

# Purple Duck Storeroom

## Exotic Liquours



*“In a nondescript dwelling, down a dusty hallway, past rooms of unclear purpose, there is a door... a door that looks like many others, except for the ancient maroon tint of the aged wood, and, of course, the glowing runes emblazoned on the stones that make up the door-frame. Should you know its purpose, should you know the correct sequence to touch those runes, you might gain entry to a Storeroom of wonders, shelves and bins and racks beyond counting. Place your torch in the rusty sconce, and enter...”*

The Purple Storeroom is an ongoing series of tightly-focused supplements that cover topics that do not fit into our larger offerings. They are the pieces that just don't fit anywhere else or they are the little things we work on to take a break from bigger projects like Purple Mountain, Legendary Treasures, or Lands of Porphyra. They have been stored here for safe keeping.

## EXOTIC LIQUORS

*“Not far from the entrance to the Storeroom, there is a rack. Like many common bottle-racks, one might suppose, but the colors and names of these spirits are somewhat unnerving. Why is that one giving off heat? Is that a rat's skull floating in that one?”*

The practice of distilling and consuming alcoholic spirits is ancient and pervasive; nearly all humanoid cultures have entertained it. Players may find these substances as treasure, bottled in a hoard, or perhaps on the menu in a particularly decadent establishment. The 'Urisk' and 'Erkuna' races are part of *Fehr's Ethnology* and the upcoming *Fehr's Ethnology Complete* (from Purple Duck Games) and are also featured in the upcoming *Lands of Porphyra* project, along with the nations of Vinterre and The Pynian Coast. The following preparations all follow the rules for 'Drugs' on page 236 of the *GameMastery Guide*.

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## DWARVEN FIRE ALE

**Addiction** moderate, Fortitude DC 20

**Price** 50 gp

**Effect** 1d4 rounds; *rage* as per the spell

**Effect** 1 hour; cold resistance 5

**Damage** 1d2 Con damage

**Flavor** Yeasty and hot

Known by the dwarves as ‘Kulakt’, fire ale is a staple of their holdings in the far north, where both the cold and aggressive snow-dwellers are pervasive. Prepared from subterranean mushrooms and a touch of refined petroleum, fire ale also allows beleaguered dwarves much-needed release from their strictly ordered lives. A given colony’s brewmaster holds much power and responsibility, doling out drams of this potent potable. It is said that dwarf healers have tried-and-true methods for breaking addiction to the lumpy ocher ale, rarely shared with non-dwarves.

## ELVEN ABSINTHE

**Addiction** moderate, Fortitude DC 16

**Price** 500 gp

**Effect** 1 hour; +1d4 Cha

**Damage** 1d4 Con damage

**Flavor** Generally bitter, but with a spectrum of subtle herb notes

The ‘Green Fey’ is aged by the elves that distill it for upwards of 50 years, and no outsider has yet to learn exactly what the combination of wood and herbs make up the infusion that creates this iconic beverage. To consume elven absinthe, among that folk, is to embrace the shadowy side of elfdom; experiencing the pinnacle of accomplishment of pleasure and pleasing others, and tempt the distant specter of death that elves ignore for such long periods of time. Addiction to the spirit is still an issue for disappointment, but even addiction can be seen as an ‘experience’ for elves, and among some jaded groups, one that is expected at least once, if not more times in one’s long life. Magical infusions are the province of elven royalty, and dilutions that of the raucous faerie-ring festivals of the wilderness forest.

## RACIAL AND NATIONAL LIQUORS

Below are several exotic liquors that are prevalent and preferred by races that are, perhaps, not commonly encountered. Though they are infrequently sold and consumed by core races, the races that prepare and prefer them generally disapprove of those outside their race indulging. Knowledge of the properties of exotic liquors requires a Heal check with a DC equal to the Fortitude save of the liquor. A Profession (distiller) check will also suffice.

### CATFOLK NIHP

**Addiction** minor, Fortitude DC 12

**Price** 200 gp

**Effect** 10 minutes; +1d2 Wis

**Effect** 10% chance per minute of being able to use a ‘*detect*’ spell of the user’s choice, in any round of that minute.

