

This document contains the effects of a mystical relic of the god Loptir.



LOPTIR'S FIREWATER

Description: Loptir is the keeper of Flames, Hearthfire and Distillers, and his clerics organize the great celebrations that happen in the countryside during solstices and equinoxes.

Loptir's Firewater is made in small batches by the ancient monks of Loptir's order, and each bottle is a treasure unto itself. It is said that those who consume the liquid gain wonderful boons, although there is no telling what secrets each bottle of the liquid may contain.

TABLE A: Loptir's Blessings

D100	Effect
1	The drinker falls into a long trance, in which they discover the detailed location of the nearest dragon hoard. Unfortunately, the dragon on the hoard also becomes aware of their existence and can track their movements mentally. Roll again.
2	The imbiber experiences their past lives as a detailed chain of images. They may add 1d3 random occupations (re-roll doubles) to their character sheet, and gain all of the related craft skills.
3	As the Firewater takes effect, the drinker becomes more charming and beautiful by the sip! Their total Personality increases by 1d3 points, and all Personality damage is healed in the process.

4	A sliver of divinity has slipped into the brew. The imbiber gains the ability to cast a cleric spell. Roll d30: (1-11) 1 st level spell; (12-22) 2 nd level spell; (23-29) 3 rd level spell; (30) drinker's pick. The drinker's spell check is rolled as if they were a cleric, and they have to spend the spell's level in Luck points each time they cast the spell. If the drinker is a cleric or equivalent they gain a random new spell to their repertoire.
5	The drink alights a burning hatred towards the unholy as seen by the alignment of the imbiber. Non-clerics gain the ability to <i>turn unholy</i> as per a cleric of their level and alignment, but when they use the ability they lose Luck equal to the HD of the creatures affected. If the imbiber is a cleric or similar they gain a permanent +5 to their checks to <i>turn unholy</i> .
6	The drinker remembers their past as a legendary healer. If they're not a cleric they gain the <i>lay on hands</i> ability as per a 1 st level cleric, but have to spend a point of Luck each time they use it. If the consumer is a cleric or related they gain a permanent +2 on spell checks to <i>lay on hands</i> .
7	A deity (player's discretion) notices the drinker's mirth and joy, and is amused by it. They may beseech aid from the divinity ONCE AND ONLY ONCE, utilizing the rules of the cleric's <i>divine aid</i> ability, without fear of repercussion. When used, regardless of the result of the roll, the favor is spent.
8	The magical qualities of the drink congeal in the body of the imbiber, granting them one burst of arcane power that they can release when they so decide. After this, they may teleport ONCE AND ONLY ONCE within this plane of existence as per the rules of result 24-26 of the spell <i>Planar Step</i> (pg. 225 of the DCC Rulebook).
9	The drink makes the imbiber more limber and dexterous permanently. They gain 1d3 points of Agility to their maximum, and all Agility damage is healed in the process.
10	Suddenly, the drinker learns to understand the furtive gestures and innuendos used by the clever and shifty. Non-thieves can now understand Thieves' Cant. Thieves or others already skilled in the Cant gain an additional +10 on all social rolls made while using Thieves' Cant. Roll again.
11	Urges of violence and anger seep into the drinker's brain. Suddenly, they know the weak points of those around them, gaining the <i>Backstab</i> ability as a thief of their level and alignment. The ability increases as they level up. Thieves and others with <i>Backstab</i> gain an additional +2 bonus on their <i>Backstab</i> skill.
12	The consumer falls into a dream of the past, remembering their ancient origins as a small hairy mammal in the jungles full of deadly predators. As they come to, they bring back memories that give them the ability to <i>Sneak & Hide</i> as a halfling of their level. The skill increases as they gain levels. Halflings, thieves and others able to already do this gain a +2 to the relevant skills when drinking.
13	As the Firewater warms their gullet, the consumer realizes that they're actually rather greedy. This greed coalesces into the skill and desire to <i>Pick pockets</i> as a thief of their level; the skill increases as they level up. Drinkers already skilled gain a permanent +2 to their <i>Pick pockets</i> skill.
14	A reverie full of tall metal mountains fills the drinker's mind. The dreams place them as a gigantic long-armed ape, climbing ever upwards as strange sirens bellow in the distance. As they come to, they bring back a skill to <i>Climb sheer surfaces</i> as a thief of their level. The skill increases as they gain in experience. Consumers who already have the skill gain an additional +2.

