Basic: Spend 1 minute drinking. Landsmen regain 20 Mind. Proficient: Spend 1 minute drinking.

Landsmen regain 40 Mind. This replaces the benefits of Basic crafting.

Master: Spend 1 minute drinking.

Master: Spend 1 minute drinking. Landsmen regain 80 Mind. This replaces the benefits of Basic and Proficient crafting.