**Damage** 1d2 Dex damage; loss of darkvision

**Flavor** Light and herbal

Not alcoholic in the true sense, nihp is an infusion of certain dried herbs with especially pure spring water, and distilled to varying degrees. Nihp is prized by catfolk for its qualities of expanding perception, even to the point of ‘seeing’ things that are not detectable by others. Nihp is typically consumed by pouring a small amount on the fur of the paw, and then licking it off; users typically grow very wide-eyed, and stumble a trifle when they walk. The preparation is coveted by some ambitious students in clerical training facilities, and ‘taking a nip’ is a reference to illicit consumption for the purpose of excelling in ecclesiastical testing.

### FETCHLING RAINBREW (KAYAL KOLAR)

**Addiction** moderate, Fortitude DC 15

**Price** 1,000 gp

**Effect** 5 minutes; 50% chance per round to ‘breathe’ color spray

**Damage** 1d4 Int damage

**Flavor** Jarring, fruit-like

A closely guarded secret among the fetchlings, kolar rarely makes it to the Material Plane, and use of it by non-kayal is likely to upset any fetchlings that learn of it. Rumor has it [DC 20 Knowledge (planes)] that it is made primarily of some excretion of the d’ziriak, the color-obsessed insectoids

that share the Plane of Shadow with the fetchlings. Among them, kolar is often used as an aphrodisiac -even used during sex- thus its use by Material Planers as a weapon is offensive and vulgar to the kayal.

### RATFOLK “RAT POISON”

**Addiction** minor, Fortitude DC 12

**Price** 40 gp

**Effect** 1d4 hours; +1 to all saves

**Damage** 1d3 Dex damage, -1 to attacks

**Flavor** Sugary, hint of dairy

A thin, syrupy beverage, “rat poison” is given no special name, as they have no language of their own- a perverse pride among the ratfolk in creating a drink described as something humans use to wipe out their smaller cousins. Much like strychnine, “rat poison” causes twitching of the limbs and lethargic movement, and dens of ‘poison drinkers devolve into piles of muttering, twitching fur. ‘Poison binges often precede forays into subterranean areas dominated by fungi or poisonous vermin, as the liquor alters nervous response to resist many influences upon it. Consumption by larger races is almost unheard of, though goblins are said to enjoy it, when they can steal or trade for it.

### TENGU BAIJU

**Addiction** moderate, Fortitude 20

**Price** 200 gp

**Effect** +1d4 Con

**Effect** heal 1d4 hit points

**Damage** 1d4 Cha; -1 to Dex-based skills; -10 to movement rate

**Flavor** Light perfume, tones of corn and rice

The avian tengu race, though prone to deception, infiltration and chicanery, does relax in their lairs with their favorite distilled liquor, baiju. Tengu also drink baiju to celebrate a scheme gone well, or to mourn fallen comrades in a failed venture. Coarse, cawing laughter always ensues. Somewhat like human liquors, it is distilled from grain, but always has the addition of pulverized seeds and flowers, to the whim of its distiller. Tengu often offer baiju to visitors they are suspicious of to lower their ability to ‘pull their feathers’, as they put it. Some barbaric mountain clans greatly prize baiju, and are on more-or-less favorable terms with the raven people to obtain it.

## URISK POTEEN

**Addiction** moderate, Fortitude 20

**Price** 100 gp

**Effect** 1d10 minutes; gains the bardic performance\* class ability, as a bard of ½ character level (minimum 1)

**Damage** 1d3 Con damage

**Flavor** Dry straw, slightly moldy

\*Note that, untrained, a Perform skill check can give a result of no more than 10.

A homebrewed concoction with similarities to dwarven fire ale, poteen made by the mountain-dwelling race of urisks is potent enough to make even these hardened creatures whoop and holler. Reproduction of the opaque yellow fluid has eluded brewmasters of the 'lower folk', but a urisk who has need of money or some item will trade some occasionally. Poteen is sometimes present at fey gatherings, making wild occasions somewhat wilder, and the preference of elven absinthe or urisk poteen a true bone of contention.

## ERKUNAE CHAOS-CORDIAL

**Addiction** major; Fortitude DC 20

**Price** 400 gp

**Effect** 1d6 minutes; blindsense 30'

**Effect** 1 hour; *freedom of movement*

**Damage** 1d2 Wis damage; 25% chance per minute of confusion (as the condition)

**Flavor** Different every time, to every user, but warm

A product containing some raw chaos-stuff of Limbo, painstakingly processed by the chaos-worshipping denizens of the Misty Isle of Erkusaa. It has a nearly unpronounceable title in the Protean language, something to do with 'blood', but one hopes that is only metaphorical, and not some vital fluid of the Protean beings that inhabit Limbo,. It is almost a requirement to consume the 'cordial' during high Imperial holidays in G'sho'laa'n'rr, and healers are kept very busy for several days afterward. It suits the cruel erkunae sense of humor to make a gift of a flask of 'cordial' to mainlanders, to see them caught in the ecstasy of its freeing, maddening intoxication.