15	As the drink seeps into their brainpan, the consumer gains an innate understanding of mechanics, especially as they pertain to locks. They gain the thief ability <i>Pick locks</i> , as a thief of their level and the ability increases as they gain in experience. If the imbibers already has the skill they gain a permanent +2 bonus.
16	The drink brings on paranoia in the consumer. After a phase of confusion they gain the skills <i>Find Traps</i> and <i>Disable Traps</i> as if they were thieves of equal level; the skills increase as they gain levels. Imbibers already versed in the abilities gain a permanent +2 bonus to both.
17	As their pupils enlarge, and focus again, the drinker notices an increased attention to detail. They gain the ability to <i>Forge documents</i> as per a thief of their level. The skill increases as they gain in experience. Those already versed in the art gain a permanent +2 to the ability.
18	The drinker becomes mildly obsessed with their appearance, and very aware of the contours on other's faces. They gain the <i>Disguise self</i> ability as a thief of their level, and the ability increases as they gain experience. Those already skilled in the art gain an additional +2 to their skill.
19	Looking down at their soiled cocktail napkin, the consumer sees the hidden patterns beyond the veil of words. Coming to after a short coma, they realize that they can <i>Read languages</i> as a thief of their level; the skill increases as they gain in ability. Those already able to <i>Read languages</i> gain a permanent +2 to the skill.
20	As the liquor slips down their gullet, the imbibers realize how to handle substances like this better. They gain the ability to <i>Handle poison</i> as a thief of their level, and the skill increases with their level. Drinkers with the skill gain an additional +2 to it.
21	Arcane runes flash behind the drinker's eyelids, and as they open them they realize that magical text isn't all that different from the mundane. They gain the thief ability <i>Cast spell from scroll</i> as a thief of their level, increasing it as they level up. Thieves and others with the skill roll with gain a +1d on the skill from now on.
22	The drink is liquid Luck! Whenever they spend Luck from now on, instead of adding points on a one-to-one basis they may add 1d2 points on the roll, similar to a thieves' <i>Luck Die</i> . Those already equipped with a <i>Luck Die</i> gain a +1d increase on theirs, permanently
23	The sip brings on a bout of fervent chaos! Roll five times on the table, apply three of the results on the imbibers, and divide the remaining two on their friends and compatriots. The division of the results is Judge's discretion, but the players should provide a description of the shenanigans that ensue ¹ .
24	As the imbibers look around, they notice that the drink has brought them closer to understanding the eternal struggle between law and chaos. They notice that they can maybe understand the alignment of others, after studying them for a turn. In this situation, roll a contested d20+PER+LVL roll between them and the target, if they win they know the alignment of the thing or person in question.
25	As the Firewater sinks into their system, the imbibers' frontal lobe brings forth memories as an eternal pit fighter in a forgotten arena. As the memories of survival fade, they realize that they are now proficient with ANY AND ALL WEAPONS .

1 Alternatively, the Judge rolls NUMBER OF PLAYERS X 2 times on the table, and has a bidding war of spending Stat points for the results. The players still need to narrate the night.

