

WARHAMMER

KALEVALA HAMMER

WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

by Jackdays



Alcohol & Tobacco Expansion



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Warning!

This document contains fictional information about Alcohol and Tobacco products in the Warhammer World. Please note that the idea of this document is NOT to encourage the use of alcohol or tobacco in real life (it should not even be healthy for any characters in the Warhammer World). This information is for gaming purposes only. Remember always that Alcohol and Tobacco are very bad for your health and can cause number of different health issues. And also, they are not that cool anyways... Ok?

Credits & Sources:

Special thanks must go to many sources and also numerous fans that have helped here. I will try to credit these sources here: *WFRP2 Core Rulebook: Equipment*, *Old World Armoury* (WFRP2 sourcebook), *Realms of Sorcery: A Brutal Finish* (WFRP2 sourcebook), *Marienburg: Sold Down the River* (WFRP1 sourcebook), *Corrupting Influence – The Best of Warpstone* (WFRP1 sourcebook), *Death on the Reik* (WFRP1 sourcebook), *Dwarfs: Stone & Steel* (WFRP1 sourcebook), *Lichemaster* (WFRP1 sourcebook), *Knights of the Grail* (WFRP2 sourcebook), *Middenheim: City of Chaos* (WFRP1 sourcebook), *Plundered Vaults* (WFRP2 sourcebook), *Realm of the Ice Queen* (WFRP2 sourcebook), *Tome of Salvation* (WFRP2 sourcebook), *Gathering Storm* (WFRP3 sourcebook), *Terror in Talabheim* (WFRP2 sourcebook), *White Dwarf Magazine* (WFB), *The Thousand Isles* (WFRP2 fan-source by Patrick J. Bateman), *Pfeildorf Sourcebook* (WFRP fan-source by Alfred "Mad Alfred" Nuñez Jr.) and multiple **Black Library** books (like *Genevieve* novels by Jack Yeovil, *Slayer* novels by William King and Nathan Long, *Grudgelore* by Gav Thorpe & Nick Kyme...). And then probably some other sources, even not mentioned here.

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Chapter I: Alcohol

These rules are expansion/extra to use with information found from the Core Rulebooks. This document will give alcohol rules that can be used with all the Warhammer Fantasy Roleplay versions (WFRP3, WFRP2, WFRP1) and also extensive list of alcohols available to the Characters.

You should also remember that many things affect the amount of alcohol person can consume: Persons weight, amount of food they have eaten, type of food they have eaten, time they use to consume the alcohol, non-alcoholic drinks between the drinking, heat, cold...etc. Rules presented here are very rough and simple. GMs should use their judgment on these matters always.

Alcohol Beverages and Containers

Usually the amount of alcohol is easily related like a "bottle of wine". But how big is a "keg of wine" or a "goblet of Dwarf beer"? For simplicity's sake these rules uses "standard containers". These are "average" amounts that the containers can hold and the amount of alcohol is commonly more than in a real life. For example within these rules a bottle for is always about two pints.

- ❖ **Shot:** This is roughly a 1/6 pint of alcohol (good amount of alcohol or couple of small hits on a row). Stronger alcohols, spirits, are measured in shots, but there are hardly any small shot glasses in the Old World. Spirits are served in cups or normal size glasses (below).
- ❖ **Cup/Glass/Goblet:** This is about 1/2 pint of alcohol. Commonly wine is measured in cups/glasses/goblets, but also spirits. It is not uncommon to have strong beers and meads also in goblets.
- ❖ **Pint/Mug/Tankard/Flask:** Probably most common measurement of alcohol, which is – Well, pint in size. Ale, beer, mead and cider are measured in pints/mugs/tankards/flask.
- ❖ **Bottle/Pitcher:** This is roughly two pints of alcohol. Most wine bottles are actually little lesser (maybe one and a half pint in size), but larger bottles are also available. There is no standard size. Pitchers are used in taverns and inns commonly to serve alcohols. Wines are sold in the bottles, but also some of the stronger alcohols. Many bottles are ceramic, because glass bottles are expensive.
- ❖ **Small Keg/Cask/Jug:** This is roughly four pints of alcohol. Ale, beer, mead and cider might be sold in small kegs.
- ❖ **Average Keg/Cask:** This is roughly 24 pints of alcohol.
- ❖ **Large Keg/Cask:** A full amount of alcohol in a Keg varies very much, but it is about 1/2 barrel and that would make it about 160 pints.
- ❖ **Barrel:** A full alcohol barrel varies very much (beer barrels are usually larger than wine barrels...etc), but this is about 320 pints.

Alcohol Units (AU)

Alcohol Units (AUs) is the way to measure the amount of alcohol Character can drink. All the tests against intoxication are based on the amount of AUs Character consumes.

