

This document contains five potent brews to sip at your DCC table, in- and off-game!



Five Most Magical Brews

Every so often a Judge is required to get their players very, very drunk. Or mayhap the characters wish to partake in some excellent brews. For both occasions, this article should sate your desires!

Below are listed the five most magical results of brewsmanship, along with their real world equivalents. Judges should share these out when the situation permits, and barrels of these beers could be seeded as adventure hooks or loot in any dungeon with taste.

Barrels and pints: An untapped firkin of beer should contain approximately 72 pints (9 imperial gallons, or 40.91481 litres for us civilized folk). The prices below are for a single pint and a full firkin, but obviously any cask found in a dungeon should never be full! If a cask is discovered, we recommend rolling 3d24 for how many pints are left: if the result exceeds 72 the cask explodes in a glorious storm of ale, causing 1d24 points of damage in a 30' (~10 m) radius.

Hangovers: Obviously everyone MUST consume alcohol responsibly and *the Knights in the North* does not encourage anyone to drink. If, however, our fictional proxies end up consuming too much, Judges are heartily encouraged to punish the characters with horrid hangovers: at least apply exhaustion (-1d to all actions the following day) and preferably make them throw up a couple of times while exhausted (DC 15 Fort save triggered by anything disgusting while hung over)!

The Fae Wylde

“It is known that the satyrs are the brewmasters of the Fae Realms. Their brews are potent, but you best not ask where they found their yeasts.”

The Fae Wylde should always be served in a verdant earthen vessel. Delivered in casks of many forms, this brew brings on powerful wild urges, and allows imbibers to tap into their primal desires and abilities.

Recommended pint: A strong sour wild ale, such as *Gypsy Funk* (7.5%, 8 Wired, New Zealand), *Oude Kriek Vielle* (6%, Oud Beersel, Belgium) or *Duchesse de Bourgogne* (6.2%, Verhaeghe, Belgium). Any sour or lambic will do in a pinch, as long as you know that the yeast is from some random place (someone’s crotch, beard, cowshed, or whatever). The satyrs will brew with anything!

Price: 10 gp per pint, or 720 gp for a full firkin.

Effect: Roll on the below table (Table A). Characters may apply their Stamina modifier and connection to nature (up to a bonus of +3, Judge’s discretion) as a coordinating modifier.

3d6 + Misc Mod	Effect
1-4	Spewwww! Nothing about the drink agrees with the imbiber. They vomit, pass out unless a DC 10 Fort save is passed, and are ridiculed by the next fae creatures they come across.
5-8	Tha’s good! The consumer becomes exceedingly drunk. They are at a -1d to all actions for 2d6 turns, but gain no other effects apart for a horrid hangover.
9-15	Naturespeak! The imbiber is suddenly able to discuss things with animals, trees, and maybe even rocks! The effect persists for 1d6 turns. They’re also spectacularly drunk, and other people have trouble taking them seriously. They are at -1d to all actions for the duration of the night, and will suffer a considerable headache.
16-17	Leafed verbal! The drinker can discuss anything with natural things and creatures, and relay the information reliably; the effect persists for 2d6 turns. They feel slightly buzzed, but unless they drink more they’ll wake up fresh as a daisy. And probably next to one.

18+	Back to the roots: As the above result, but the next morning the imbiber wakes up next to the nearest animal, tree, or significant natural rock: they've made a friend, and gain the permanent ability to converse with this particular representative of the natural world. Judges should feel free to roll whether the relationship is amorous.
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Table A: The Fae Wylde consumption results

The Clear Sight

“Sometimes the caravans bring in such clear beer that it’s suspect. I’ve heard of going mad if they drink it! Better we just keep sluicing the muddy stuff, that’s what we’ve always ‘ad!”

The Clear Sight is served in the clearest, cleanest pints of the house, to show of its crystal essence. It is sold in casks of fresh birchwood, and should always be kept chilled, lest the fungal taste of the stuff becomes prominent.

Recommended pint: A crystal weizen, clear enough to read dice through correctly. *Weihenstephaner Kristallweissbier* (5.4%, *Bayerische Staatsbrauerei Weihenstephan, Germany*), *Bohemia Weizen* (5.7%, *Cerveceria Cuauhtémoc Moctezuma, S.A. de C.V., Mexico*) or *Laughing Fox* (4.5%, *New Glarus Brewing Company, US*) should do as a decent proxy.

Price: 23 gp per pint, or 1656 for a full firkin.

Effect: Roll on the below table (Table B), applying the character’s Intelligence modifier.