26	Quickly downing the drink, the imbiber notices their reactions speeding up. They can now add their level to all of their initiative rolls as an additional bonus ² .
27	Apparently brewed of green vegetables and algae, the drink contains enough power to swell the drinker's muscles! The drinker gains a bonus of 1d3 Strength to their maximum value, and all Strength damage is healed.
28	The drink brings back memories of a past as a skilled fighter! The drinker gains a deed die as a 1 st level warrior. Those already equipped with a deed die gain a permanent +1d on theirs.
29	The imbiber sees all of the duels witnessed by drunken audiences in the past aeons. This knowledge lets them see more in the heat of battle, increasing their critical range permanently by one step ³ .
30	The drinker remembers that one time that they tried out that one weapon. The player may choose a <i>Lucky weapon</i> (like a warrior), gaining +1 to the use of it.
31	As the liquor warms their body and sinks into their gut, the imbiber notices their senses sharpening. They now see, smell and hear as a wolf does ⁴ . Also, they become a little hairier and their teeth sharpen.
32	The drink reminds them of languages that they've heard in passing before. Suddenly, understanding returns to the mind of the drinker! They gain 1d6 additional languages from <i>Appendix L</i> (pg. 440 DCC Rulebook); player's pick as long as they tell the story of where the character heard them.
33	Usually, alcohol has the opposite effect. But this bizarre drink increases the imbiber's maximum Intelligence by 1d3, and heals all Intelligence damage.
34	Arcane magic takes host inside the drinker's mortal coil. They gain an ancient wizardly secret as an ability. Roll d100: (1-26) gain 1 st level spell; (27-49) gain 2 nd level spell; (50-72) gain 3 rd level spell; (73-90) gain 4 th level spell; (91-95) gain 5 th level spell; (96-100) Judge's choice. The drinker can cast the spell as a wizard of their level and skill would, but has to spend the spell's level in Luck points each time they cast it ⁵ . Arcane casters gain a random spell into their repertoire.
35	The arcane world gazes upon the imbiber favourably! If they have an active <i>patron bond</i> (as cast on self), their bond increases by one step on the spell result list. If they don't, a random patron (roll, or Judge's choice), chooses them: roll d20+DRINKER'S LEVEL+10. They gain access to anything the patron offers their followers on this level, and they gain <i>Invoke Patron</i> as an ability for that patron as a wizard of their level.
36	The drinker passes out. When they wake up, they notice a creature has picked them as a master. The player should describe the event: after this, roll d20+DRINKER'S LEVEL+10, and generate a familiar as described in the DCC Rulebook (pg. 316).

2 Warriors and such add their level twice.

3 For most classes this functions like the ability of a 1st level warrior. For those with a raised crit range just add an additional bonus, so that for example a 9th level warrior crits on 16-20.

4 The DCC Rulebook gives us little direction on this, but I'd say at least 60' darkvision, and very heightened senses of smell and hearing, giving +5 on perception on both; and an ability to notice stuff otherwise beyond their senses. Judge's discretion, obviously.

5 Again, keep an eye on this as a Judge. In the case of higher level spells, thieves' Luck dies count as single points, and if things are still problematic, make the damage non regenerable.

37	The warm, fuzzy feeling fades, as the consumer's third eye is lost in a labyrinthine hell of books and secrets. They become aware of the nearest magical library, but the secret lich keeping it knows they've seen things that they shouldn't, and can follow them wherever they go. Additionally, roll again.
38	As the imbiber's vision clears, they realise they can see a new spectrum. They've gained 30' to their darkvision!
39	After a moment of confusion, the drinker notices that they can pick up new olfactory notes floating on the wind. They gain a dwarven sense of smell! If they already have the ability, it doubles in efficiency (both range and accuracy).
40	The imbiber starts to ramble on about lost keeps and ancient mountain homes. After sobering up a little they realize that they've gained the <i>Sword and Board</i> ability and can now speak dwarven! Dwarves experiencing this increase their shield die by +1d, and gain +10 to all social checks with dwarves, as they suddenly speak fluent high dwarf.
41	Memories of past dungeon delves fill the drinker's mind. They understand all the treasures lost and forgotten, gaining the ability to understand underground constructions like dwarves, and the ability to spot hidden doors as elves, with a rating equivalent to their level. This is an additional bonus to possible previous ability.
42	The thud and clang of cogs and gears fills the drinker's mind, as they remember their past in a lost dwarven citadel somewhere. They long to return to this ancient place underground, despite the mechanical menaces protecting it. They do not exactly know where it is, but if they make it there, they gain +10 to ALL ROLLS WITHIN THE DUNGEON due to their intimate knowledge of the place. Roll again.
43	The drinker becomes a maggot, a worm among men. After they're done with all that crawling, they realize that they've gained a 10' blindsense from avoiding all of the feet. If they already had a similar ability, it's increased by +5'.
44	The drinker sparks the interest of a watcher from beyond! If they have an active <i>patron bond</i> (as cast on other), their bond increases by one step on the spell result list. If they don't, a random patron (roll, or Judge's choice), chooses them: roll d20+DRINKER'S LEVEL+10. They gain access to anything the patron offers their favored on this level.
45	Inspiration grabs the imbiber, and they gain an innate understanding of mechanics, crafts and construction. When trying to build or create <i>anything</i> , they roll their skill checks on a d30 from now on.
46	The drinker's hand-eye coordination oddly improves as the drink settles. They gain the <i>Two-weapon fighting</i> ability as an halfling, except for the special lucky rules concerning fumbles and crits. Halflings with the ability gain a permanent +1 on melee to-hit rolls when fighting with two weapons
47	The imbiber's mirth and joy become infectious! They realize that they can share their Luck, much like a halfling. The consumer can now spend Luck on rolls made by others, with a single point counting for 2 for this purpose. Their Luck regenerates mundanely however, and remember that there can only ever be one Luck battery in the party. For halflings, this effect increases the effect of their transferred Luck to three points per one spent.