The actual amount of alcohol for one AU depends on the Strength of alcohol. A "shot" (about 1/6 pint) of Strong Moderate alcohol is one AU, as also is two pints of Mild alcohol. Strongest of alcohol (Extreme, Pure Alcohol) will actually give multiple AUs per shot! Check below:

one Alcohol Unit (AU):

- | | |
|-------------------|------------------------|
| ❖ Very Mild | Four pints |
| ❖ Mild | Two pints |
| ❖ Light Moderate | Pint |
| ❖ Moderate | 3/4 pint |
| ❖ Strong Moderate | Half-pint |
| ❖ Very Strong | 1/6 pint or shot |
| ❖ Extreme | 1/6 pint or shot = 2AU |
| ❖ Pure Alcohol | 1/6 pint or shot = 3AU |

Special Rules

- ❖ When AU amount is three times Toughness score the Character automatically becomes *Drunk* if he/she has not reached that point yet.
- ❖ Maximum amount of consumed alcohol can only be six times Toughness score or character risks of dying of overdose. Character should drop instantly when reaching this point.
- ❖ In GM decision if the drinking time (but not the amount of alcohol) is long (example all-day-long) you might consider even doubling the **AU amount** (table below) to reflect the “slow” drinking.
- ❖ Character (or Creature) can withstand Alcohol Units (AUs) based on their Toughness score (WFRP1 and WFRP3; In WFRP2 use the Toughness Bonus). These amounts are based on the average sized creatures (about Halflings to Humans to Black Orcs). For huge creatures GM may give bonuses to **AU amounts**:
 - Very Large (Ogre, Rat Ogre, Troll...) +10
 - Huge (Griffon, Manticore, Wyvern...) +20
 - Gigantic (Dragon, Giant, Hydra...) +30
- ❖ In GM decision Dwarfs maybe more immune to the alcohol effects from the Ale and Beer. They can then consume four times normal amount of Ale and Beer than others. This means that if two pints of average human beer is about one AU, then Dwarfs could consume 8 pints of beer before gaining one AU.

Example: Character, with Toughness Score of 4 (**AU amount 2**): This Character drinks 4 pints of average human beer (these cause 2 AU; Character becomes *tipsy* now). After this Character takes two shots of brandy (these cause 2 AU, making total of 4 AU). Now after next two pints of human beer (these cause one AU, making total of 5 AUs) Character becomes automatically *Intoxicated*. Character then takes one strong Dwarfen beer pint (this causes one AU, making total of 6 AUs) and finally needs to make Toughness Test (will the Character remain just *Intoxicated* or become *Drunk*). Character succeeds and remains *Intoxicated*. Character then takes new shot of brandy (1 AU, making total of 7 AUs) – Character doesn't need to test against further drunkenness yet. After next brandy (1 AU, making total of 8 AUs) comes the test again... And Character fails it. Character is now in *Drunk* condition (total of 8 AUs).

Average Human Beer (Mild): AU = 2 pints

Average Dwarfen Beer (Light Moderate): AU = pint

Average Brandy (Very Strong): AU = 1/6 pint

Consume Alcohol Rules: WFRP3

Character can withstand number of Alcohol Units (AU) based to his/her **Toughness** score. For example if Toughness is 4, then Character can withstand 4 AUs, before he/she needs to check against drunkenness. In simple: AU = Point of Toughness. First Character becomes *Tipsy*, in number of AU's based on the **AU amount** (which is based on the Toughness score. See table below). When there are more AUs than Toughness score then Character becomes *Intoxicated*. After this Character can withstand **AU amount** of alcohol, before he/she needs to check against further drunkenness. Difficulty rises after each check. If Character succeeds on the this check, then Character remains in the state he/she is, otherwise alcohol level (drunkenness) goes one level higher. Alcohol penalties do not affect to this check.

Toughness score & AU amount:

	Toughness Score								
	1	2	3	4	5	6	7	8	9
AU amount:	1	1	1	2	2	2	3	3	3

Tipsy

Character becomes **Tipsy** from **AU amount** (based on the Toughness score. See table above) of AU:s. Character remains as *tipsy* condition for a Toughness score amount of AU:s. *Tipsy* Character gets *Tipsy* [NEW] condition (or simply add ■ to all skill checks). When Character drinks more AUs than his/her Toughness he/she then becomes *Intoxicated*.

Intoxicated

After Toughness score of AUs Character becomes **Intoxicated**. *Intoxicated* Character gets the *Intoxicated* condition (or simply add ■□ to all skill checks). After this Character must start making resistance check against further drunkenness after each time he/she drinks **AU amount** of alcohol (based on the Toughness score. See table above).

- 1st **AU amount** over Toughness score: **Easy (1d) Resilience check (specialisation: Consume Alcohol)**
- 2nd **AU amount** over Toughness score: **Easy (1d) Resilience check (specialisation: Consume Alcohol)**
- 3rd **AU amount** over Toughness score: **Average (2d) Resilience check (specialisation: Consume Alcohol)**
- 4th **AU amount** over Toughness score: **Average (2d) Resilience check (specialisation: Consume Alcohol)**
- 5th **AU amount** over Toughness score: **Hard (3d) Resilience check (specialisation: Consume Alcohol)**
- 6th **AU amount** over Toughness score: **Hard (3d) Resilience check (specialisation: Consume Alcohol)**
- 7th **AU amount** over Toughness score and after that: **Daunting (4d) Resilience check (specialisation: Consume Alcohol)**

Drunk

When Toughness check fails first time Character becomes **Drunk**. If GM chooses you may roll also *Stupid Things You Do* –table what happens, with ♦. Drunken Character gets the *Drunk* [NEW] condition (or simply add ■■□ to all skill checks, except for any checks to resist Intimidate, which gain just □. Also all Fear and Terror ratings are reduced by one step. If this reduces a Fear or Terror rating to 0, the rating is ignored).

