

Basic: Spend 1 minute drinking. Landsmen have hallucinations 30 minutes and regain 5 Mind.

Proficient: Spend 1 minute drinking. Landsmen have hallucinations 60 minutes and regain 10 Mind. Replaces benefits of Basic crafting.

Master: Spend 1 minute drinking. Landsmen have hallucinations 90 minutes and regain 15 Mind. Lose 1 Resolve. Replaces benefits of Basic and Proficient crafting.