48	The consumer bellows a mighty primal roar as the potent liquid connects them with their feral, animalistic side. They gain the ability to draw from this power to execute natural attacks, causing 1d6 points of base damage, and utilizing their melee attack bonuses. Their action dice remain the same (although there's nothing stopping them from dual wielding claw attacks). The effect does not cause permanent change to their appearance, although it manifests visually when used (player's description).
49	The drink slips straight to the consumer's feet, causing them to dance a quick, joyful jig. After the moment of mirth passes, they notice that their movement is permanently increased by 5'.
50	After a slight blackout, the imbiber finds themselves in the company of the nearest animal, having a friendly cuddle. They now have a skill called <i>Animal empathy</i> , and are able to communicate and commune with beasts. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the user's result. Drinkers with access to a similar ability gain a permanent +2 on their skill.
51	The warm, golden liquor lubricates the drinker's social graces. They become naturally charismatic and jocular, and may use a d30 on any social checks.
52	The bottle is full of rough drink for tough drinkers! After finishing the bottle, the imbiber notices their body toughening up as well. They gain a permanent +2 to their AC.
53	The liquor nudges a forgotten spark within the consumer's astral presence. They're suddenly able to channel this force into their combat prowess, granting them a +1 on all damage rolls made with both melee and ranged attacks (but not spells). Additionally, the user's attacks become magical, with the following quality, roll 1d6: (1) eldritch; (2) fire; (3) electric; (4) necrotic; (5) acidic; (6) alignment.
54	The drinker remembers their past mistakes made in combat, and learns from them. From now on, they may spend a point of Luck to cancel a fumble made in combat (the attack still misses). For those with access to this skill already (warriors and dwarves), spending the Luck point allows them to re-roll the attack altogether.
55	The consumer becomes more controlled and suave in their movements. Their fumble die is permanently reduced by -1d on the dice chain, regardless of what armor they're wearing.
56	Fervor and fury course through the drinker's body, and they become more powerful and skilled in causing pain to others. Their critical die is increased by +1d, and their critical table is increased by one step.
57	The drink causes the consumer to go on an adventurous binge (player's description), at the end of which they are returned back next morning by a faithful steed! This mount will follow them and will obey their simple commands from now on. Roll 1d6 to determine the type of the mount: (1) horse; (2) pony; (3) mule; (4) camel; (5) boar; (6) a strange beast (Judge's discretion).
58	The imbiber becomes more hale and hearty through the power of alcohol! They gain 1d3 points to their maximum Stamina permanently, and all Stamina damage is healed.
59	The drink takes the imbiber into deep reverie, where they dream of the ancient empires of Hyperborea. In their trance, the last living hyperborean reaches out to them, from their eldritch stasis up in a pyramid in the frozen north. These dreams continue indefinitely after this event. Roll again.