Hammered

When Toughness check fails second time then Character becomes **Hammered**. If GM chooses you may roll also *Stupid Things You Do* –table what happens, with ♦♦. Hammered Character gets *Hammered* [NEW] condition (or simply add ✕✕□ to all skill checks, except for any checks to resist Intimidate, which gain just □. Also all Fear and Terror ratings are reduced by one step. If this reduces a Fear or Terror rating to 0, the rating is ignored).

Stinking Drunk

If Toughness check fails third time then Character becomes **Stinking Drunk**. Roll from *Stupid Things You Do* –table (found below) what happens, with ♦♦♦. Also next drink or even a smell of alcohol will drop Character instantly. Stinking Drunk Character gets *Wasted* [NEW] condition (or simply add ✕✕✕□ to all skill checks, except for any checks to resist Intimidate, which gain just □. Also all Fear and Terror ratings are reduced by one step. If this reduces a Fear or Terror rating to 0, the rating is ignored).

Stupid Things You Do (WFRP3)

Check: Roll given amount of challenge dices (♦ or ♦♦)

See combinations below. Challenges, banes and chaos stars come before empty result. Banes come before challenges (which has more, wins). Chaos star comes always last → First happens other things and then Character finally drops.

Optional Rule: You can try to combine multiple different effects (with two dices).

	No effect, Character can act normally, albeit the current penalties. Character is very disoriented and very vaguely aware of what's going on. Character will have no recollection of this.
✕	Character wants to gamble some money (or other valuables). GM decision what options are available. Stinking Drunk Character loses automatically (no check).
✕✕	Even Character is stinking drunk he is very determined to show off his/her abilities (strength, climbing, riding, singing, throwing skills...etc.). This could be very dangerous, especially if Character is spellcaster.
✕✕✕	Character becomes very aggressive. Stinking Drunk Character will have no recollection of this.
✕✕✕✕	Character becomes dull-witted. Nothing Character says makes any sense. He can barely move. Stinking Drunk Character passes out after 2d10 minutes (or even taste of alcohol).
☠	Character starts to flirt with desired sex very openly, but also very sadly. You can make charm checks, but they are with current penalties. Stinking Drunk Character is rejected immediately. Also they soon (2d10 minutes) pass out and probably in some very embarrassing place.
☠☠	Character doesn't really care what he/she says and just lets everything out. Character insults someone or even group of people. This may cause problems. GM decision what actually happens and how critical this is. Insult could offend anybody from the Emperor and local Elector Count to local minor noble to some random person in the presence of Character.
☠☠☠	Can't stand no more... Character just falls down, probably crashing something on the way. Stinking Drunk Character passes out also.
☠☠☠☠	Feel bad... Character vomits. Stinking Drunk Character passes out; others may rest for a moment (hour or so) and drink some non-alcohol. After this they may continue drinking if they so choose. GM decision Stinking Drunk Character could be in danger to vomit again after passing out causing risk of choking to own vomit.
☼	Sleep now... Character just drops instantly.

Consume Alcohol Rules: WFRP2

Character can withstand number of Alcohol Units (AU) based to his/her **Toughness Bonus**. For example if Toughness Bonus is 4, then Character can withstand 4 AUs, before he/she needs to test against drunkenness. In simple: AU = Point of Toughness. First Character becomes *Tipsy*, in number of AU's based on the **AU amount** (which is based on the Toughness Bonus. See table below). When there are more AUs than Toughness Bonus then Character becomes *Intoxicated*. After this Character can withstand **AU amount** of alcohol, before he/she needs to test against further drunkenness. Difficulty rises after each test. If Character succeeds on the this test, then Character remains in the state he/she is, otherwise alcohol level (drunkenness) goes one level higher. Alcohol penalties do not affect to this test.

Toughness Bonus & AU amount:

	Toughness Bonus								
	1	2	3	4	5	6	7	8	9
AU amount:	1	1	1	2	2	2	3	3	3

Tipsy

Character becomes **Tipsy** from **AU amount** (based on the Toughness Bonus. See table above) of AUs. Character remains as *tipsy* condition for a Toughness Bonus amount of AU:s. If Character remains just *tipsy* (AUs do not go over Toughness Bonus) then the effect of alcohol will fade after 1d10/2 hours. *Tipsy* Character gets -10 to all tests and -2 to all Casting Rolls. These penalties do not include tests against Torture skill, Intimidate skill, *Unsettling*, *Frightening* or *Terrifying* talents/traits. When Character drinks more AUs than his/her Toughness Bonus he/she then becomes *Intoxicated*.

Intoxicated

After Toughness Bonus of AUs Character becomes **Intoxicated**. In this state the effect of alcohol will fade after 1d10 hours. *Intoxicated* Character gets -10 to all tests, -1 to Movement Characteristic and -4 to all Casting Rolls. These penalties do not include tests against Torture skill, Intimidate skill, *Unsettling*, *Frightening* or *Terrifying* talents/traits. After this Character must start making resistance test against further drunkenness after each time he/she drinks **AU amount** of alcohol (based on the Toughness Bonus. See table above).