3d6 + INT mod	Effect
1-4	I can see into forevBLAAARGHHH! Nothing about the drink agrees with the imbiber. They vomit and pass out, suffering eldritch dreams for the duration of their forced rest (~8 hours). They cannot be roused with non-magical means.
5-8	I can see into forever! The consumer parts the veil of this reality and peeks into the next. Roll d3 for a duration of 2d6 turns: (1) they only interact with the past; (2) they only interact with the future; (3) they interact with a mirror dimension. After this they pass out for a full night’s rest (~8 hours), and cannot be roused with non-magical means
9-13	Is it delirium?: The imbiber is under the effects of <i>Detect invisible</i> as result 20-21 for the next 2d6 turns (pg. 165 of the DCC rulebook). They will also suffer a magnificent stomach ache the next day (-4 to all actions for duration).
15-16	What’s he lookin’ at?: The user is under the effects of <i>Detect evil</i> as result 28-29 (pg. 259 of the DCC rulebook), with the exception that the glow effect is only visible to them. The effect lasts 2d6 turns, and they are so drunk that most definitely a hangover will

	be in their future.
17-18+	Auras, like, so many: First, the consumer is quite officially drunk. They are also under the effect of <i>Detect magic</i> as result 18-19 (pg. 260 of the DCC rulebook). They can identify magical items, but whether anyone believes their slurring speech is up to the table! Also, they definitely suffer a double hangover the next day, and can recall none of their previous revelations.

Table B: The Clear Sight consumption results

The Bottle's Bottom

"Them 'alfling brews are just too queer. Me cousin drank one, and now he's married to an elf an' a donkey!"

The Bottle's Bottom is a sensitive brew, usually served in half pints just to avoid the more extreme effects of the amoral drink. It usually comes in cherry half-firkins.

Recommended pint: A fruity brew: a kriek lambic, orange saison or a mango IPA. *Lindemans Kriek* (3.5%, *Brouwerij Lindemans, Belgium*), *Blood Orange Saison* (6%, *Upslope Brewing Company, US*) and *Juan* (11.5%, *Sonnisaari, Finland*) are all acceptable options.

Price: If ordered specifically, costs whatever the barman figures profits the bar when taking into account the often raucous and drama-filled partying associated with the drink; the beer is usually valued at a rough 100 gp for a full firkin.

Effect: The imbiber gets drunk, and becomes absolutely irresistible to everyone who might conceivably be attracted to them. They are at a -1d to all rolls until they rest, and ANY potential admirers (regardless of race, creed or character) are drawn to them for the night. Roll a DC 15 Fort save to avoid a hangover the following day.

Black Fortune

"The orcs in the rough north brew this stuff. I've 'eard they squash a leprechaun into each cask!"

Black Fortune is a hefty, dark ale. It comes in dark, tarred casks, and is reputedly only produced by the strange, cunning orcs of the stony shores of the northern seas. Unlike its makers, the beer is soft and succulent.

Recommended pint: A hefty Irish stout, deep in taste and colour. *Porterhouse Oyster Stout* (5.2%, *Porterhouse, Ireland*), *Murphy's Irish Stout* (4%, *Murphy Brewery Ireland Ltd., Ireland*) or *Old #38 Stout* (5.4%, *North Coast Brewing Co., US*) are all acceptable options, unless you want to drink the obvious island brew.

Price: 123 gp for a pint, or 8856 for a full firkin, if you can find a buyer.

Effect: The imbiber should roll a DC 15 Fort save after consuming a pint: if they succeed they gain 1d10 Luck points for the following 12 hours; failure indicates a mere 1d5 temporary points of Luck. The points should be rolled in the open, but they must be marked down by the Judge in secret and spent on relevant actions of the character by the Judge. At the end of the 12 hour period if less than half of the rolled points have been spent the Judge must award the player with half the remaining points (always round up) as Luck regeneration. After the time has passed the consumer is hit by a powerful, all-consuming hangover which they suffer for 3d6 - STA weeks.

Dolor Conflictus

“This comes in big old barrels from down the hill. There’s a monastery up there, but no one really knows who or what they worship. I’ve ‘ad some weird times with these pints, let me tell ya!”

Dolor Conflictus comes in strong, old barrels of strange make. It is usually only served in secret to those in the know.

Recommended pint: A strong trappist brew, such as *La Trappe Quadrupel* (10%, *La Trappe Trappist*, Netherlands), *Zundert Trappist* (8%, *Trappistenbrouwerij De Kievit*, Netherlands) or *Spencer Trappist Ale* (6.5%, *Spencer Brewery*, US). It’s always better if it’s been made in an old monastery or church!

Price: You need to know the bartender who serves this stuff, and the person who you sell this to usually knows what they’re buying (all pricing is up to Judges).

Effect: The Judge rolls a DC 10 Will save for the imbiber in secret. If the save fails, everyone within 30’ of the drinker suffers from the effects of the *Curse* spell as result 14-15 (pg. 273 of the DCC rulebook), and the character themselves gains the benefits of the *Blessing* spell as result 14-17 (pg. 255 of the DCC rulebook). If the save succeeds only the *Blessing* is in effect. The *Curse* manifests as an unhappy poltergeist, causing mischief and misfortune to all but the imbiber: flying glasses, missing chairs and other displeasure all point to the consumer of the drink. The effect lasts for 2d6 turns, after which the consumer becomes exceedingly tired due to the ectoplasmic drain: the next morning will be horribly eldritch.