

# THE FAT CHILD IN A PUSH CHAIR

Welcome traveller from an antique land. Please sit and tell us of what you have seen. The unheard-of monsters, who slither and bite. Tell us of the wondrous items and artifacts you have found, their mysteries yet to be unlocked. Of the vexing vocations and surprising skills, you have seen.

## HOMEBREWED BEVERAGES

**Goblin Grog** - (1SL) **Griffin Nest** - (5CP) **Clockwhistle's Surprise** - (5SL) **Silver's Ale** - (3SL) **Glowglass** - (2SL) **Old Stinky** - (1CP) **Roaring Eagle Ale** - (2SL) **Slog** - (3CP) **Bilgewater** - (5CP) **Deepminer** - (10SL) **Jelly Drink** - (10CP)

### GOBLIN GROG

A Putrid Green concoction. It is cheapest rot gut ale in the land. This is the stuff that can be brewed with all types of ingredients sometimes including goblin. Taste is terrible but gets the job done.

#### EFFECT

Any adventurer who drinks this will not regain HP on a Long Rest. They will be too busy vomiting and feeling awful all night. *Effect wears off after 1 day.*

### GRIFFIN NEST

A brown Dwarven Brandy with a raw egg in it.

#### EFFECT

DC Con 10 save or projectile vomiting will ensue.

### CLOCKWHISTLE'S SURPRISE

This dark purple glittery drink is really a nice tasting potion pretending to be a spirit. It has become a widely served drink purely for the fun of it. Invented by Dondaan Clockwhistle, this drink is said to cause strange effects... most of the time anyways.

#### EFFECT

DC 15 CON save. Failure results in unfortunate effects. Rerolling for effects that directly harm someone

- Effects can stack.
- Effects are random and will supersede feature of class and race.

### SILVER'S ALE

A deceptively clear drink. The pride and joy of the Silvermane Clan, Silver's Ale is a powerful Dwarven concoction of 92%.

#### EFFECT

DC 15 CON save for 2d4 poison damage for non-Dwarves.

- The drink can also double as a splash weapon in a bar fight!
- If used as improvised weapon, **2d4 Acid damage to anyone except Dragonborn, DEX 12 save for half damage.**

### GLASSGLOW

A Phosphorescent green shot invented by the gnomes. This shot is really the diluted juice of the tellabutt mushroom found below the surface. Most non-gnomes refuse to drink this sickly-sweet liquor. Gnomes find this funny.

#### EFFECT

Drinker sheds a soft glow like a candle for 1d4 hours. *Up to 15ft*

### OLD STINKY

A strong fungus ale, brown with floating debris. First brewed by Eblo Harglet after he developed a taste for fungus ales in the Underdark.

#### EFFECT

In the next 24 hours, a patch of mushrooms will grow from a random location on the player's body. Harmless. This patch will continue to grow mushrooms for *1d4 days or can be cured by magical healing.*



## ROARING EAGLE ALE

A strong hearty Ale with a strong burning finish. No one knows why it is blood red with various fine chopped cloves. Possibly because of a reaction of the water they use in the brewing process, or because they barrel, they use are made with Blood Root trees. Which grow special in the region where The Roaring Eagle is.

### EFFECT

DC 12 Con Save 1d6 fire damage upon fail. If succeeded you gain fire resistance for 16 hours. (At least a mug must be consumed to trigger either effect.)

## SLOG

This drink is taken from the waste barrel. All the leftover, half drunk, or not made correctly alcohol is thrown into the barrel to be reused very cheap. Unlike its murky brown and mustard colour, the taste changes daily based off the most unused alcohol that night.

### EFFECT

DC 8 con save to keep the random contents down.

## BILGEWATER

Blue-ish black ink like liquor made by soaking the inner organs of various sea creatures in a brine. The concoction is the run through a sieve to remove the bones and viscera.

### EFFECT

The lingering taste of rotten, brackish seafood remains on the palette for a few hours

## DEEPMINER

A shiny golden liquid with black foam fetched from a keg with floating lumps of coal. The initial strong charcoal taste followed by delicious warm honey golden taste has a mesmerizing sensation.

### EFFECT

Upon your next Long Rest, your character makes a bowel movement. You must roll d100 if you roll under the number of drinks consumed your faeces contains a *small gold nugget worth d10 gold*, if not it is a painful coal filled movement.

## JELLY DRINK

A greenish drink that wobbles when moved. It's as it sounds like. The drink is comprised of a green minty liquid filled with gelatinous cubes that can either be chewed or swallowed whole. The drink itself is a little sour but with the sweetness of the cubes in contrast, it makes it a rather unique and flavoursome experience.

### EFFECT

Allows poison to taste sweet and vice versa. Effect lasts for only 30 mins per drink.

- Poison no longer harms the drinker
- *Regular food and drink harms the drinker 1d8.*
- Painful urination during a short or long rest signals that the toxins from poison have be removed from the system.