- 1st **AU amount** over Toughness score: **Very Easy (+30) Consume Alcohol Test**
- 2nd **AU amount** over Toughness score: **Easy (+20) Consume Alcohol Test**
- 3rd **AU amount** over Toughness score: **Routine (+10) Consume Alcohol Test**
- 4th **AU amount** over Toughness score: **Average Consume Alcohol Test**
- 5th **AU amount** over Toughness score: **Challenging (-10) Consume Alcohol Test**
- 6th **AU amount** over Toughness score: **Hard (-20) Consume Alcohol Test**
- 7th **AU amount** over Toughness score and after that: **Very Hard (-30) Consume Alcohol Test**

Drunk

When Consume Alcohol Test fails first time Character becomes **Drunk**. In this state the effect of alcohol will fade after 1d10+2 hours. If GM chooses you may roll also *Stupid Things You Do* –table what happens. *Drunk* Character gets -20 to all tests, -1 to Movement Characteristic and -6 to all Casting Rolls. These penalties do not include tests against Torture skill, Intimidate skill, *Unsettling*, *Frightening* or *Terrifying* talents/traits – Character gains a +10 bonus to these tests.

Hammered

After Consume Alcohol Test fails second time then Character becomes **Hammered**. In this state the effect of alcohol will fade after 1d10+4 hours. If GM chooses you may roll also *Stupid Things You Do* –table what happens. *Hammered* Character gets -30 to all tests, -2 to Movement Characteristic and -8 to all Casting Rolls. These penalties do not include tests against Torture skill, Intimidate skill, *Unsettling*, *Frightening* or *Terrifying* talents/traits – Character gains a +10 bonus to these tests. Also all spellcasters should add +1d10 to their Casting Rolls, but this only counts for the purposes of *Tzeentch's Curse*.

Stinking Drunk

If Consume Alcohol Test fails third time then Character becomes **Stinking Drunk**. In this state the effect of alcohol will fade after 1d10+8 hours. Roll from *Stupid Things You Do* –table what happens with +2 bonus (1d10+2). Also next drink or even a smell of alcohol will drop Character instantly. *Stinking Drunk* Character gets -40 to all tests, -2 to Movement Characteristic and -10 to all Casting Rolls. These penalties do not include tests against Torture skill, Intimidate skill, *Unsettling*, *Frightening* or *Terrifying* talents/traits – Character gains a +10 bonus to these tests. Also all spellcasters should add +1d10 to their Casting Rolls, but this only counts for the purposes of *Tzeentch's Curse*.

Stupid Things You Do (WFRP2)

Roll below the effect (1d10):

- 1-2:** No effect, Character can act normally, albeit the current penalties. Character is very disoriented and very vaguely aware of what's going on. Character will have no recollection of this.
- 3:** Character wants to gamble some money (or other valuables). GM decision what options are available. **Stinking Drunk** Character loses automatically (no tests).
- 4:** Even Character is stinking drunk he is very determined to show off his/her abilities (strength, climbing, riding, singing, throwing skills...etc.). This could be very dangerous, especially if Character is spellcaster.
- 5:** Character becomes very aggressive. **Stinking Drunk** Character will have no recollection of this.
- 6:** Character becomes dull-witted. Nothing Character says makes any sense. He can barely move. **Stinking Drunk** Character passes out after 2d10 minutes (or even taste of alcohol).
- 7:** Character starts to flirt with desired sex very openly, but also very sadly. You can make charm tests, but they are with current penalties. **Stinking Drunk** Character is rejected immediately. Also they soon (2d10 minutes) pass out and probably in some very embarrassing place.
- 8:** Character doesn't really care what he/she says and just lets everything out. Character insults someone or even group of people. This may cause problems. GM decision what actually happens and how critical this is. Insult could offend anybody from the Emperor and local Elector Count to local minor noble to some random person in the presence of Character.
- 9:** Feel bad... Character vomits. **Stinking Drunk** Character passes out; others may rest for a moment (hour or so) and drink some non-alcohol. After this they may continue drinking if they so choose. GM decision **Stinking Drunk** Character could be in danger to vomit again after passing out causing risk of choking to own vomit.
- 10:** Can't stand no more... Character just falls down, probably crashing something on the way. **Stinking Drunk** Character passes out also.
- 11+:** Sleep now... Character just drops instantly.

Consume Alcohol Rules: WFRP1

Character can withstand number of Alcohol Units (AU) based to his/her **Toughness** score. For example if Toughness is 4, then Character can withstand 4 AUs, before he/she needs to test against drunkenness. In simple: AU = Point of Toughness. First Character becomes *Tipsy*, in number of AU's based on the **AU amount** (which is based on the Toughness score. See table below). When there are more AUs than Toughness score then Character becomes *Intoxicated*. After this Character can withstand **AU amount** of alcohol, before he/she needs to test against further drunkenness. Difficulty rises after each test. If Character succeeds on the this test, then Character remains in the state he/she is, otherwise alcohol level (drunkenness) goes one level higher. Alcohol penalties do not affect to this test.

Toughness score & AU amount:

	Toughness Score								
	1	2	3	4	5	6	7	8	9
AU amount:	1	1	1	2	2	2	3	3	3

Tipsy

Character becomes **Tipsy** from **AU amount** (based on the Toughness score. See table above) of AUs. Character remains as *tipsy* condition for a Toughness score amount of AU:s. If Character remains just *tipsy* (AUs do not go over Toughness score) then the effect of alcohol will fade after 1d10/2 hours. Tipsy Character gets -10 to all tests and needs to make **Intelligence Test** when casting spells. If test is unsuccessful then spell just fails. These penalties do not include tests against Torture skill, *Fear* and *Terror*. When Character drinks more AUs than his/her Toughness he/she then becomes *Intoxicated*.

