohol Effect: gain two Alcohol Levels.

Damage: 1 point of acid damage

Troll Swill is a highly acidic drink with a bit of a kick, and it's mildly poisonous. Aside from that, it's actually quite tasty. Trolls like it because they claim that the burning sensation makes them "feel alive"... It surely doesn't hurt that they heal the acid damage after a few rounds. Sometimes Troll Swill recipes include eyes and fingers... but since most find this distasteful, they are usually left out.

Teas

Kau'fee

Type: Ingested

Serving: tankard

Price: 1sp/tankard 3sp/pitcher 3gp/sack with enough beans for 50 servings

Saving Throw: Fortitude DC 10 (see below)
DC increases by 2 for each Kau'fee drunk since the last time the creature slept

Effect: If drunk within 1 hour of waking up, the creature acts as though they had slept 2 hours longer than they really did. This effect does not stack.

For 2 hours, creatures that pass their Saving Throw are stimulated and ignore the effect of all non-magical penalties to skill checks from lack of sleep, fatigue, exhaustion, or Kau'Fee. They also lose an Alcohol Level.

For 1 hour, creatures that fail their Saving Throw are over-stimulated and suffer a -1 penalty to DEX based skill and attribute checks.

Kau'fee beans grow in warm climates. Once they are harvested the beans are roasted to a dark brown. Roasted beans store well and transport easily in flat burlap sacks. Kau'fee is brewed on the spot by pouring boiling water through a cloth sieve filled with ground Kau'fee beans. The resulting liquid is very dark and a little bitter. Kau'fee is traditionally served black, but many enjoy it with cream and sugar. Kau'fee is a favorite of nobles and peasants looking to kickstart their morning.

