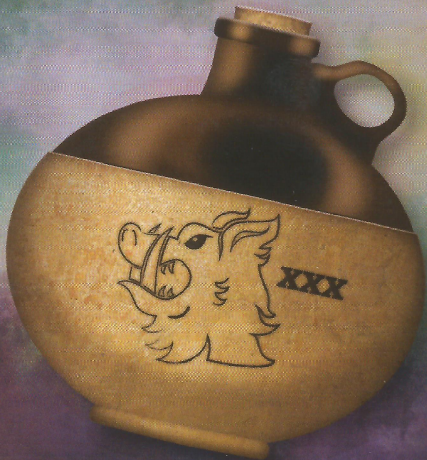


*Special Item 32: Butcher Family Moonshine*



# Butcher Family Moonshine

*Poison, Common*

**Note: DO NOT give this card to your players.**

This notoriously dubious liquor has been causing the village of Nevermore much trouble of late; prominent town councilor and relative of the reclusive and dangerous Butcher clan, Odil Butcher-Brickenden, has been mixing the noxious, poorly made moonshine into the barrels and bottles of more reputable distillers, or simply relabeling the stuff to pass inspection. As a result, many in town have been falling ill, and it cannot be ruled out as a factor in at least a couple of recent deaths.

Though this white lightning has the golden brown color of a lightly aged whiskey, it is not the result of barreling but of the dirty ingredients and equipment used by the Butchers. Any player brave enough to imbibe this foul liquid will find it tastes strongly of rubbing alcohol with a metallic aftertaste and an oily feel that leaves a sickly-sweet flavor lingering on the tongue for far too long. In addition to the normal effects of alcohol, for each shot of Butcher Moonshine they drink, a player must make a DC 13 Constitution save or take 3 (1d6) poison damage. The effect is reversed for followers of Ufluns, Azemundus and Iltratheia, healing 3 (1d6) damage per shot imbibed.