Intoxicated

After Toughness score of AUs Character becomes **Intoxicated**. In this state the effect of alcohol will fade after 1d10 hours. *Intoxicated* Character gets -10 to all tests, -1 to Movement Characteristic and needs to make **Intelligence (-10) Test** when casting spells. If test is unsuccessful then spell just fails. These penalties do not include tests against Torture skill, *Fear* and *Terror*. After this Character must start making resistance test against further drunkenness after each time he/she drinks **AU amount** of alcohol (based on the Toughness score. See table above).

- 1st **AU amount** over Toughness score: **Toughness x 15 Test** (*Consume Alcohol* +20)
- 2nd **AU amount** over Toughness score: **Toughness x 10 Test** (*Consume Alcohol* +20)
- 3rd **AU amount** over Toughness score: **Toughness x 8 Test** (*Consume Alcohol* +20)
- 4th **AU amount** over Toughness score: **Toughness x 5 Test** (*Consume Alcohol* +20)
- 5th **AU amount** over Toughness score: **Toughness x 3 Test** (*Consume Alcohol* +20)
- 6th **AU amount** over Toughness score and after that: **Toughness x 2 Test** (*Consume Alcohol* +20)
- 7th **AU amount** over Toughness score and after that: **Toughness x 1 Test** (*Consume Alcohol* +10)

Drunk

When Toughness Test fails first time Character becomes **Drunk**. In this state the effect of alcohol will fade after 1d10+2 hours. If GM chooses you may roll also *Stupid Things You Do* –table what happens. *Drunken* Character gets -20 to all tests, -1 to Movement Characteristic and needs to make **Intelligence (-20) Test** when casting spells. If test is unsuccessful then spell just fails. These penalties do not include tests against Torture skill, *Fear* and *Terror* – Character gains a +10 bonus to these tests.

Hammered

When Toughness Test fails second time then Character becomes **Hammered**. In this state the effect of alcohol will fade after 1d10+4 hours. If GM chooses you may roll also *Stupid Things You Do* –table what happens. *Hammered* Character gets -30 to all tests, -2 to Movement Characteristic and needs to make **Intelligence (-30) Test** when casting spells. If test is unsuccessful then spell just fails. These penalties do not include tests against Torture skill, *Fear* and *Terror* – Character gains a +10 bonus to these tests.

Stinking Drunk

If Toughness Test fails third time then Character becomes **Stinking Drunk**. In this state the effect of alcohol will fade after 1d10+8 hours. Roll from *Stupid Things You Do* –table what happens with +2 bonus (1d10+2). Also next drink or even a smell of alcohol will drop Character instantly. *Stinking Drunk* Character gets -40 to all tests, -2 to Movement Characteristic and needs to make **Intelligence (-40) Test** when casting spells. If test is unsuccessful then spell just fails. These penalties do not include tests against Torture skill, *Fear* and *Terror* – Character gains a +10 bonus to these tests.

Stupid Things You Do (WFRP1)

Roll below the effect (1d10):

- 1-2:** No effect, Character can act normally, albeit the current penalties. Character is very disoriented and very vaguely aware of what's going on. Character will have no recollection of this.
- 3:** Character wants to gamble some money (or other valuables). GM decision what options are available. **Stinking Drunk** Character loses automatically (no tests).
- 4:** Even Character is stinking drunk he is very determined to show off his/her abilities (strength, climbing, riding, singing, throwing skills...etc.). This could be very dangerous, especially if Character is spellcaster.
- 5:** Character becomes very aggressive. **Stinking Drunk** Character will have no recollection of this.
- 6:** Character becomes dull-witted. Nothing Character says makes any sense. He can barely move. **Stinking Drunk** Character passes out after 2d10 minutes (or even taste of alcohol).
- 7:** Character starts to flirt with desired sex very openly, but also very sadly. You can make charm tests, but they are with current penalties. **Stinking Drunk** Character is rejected immediately. Also they soon (2d10 minutes) pass out and probably in some very embarrassing place.
- 8:** Characters doesn't really care what he/she says and just lets everything out. Character insults someone or even group of people. This may cause problems. GM decision what actually happens and how critical this is. Insult could offend anybody from the Emperor and local Elector Count to local minor noble to some random person in the presence of Character.
- 9:** Feel bad... Character vomits. **Stinking Drunk** Character passes out; others may rest for a moment (hour or so) and drink some non-alcohol. After this they may continue drinking if they so choose. GM decision **Stinking Drunk** Character could be in danger to vomit again after passing out causing risk of choking to own vomit.
- 10:** Can't stand no more... Character just falls down, probably crashing something on the way. **Stinking Drunk** Character passes out also.
- 11+:** Sleep now... Character just drops instantly.

Optional Rule: Hangover

A hangover is sum of unpleasant physiological effect following heavy consumption of alcohol. The most commonly reported characteristics of a hangover include headache, nausea, difficulty concentrating, erratic motor functions, trouble sleeping, sensitivity to light and noise, lethargy, depression and thirst.