## PYYNIAN ARRACK

**Addiction** major; Fortitude DC 20

**Price** 750 gp

**Effects** 6d10 minutes; *scrying* [as spell, Will DC 20 negates, no situational modifiers]

**Damage** 1 Str, Dex, Con, Int, Wis, Cha damage; paralysis for 1 hour

**Watered** [major, DC 18; 3d10 minutes; *vision of hell* {see below}; full damage; 50 gp]

**Infused** N/A

**Flavor** Coconut and salt

The Pynian Coast is a land known for vices in such multitude that even the most hardened assassins from other lands prefer to negotiate from ships at harbor. Little wonder that the most 'recreational' of beverages, arrack, is more potent than most other lands' 'hard' liquor. For those that can afford it (mostly the nobility), it is considered quite aristocratic to journey the spheres in an arrack stupor, insensible to the concrete. Made from coconuts that have floated in planar seas, Pynian arrack comes in 'Dark' and 'Light' varieties, basically the distilled, and the adulterated versions. Light arrack pleases the lower classes, and many knifings have taken place in Dravi Ankor's Ragtown over a small dram of the white froth. Those who are under the infernal visions of the diluted brew sometimes (25%) gain an *augury* of the events of the next day, enough to seduce the bored or the desperate to its embrace.

## VINTERROISE SACRAMENTAL (WINE)

**Addiction** minor; Fortitude DC 12

**Price** 50 gp

**Effect** 2d6 minutes; all variables on divine spells gain +1 on the roll

**Damage** 1d2 Wis

**Watered** N/A

**Infused** DC 11; 4d6 minutes; variables +2; 1 Wis; 100 gp

**Flavor** Full-bodied, musty grapes

The vintner-clerics of Vinterre, are famed worldwide, and none are more famed among them than those of Sente, the slyly enigmatic city of the north. Used for high occasions of the Church, and only by those who can bear the highly intoxicating, but vista-opening notes of Vinterroise Sacramental wine- a dark red vintage that is coveted by divine ecclesiastics far

and near. Those who fall to its embrace are often sent to the Silent Isle to meditate the meaning of the folly of wine. Infused Sacramental is often found in the flasks of the Codion's personal servants, the better to fulfill the duties of their High Master.

## WHISKEYS OF THE FENIAN TRIARCHY

The maritime nation of the Fenian Triarchy is known all over the world (and some say, off of it) as a source of the finest whiskeys that can be found (See *Heroes of the Fenian Triarchy*, PDG, p.48). Whereas their regular fare is splendid enough for most connoisseurs, three of the foremost distilleries keep special reserves on hand, often in sealed vaults, for the most discriminating and wealthy customer, or for special circumstances. The legend goes that the special reserves helped the Fenian Deists defeat the elemental enemy in the NewGod Wars- you'd think they were still attacking, by the craving some have for the 'specials'... Of all the alcoholic beverages presented here, the special whiskeys of the Fenian Triarchy are the most often infused with magic, and least likely to be found watered. Whiskey aficionados forgive the imposition of magic in order to more safely imbibe these "breaths of heaven".

### KIMPSON-MERROW SINGLE

**Addiction** minor, Fortitude DC 14

**Price** 60 gp (dram)

**Effects** 1 hour; see *invisible*, see *alignment*, once each at character level during duration

**Damage** 1d3 Con; -2 to saves vs. illusions

**Watered** DC 13; 30 minutes; cast only one spell; 1d2 Con; 30 gp

**Infused** DC 14; 2 hours; additionally cast *minor image* once during duration; 1d2 Con; 180 gp

**Flavor** Orange and chocolate notes

The pride of the half-fairy clans of Siobhan, this singular brew gives even the ageless fey pause before indulging, and the ordinary mortal that can survive a shot without descending into madness will impress the denizens there, indeed. A dram of this is often useful, should one survive it, for plumbing the dire wilds of fairy-haunted lands, telling possible friend from definite foe. Vision-contests of those consume the infused 'Fairy-Brew' are the stuff of legends and dances for ages to come.