60	The consumer becomes silent, lost in thoughts and memories of the northern wild. As they come to, they realize that they've gained a great deal of survival skills: they may now roll all wilderness and survival related checks on a d30.
61	After finishing the bottle, the imbiber falls down stone drunk and senseless. After they come up from their stupor, they've become hardier: from now on, they take twice as long to bleed out after being knocked to 0 HP or below, and when recovering the body may use the highest Luck score present to roll for survival.
62	The drink is good for health. Really good. The consumer's hit die is increased by +1d on the dice chain, and they gain +1 HD to their hit points immediately.
63	The liquor is infused with ancient medicinal herbs, and tastes like it too. The drinker gains a permanent bonus to their Fort save equal to their level, the bonus increases as they level up.
64	The drink improves the consumer's reflexes permanently. They gain a bonus to their Ref save equal to their level; this bonus increases as they gain in level.
65	The consumer finds themselves in a heated debate as the drink warms their gullet. After the glow fades, they realize they've become more stubborn, gaining a permanent bonus equal to their level to their Will save. This bonus increases as they gain experience.
66	The drinker becomes fantastically inebriated, but notices that the morning after is fresh and easy despite it. They've gained an increased healing factor, healing all damage at double the normal rate, and gaining a +1 on any healing dice expended on them by clerics.
67	The magical liquor makes the drinker fearless and inspirational! All their allies roll morale checks on an increased die, and their own resistance rolls against fear and similar effect are rolled a d30.
68	The dark, volatile liquid makes the drinker's temper fearsome! Their opponents roll all morale checks on a reduced die, and their own saves against fear and similar effects are rolled a d30.
69	The drink clears the consumers mind of doubt and hones their senses. From now on, they never suffer from attacks of opportunity in combat, and are always able to make such strikes when opportunity arises.
70	The drink has been distilled from fame and legend! As it settles, the drinker becomes known through the land for their legendary deeds (player's narrative): the deeds need not be real, but can revolve around past achievements. Everyone now knows their name, for whatever good that does them (situational effect at Judge's discretion). Roll again.
71	This particular bottle holds the secrets of the elements. The imbiber gains +5 on all resistance rolls against a specific type of force. Roll 1d4: (1) fire; (2) electricity; (3) cold; (4) acid and entropy.
72	The liquor makes the consumer feel lighter and more buoyant. Due to this, they are permanently affected by <i>Feather fall</i> , as result 12-13 on the spell table (pg. 140 of the DCC rulebook).
73	The drinker's eyes are brought into sharper focus, and they can spot things much better. They gain +2 on perception checks, and can fire ranged weapons into melee without penalty.
74	After emptying the bottle, the consumer feels an unerring urge to challenge people to arm wrestling and similar tests of strength. They quickly realize that they've gained a special knack to these tricks: the drinker has a permanent +3 bonus on all grapple rolls, and can use weapons to cause subdual damage without the usual reduced die involved with such endeavours.

75	The drinker grows physically as they finish the draught. They gain a permanent increase in size, as per result 14-17 in the spell <i>Enlarge</i> (pg. 139 of the DCC rulebook). Strangely (but fortunately), their clothing and armor seems to expand to suit their new demeanor.
76	The drink is a powerful anti-magic solvent, and some of its power remains as it passes through the consumer's system. They gain a +2 against all saves against all magical effects.
77	The magical liquor permanently limbers up the drinker's vocal chords, giving them the ability to use the wizard spell <i>Ventriloquism</i> (pg. 158 of the DCC rulebook) as an ability, rolling 2d10+LEVEL for their spellcheck. If the spell is lost the speaker's voice is overtaxed for the next 24 hours, forcing them to speak in hushed tones for that period of time.
78	The drink tickles the imbiber's sense of mischief. They gain the ability to use the wizard spell <i>Cantrip</i> (pg. 130 of the DCC rulebook) as an innate ability, rolling 2d10+LEVEL for their spellcheck. If the spell is lost, the ability is lost for 24 hours ⁶ .
79	The potent liquid sends the consumer on a fantastical bender (player's description)! After partying for a night and a day, they are found in their quarters clasping a strange, gnarled staff. Treat this item as a result 14-15 <i>Wizard staff</i> (pg. 199 of the DCC rulebook).
80	The consumer disappears into a delusionary discussion with a devil that was trapped within the drink. The devil is greatly amused by being let free from the liquid prison, and at the end of their repartee rewards the drinker with a magic weapon! Use the rules for <i>Sword magic</i> (pg. 366 of the DCC rulebook) to generate the item, making sure that it's one that the character has proficiency for.
81	The liquor has been distilled using an ancient fey recipe. The imbiber disappears into a week-long celebration in the Elflands, meeting fantastical creatures and possible even finding love! They are then returned back to the place of consumption, and to others it appears as if nothing had happened. But the fey may come and visit them again, eventually... Roll again.
82	The drink isn't quite ambrosia, but is as close as mortal hands can muster! It imbues the consumer with divine power, which they can release ONCE AND ONLY ONCE at a time of their own choosing. This power manifests as result 32+ of the <i>Blessing</i> spell (pg. 255 of the DCC rulebook), with the bonus equaling 1d3+CONSUMER'S LEVEL.
83	The drink is actually a powerful magical disinfectant. Its power remains within the consumer's bloodstream, allowing them a +10 against all saves vs. poison or disease.
84	A little inebriated, the consumer finds themselves chatting with a stranger, who swears that the drinker saved their life sometime in the past (this actually happened, player's narration). They have come to pledge their life to the consumer as a follower: the user gains a random 0-level retainer, who requests no pay and is forever loyal.
85	The acrid-tasting concoction jars the drinker's soul. In the process, they become aware of an ancient technique to leave a portion of themselves behind into a material object, making it possible to return to a living form after their current life ends. They may cast <i>Phylactery of the Soul</i> (pg. 341 of the DCC rulebook) ONE AND ONLY ONCE with this knowledge, rolling d20+15 for the spellcheck.