But symptoms also vary very much from person to person and by occasion (how much did person drink and eat, how much person weights, how fast person drank and what...etc). Also different alcohols may cause different types of hangovers. Example: Many suffer from "Red Wine Headache" (Red Wine just gives always headache).

Having a "Hair of the Dog" is term of having another alcoholic drink upon awakening. This will help for hangover, but it will just push the effects of hangover further. Also character probably gets drunk again after the first drink. Also note that this is common way to alcoholism.

Here are few simple rules:

Whenever character gets *Intoxicated* or *Drunk* there is moderate change for Hangover. Hangover start after the effects of alcohol fades away. After that make following tests:

- ❖ **WFRP3:** Use *Alcohol Effect Fade & Hangover* [NEW] progress card.
- ❖ **WFRP2: Challenging (-10) Toughness Test** (*Resistance to Poison* +10)
- ❖ **WFRP1: Toughness x 8 Test** (*Immunity to Poison* +10)

Whenever character gets *Hammered* or *Stinking Drunk* there is high change for Hangover. Hangover start after the effects of alcohol fades away. After that make following tests:

- ❖ **WFRP3:** Use *Alcohol Effect Fade & Hangover* [NEW] progress card.
- ❖ **WFRP2: Hard (-20) Toughness Test** (*Resistance to Poison* +10)
- ❖ **WFRP1: Toughness x 5 Test** (*Immunity to Poison* +10)

WFRP3: The time of hangover and penalties can be tracked with *Alcohol Effect Fade & Hangover* [NEW] progress card. If Character gets hangover, then alcohol level should tell (with penalties) how hard the hangover is actually:

- ❖ **Tipsy:** Mild hangover. There really aren't any bad effects. Character is just tired and very thirsty.
- ❖ **Intoxicated, Drunk:** Moderate hangover. There is definitely hangover. Character is vomiting, thirsty and just feels bad.
- ❖ **Hammered:** Hard hangover. This is bad! Character probably can't get out of bed. Vomiting, headache, nausea, thirsty... All the works!

WFRP2 & WFRP1: If character gets hangover, then roll how hard it will be (1d10). Hangover will last about 1d10+2 hours. Sometimes hangovers can really be bad and last long time.

- ❖ **1 Mild:** There really aren't any bad effects. Character is just tired and very thirsty. You may use *Tipsy* penalties.
- ❖ **2-5 Moderate:** There is definitely hangover. Character is vomiting, thirsty and just feels bad. Any tests are made with penalties two alcohol levels lower than the condition Character was (example for *Hammered* character this means *Intoxicated* penalties).
- ❖ **6-10 Hard:** This is bad! Character probably can't get out of bed. Vomiting, headache, nausea, thirsty... All the works! Any tests are made with penalties one alcohol level lower than the condition Character was (example for *Hammered* character this means *Drunk* penalties).

Special Rule:

Some people just don't seem to have hangovers, which is weird. As another rule if character has *Very Resilient* talent/skill (WFRP1 & WFRP2), then he/she will gain a extra +10 bonus to any Hangover tests. In WFRP3 trained Resilience will help you to resist the hangover.

Old World Alcohol

Alcohol & Special Conditions: Name of the alcohol. Also any special rules are given with name:

- [1] *Hallucinogenic*: Drinker who gets himself/herself *Intoxicated* gets chance for strange visions and unsettling emotional outbursts with failed test. This will last as long as Character remains intoxicated. Any penalties, caused by alcohol, should be one level higher or GM may rule that the Character cannot really do anything or defend himself/herself.

❖ **WFRP3:**

Check: Resilience Check (specialisation: Resist Poison)

Poor quality alcohol **Hard (3d) check**, Average quality alcohol **Average (2d) check**, Good quality alcohol **Average (2d) check**, Best quality alcohol **Easy (1d) check**.

- | | |
|---|--|
| ☠ | Every Bane causes 1 <i>Stress</i> . |
| ✂ | In addition to any alcohol condition suffer also <i>Swimming Vision</i> critical wound because is very disoriented, has blurred vision (hallucinations). |
| ☼ | In addition to any alcohol condition suffer also <i>Blinded</i> condition because is very disoriented, has blurred vision (hallucinations). This will last 24 hours. |

❖ **WFRP2:** Poor quality alcohol **Hard (-20) Toughness Test**, Average quality alcohol **Challenging (-10) Toughness Test**, Good quality alcohol **Average Toughness Test**, Best quality alcohol **Routine (+10) Toughness Test**. *Resistance to Poison* gives a +10 bonus to the test.

❖ **WFRP1:** Poor quality alcohol **Toughness x 5 Test** (*Immunity to Poison* +10), Average quality alcohol **Toughness x 8 Test** (*Immunity to Poison* +10), Good quality alcohol **Toughness x 10 Test** (*Immunity to Poison* +10), Best quality alcohol **Toughness x 15 Test** (*Immunity to Poison* +10).

- [2] *Alcohol Poisoning*: There is chance that this drink is so poorly manufactured, that it will cause dangerous alcohol poisoning. Poor Quality has 20% chance, Average Quality 10%, Good Quality 5% and Best Quality 1%. If poisoned then drinker must test or risks of becoming blind! If not he/she will still penalized by nausea, headaches and vomiting. If Test fails by three degrees drinker dies. This alcohol is usually cheap, but very strong.