## SPECIAL GREEN OLD MAKALLAN

**Addiction** minor; Fortitude DC 13

**Price** 50 gp (dram)

**Effect** 1 hour; fire resistance 5

**Effect** 1 hour; +2 on saves vs. fear

**Damage** 1d2 Con

**Watered** DC 12; 30 minutes; +1 saves; 1 CON; 25 gp

**Infused** DC 12; 2 hours; +4 saves; 1 CON; 100 gp

**Flavor** Smoke and honey notes

Aged far longer than the commercially available malt, and flavored, they say, with the still-warm embers from the NewGod Wars, “Special Old” is a true treasure among whiskies. The hoary old fathers of the MaKallan clan still call it “battle-water”, as if they remember the days of fire and blood, so long ago. Regardless, the ‘Auld Green’ is one of the most sought-after brews in the Triarchy, and wherever their ships take port.

## LAKWOOD SPECIAL SINGLE

**Addiction** minor, Fortitude DC 12

**Price** 50 gp (dram)

**Effect** 10 minutes; user gains +4 to saves vs. the confused or fascinated conditions

**Damage** 1d2 Con

**Watered** DC 11; 5 minutes; +2 saves; 1 Con; 25 gp

**Infused** DC 11; 20 minutes; +6 saves; 1 Con; 100 gp

**Flavor** Elderberry and loam notes

The ruling Triarchs of Greenwall may not be exclusively imbibe Lakewood any longer, but they definitely keep a flask of Special Single for occasions of merit. Made by the simple process of distilling a full bottle of ordinary single-malt Lakewood down to a single dram serving, Lakewood Special Single relieves the pressure of rulership, if perhaps imposing the pressures of Lakewood Special Single itself.

## DILUTED PREPARATIONS

Adding water or a neutral liquid to an exotic liquor has the effect of lessening all of the listed effects of the preparation, both harmful and beneficial. “Watering it down”, as it is referred to, also allows the seller to make a little of the “pure stuff” go a long way- as long as the buyer cannot tell the differ-

ence, does not care, or prefers the lesser concoction. Dilution can only be accomplished with exotic liquors that have a variable effect; diluting a non-variable exotic liquor simply ruins the effect entirely. Watering can only be accomplished to the degree of the lesser variable; thus, dwarven fire ale can only be diluted once (1d2) lessening the Con damage to 1, the rage duration to 1d2 rounds, and the cold resistance effect to 30 minutes. The addiction save would be lowered by 1, as well. Elven absinthe would similarly be able to be diluted a possible 4 times, each dilution reducing the range of bonus and damage, and the addiction save. An honest provider will also lower the price by a similar factor, with once-diluted elven absinthe costing 400 gp, twice diluted 300, and so on. Diluted dwarven fire ale would cost 25 gp. A DC 12 Craft (alchemy) or Profession (distiller) check must be successful to dilute an exotic liquor. Magically infused liquors cannot be diluted.

## MAGICALLY INFUSED EXOTIC LIQUORS

A controversial subject, many aficionados decry the adulteration of their favorite exotic alcoholic spirits with the taint of magic, though there are many benefits to doing so. Magical infusion lowers the addiction save and the ability damage, and increases the potential benefit of the liquor as well as the duration of its effect. Thus, for example, magical elven absinthe has an addiction save of 15, increases Charisma by 1d3+1 (2-4) rounds and decreases Constitution by 1d3 points. Experts in the field condemn this practice as ruining the delicious danger and spice of the product, and claim they can ‘taste’ the magic. The cost of magically infused exotic liquors is double that of the regular preparation, and the distiller must possess the Brew Potion feat, and 3 ranks in either Craft (alchemy) or Profession (distiller), with a DC in that skill equal to the DC of the Fortitude save. As a rule of thumb, the arcane spell polypurpose panacea or the divine spell bless water / curse water (no silver being required) are used to complete the process; bards may use the spell masterwork transformation- again, the material component is not needed. The GM may require certain distillation equipment or special ingredients to make magically prepared exotic liquors. Diluted exotic liquors cannot be magically infused.

*“...and so the torch is taken from the sconce, shadows swallow items on shelves not yet explored, and the rune-bordered door is closed; for who knows when an item, a curiosity, an unnamed oddity might be needed, for purposes wholesome or despicable- from the Storeroom...”*

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