⁶ JUDGE'S NOTE: The source of this power is a mischievous trickster spirit residing within the drink, who takes up the cause of the imbiber. The player may or may not be aware of this creature, Judge's discretion.

86	A small sliver of a patron's power was trapped into the drink in the distillation process. Glad to see their arcane might returning to the fold, the patron grants the imbiber the use of one of their patron spells. Roll a random patron and a random spell, he consumer can cast the spell as a wizard of their level and skill, but has to spend the spell's level in Luck points each time they attempt to cast it. If the drinker already has the rolled spell, add a permanent +5 bonus to its casting.
87	The powerful mixture gets the consumer stone cold drunk. When they wake up in the morning, they realize that they spent the night conferring with the spirits of the dead! They gain either <i>Consult Spirit</i> (pg. 204 of the DCC rulebook) or <i>Speak With the Dead</i> (pg. 290), with a 50/50 chance for either. They can cast the spell once per day, but only if they are severely inebriated while doing so. The spellcheck is rolled on a 2d10+LEVEL.
88	A storm of memories of past lives rolls past the caster's third eye, going as far back as a technologically advanced, mysterious past civilization. They become aware of a hidden location somewhere in the world, where relics of this vaunted future past still exist. Roll again.
89	The ageless Spirit of the Celebration follows the drinker everywhere they go! They notice that when carousing or partying, they have a +10 to all rolls. This does not cure the morning after.
90	The mystical liquid makes the drinker a thaumaphilic nexus. All spellcheck rolls (including their own) made within 5' of them gain an additional +1 bonus to the roll.
91	Turns out that this last drink actually was the only thing the imbiber needed! It provides permanent sustenance for them, they no longer need to eat or drink. They feel hunger as normal, and can eat, but it's not necessary for survival.
92	The drink contains a rare mystical ingredient from the deepest oceans. The consumer gains the ability to breathe underwater.
93	The fiery distillate was created with the fires of the hell dimensions. The consumer takes on some of this power: from now on their attacks and combat spells deal +1 point of unholy damage (as relates to their alignment).
94	The clear, high notes of heavenly light have been distilled into this bottle. It's imbiber receives some of this clarity for themselves. Their attacks and combat spells now deal +1 point of holy damage (as it relates to their alignment).
95	The powerful concoction jumbles the consumer's morals, and allows them to re-evaluate their life. The drinker MAY experience an alignment shift (player may choose new alignment). Roll again.
96	The drink has powerful transformative properties. The imbiber MAY re-arrange their stats, and additionally gains a permanent 1d3 points to the maximum value of a random ability.
97	The bottle is full of good fortune. It immediately regenerates all spent Luck points. If the character either has full Luck at the time of consumption or can regenerate Luck naturally, they gain 1d3 points to their maximum Luck value.
98	The Fates are kind! Imbiber may roll twice and choose between the results.
99	Options flash before the imbiber's third eye. They choose the desired result from any listed above.
100	Exceptionally potent mixture! Roll twice and gain both results. However, the imbiber is grandiosely drunk for the following 1d7 days, suffering -1d to most actions.