❖ **WFRP3:**

Check: Average (2d) Resilience Check (specialisation: Resist Poison)

- | | |
|---|--|
| ☠ | Every Bane causes 1 <i>Fatigue</i> . |
| ✂ | Character get's <i>Swimming Vision</i> critical wound permanently! |
| ☼ | Deadly alcohol poisoning. Character becomes blind! Get's <i>Blinded</i> condition permanently. |

❖ **WFRP2:** **Average Toughness Test**. *Resistance to Poison* –talent gives bonuses to the test. If test fails three degrees, or more, Character dies!

❖ **WFRP1:** **Toughness x 10 Test** (*Immunity to Poison* +10). If test fails three degrees, or more, Character dies!

- [3] *High Alcohol Poisoning*: There is great chance that this drink is so poorly manufactured, that it will cause alcohol poisoning. Poor Quality has 50% chance, Average Quality 20%, Good Quality 10% and Best Quality 5%. Test and other effects are similar to [2] effect.

- [4] *Causes no hangover!*

- [5] *Extremely rare*: Usually very hard to come by, has waiting list, and may cost more than just money.

- [6] *Immunity to Fear*: Drinking a frothy mug of this bolsters a character's resolve, making him immune to Fear. Drinker becomes immune to fear for a 1d10 hours. Treat terror as fear.

- [7] *Berserk*: Causes berserker like rage, which will last for a 1d10+10 rounds (or possibly encounter):

❖ **WFRP3:** Character gains *Frenzied* condition.

❖ **WFRP2:** Character gains automatically *Frenzy* Talent, which is activated immediately after drinking. If user has *Frenzy* Talent then he gains *Fearless* Talent and also *Frenzy* is activated.

❖ **WFRP1:** Character gains automatically *Frenzied Attack*, which is activated immediately after drinking. If user has this skill then he becomes also totally fearless (similar to [6]) and also frenzy is activated.

- [8] **Speed:** Drink boosts characters speed Characteristics. Drinking a mug of this drink gives temporary bonus, which will last for a 1d10+10 rounds:
- ❖ **WFRP3:** To simulate this Character gains \square to all of his combat skill checks.
 - ❖ **WFRP2:** Character gains a +1 bonus to **Attack, Movement** and also a +10 bonus to Initiative tests.
 - ❖ **WFRP1:** Character gains a +1 bonus to **Attack, Movement** and also a +10 bonus to Initiative tests.
- [9] **Constitution:** Drink boosts characters constitution Characteristics. Drinking a mug of this drink gives temporary bonus to the **Strength** and **Toughness**. The effect lasts for a 1d10+10 rounds.
- a. **WFRP3:** To simulate this Character gains \square to all **Strength** and **Toughness** checks.
 - b. **WFRP2:** Character gains a +10 bonus to **Strength** and **Toughness**.
 - c. **WFRP1:** Character gains a +1 bonus to **Strength** and **Toughness**.
- [10] **Mighty Alcohol:** True poison! When drinker drinks a full beverage of this liquid stuff he/she must make immediately test or drop (and sleep about 1d10+2 hours). If the test is successful then treat alcohol as with normal rules.

❖ **WFRP3:**

Check: Hard (3d) Resilience Check (specialisation: Consume Alcohol)

☠	Every Bane causes 1 <i>Fatigue</i> .
✕	Character drops instantly.
☆	Character drops instantly. Also mild alcohol poisoning – Character suffers 2 wounds per Chaos Star.

❖ **WFRP2: Hard (-20) Consume Alcohol Test**

❖ **WFRP1: Toughness x 2 Test** (*Consume Alcohol* +10)

- [11] **Flames:** When a Dwarf drinks a full beverage of this fiery brew there is a sudden loud gurgling heard in the pit of his stomach, which builds up to a massive crescendo when the Dwarf finally emits a tremendous belch and flames burst forth from his mouth! Any one standing next to the Dwarf will be hit by automatically by the raging flames:

❖ **WFRP3:** Use similar effect as *Scorching Flames (Daemonic, Tzeentch)* ranged action.

❖ **WFRP2:** Flames cause Damage 1 hit and ignores all Armour Points. This spew may be dodged but not parried. Anyone else than Dwarf must make **Challenging (-10%) Toughness Test** or lose gain 1 Damage point (ignores armour and toughness).

❖ **WFRP1:** Flames cause **D6 Strength 1 Hit**. Victims who make a successful **Initiative Test** (*Dodge* +10) can avoid the flames. Armour provides no protection against the breath. Anyone else than Dwarf must make **Toughness x 8 Test** or lose gain 1 Damage point (ignores armour and toughness).

- [12] **Were:** When consumed a full beverage, the Dwarf who drinks this beer will seem to grow hair all over his body. His blood will feel like it is boiling and he will be possessed with a beast-like courage borne of the Ulfwerener. For a whole turn the Dwarf turns to his feral instincts and also natural weapons which Dwarf may use against his/her enemies. This effect will last about one hour. Dwarf can easily be mistaken as mutant. Anyone else than Dwarf must make test or actually gain Were mutation:

❖ **WFRP3:** Use *Were* [NEW] mutation – It is automatically activated.

❖ **WFRP2:** Make **Challenging (-10) Toughness Test**. Were mutation information from *Tome of Corruption* (WFRP2 sourcebook).

❖ **WFRP1:** Make **Toughness x 8 Test**. Were mutation info is similar as Werewolf stats.

- [13] **Iron Stomach:** If any other race than Dwarf or Ogre drinks this stuff make also following test or drinker will gain stomach pains for 1d10 hours. These are hard enough that drinker should remain in bed visiting also regularly the toilet. Any physical tests should be with a penalty given below also:

❖ **WFRP3:**

Check: Average (2d) Resilience Check (specialisation: Resist Poison)

☠	Every Bane causes 1 <i>Fatigue</i> .
✕	Character gains <i>Demoralised</i> condition because stomach pain.
☆	Character gains <i>Demoralised</i> and <i>Weakened</i> conditions because stomach pain.

❖ **WFRP2: Challenging (-10) Toughness Test.** *Resistance to Poison* –talent gives bonuses to the test. Penalty is -10 to all tests.

❖ **WFRP1: Toughness x 8 Test** (*Immunity to Poison* +10). Penalty is -10 to all tests.

Availability: How easily alcohol is available. Places where alcohol is manufactured availability should be Abundant or Plentiful (GM decision), but in the next settlement it might all ready be the normal availability given to the alcohol. Given availability rank is common availability in the country of its origin. Other countries should lower availability by one level (in some cases maybe even by two levels). Availability ranks are given both WFRP1 & WFRP2 and WFRP3 rarity:

- ❖ **WFRP1 & WFRP2:** Very Rare; **WFRP3:** Exotic
- ❖ **WFRP1 & WFRP2:** Rare; **WFRP3:** Rare
- ❖ **WFRP1 & WFRP2:** Scarce; **WFRP3:** Rare
- ❖ **WFRP1 & WFRP2:** Average; **WFRP3:** Common
- ❖ **WFRP1 & WFRP2:** Common; **WFRP3:** Common
- ❖ **WFRP1 & WFRP2:** Plentiful; **WFRP3:** Plentiful
- ❖ **WFRP1 & WFRP2:** Abundant; **WFRP3:** Plentiful

Alcohol Strength: Non-alcoholic, Very Mild (up to 4‰), Mild (4-9‰), Light Moderate (10-14‰), Moderate (15-24‰), Strong Moderate (25-34‰), Very Strong (35-49‰), Extreme (50-74‰), Pure Alcohol (75+ ‰)

- ❖ Strength gives idea of difficulty to resist alcohols effects.
- ❖ Watered alcohol usually drops Strength by one level.
- ❖ Alcohol quality (good or bad) may influence on Strength also (or other way around).

Alcohol Taste: Exceptional, High, Normal, Low, Horrible

- ❖ This is common quality of this type of alcohol. Certain vintage could be better or worse. This is measured by the quality, which also lowers or raises the price.
- ❖ Best/Superior quality alcohol raises the taste level by two (max Exceptional).
- ❖ Good quality alcohol raises the taste level by one (max Exceptional).
- ❖ Poor quality drops the taste level by one (min Horrible). This could be bad vintage or watered down alcohol.

Price: Common beverages and their prices. In the inns and taverns alcohol is usually sold in shots, cups (glass, goblet) or pints (mug, tankard). Sometimes it is possibly even get drink in bottles or small kegs. The bottle and keg prices are for the shop and this is why they are much cheaper. If bought from inn or tavern the cost should be as high as that amount of shots/cups/pints. Average keg itself costs 1s and small keg half that.

- ❖ **Rate of exchange in WFRP3:** 1 gold coin is worth 100 silver coins is worth 2500 brass coins; 1 silver coin is 2500 brass coins
- ❖ **Rate of exchange in WFRP1 & WFRP2:** 1 gold coin is worth 20 silver coins is worth 240 brass coins; 1 silver coin is 12 brass coins
- ❖ **g (gc):** gold coin / gold crown
- ❖ **s:** silver coin / shilling
- ❖ **b (p):** brass coin / penny

Note! Because different exchange rates in different editons most of the prices are in brass coins. This number can be multiple silver coins, based on the system you use. In WFRP3 everything is little cheaper than in WFRP1 and WFRP2 system.

Imported Alcohol from Outside the Old World & Other Special Brews

Aquavit (or Akvavik) [spirit]: This is Norsca specialty. Kislev Kvas style of clear alcohol done from either potato or grain. It is flavored with herbs such as caraway seeds, anise, dill, fennel, coriander and grain of paradise. Typically caraway is the dominating flavor.

Eataine Red [wine]: Probably one of the best wine types in the entire World. Eataine Red comes from the realm of Eataine, Ulthuan. High Elves (and also Sea Elves) trade some amounts of their great wines to the Old World, but best quality Eataine Red is still extremely rare. High Elven ambassadors and envoys give these as gifts to mighty rulers.

Grog, Normal [spirit]: Pirates and other seamen, who have little cash to spend and with jobs requiring at least a modicum of sobriety, drink a beverage known as Grog. This is mixture of rum watered down with the ship's supply of stagnant water, occasionally flavored with nutmeg, stored fruit, cheap wine or simply more sugarcane juice. Commonly this drink can be considered Low quality.

Grog, Slayer [spirit]: Slayer Grog is similar to normal Grog, but it is brewed by the Slayer Pirates of the Dwarfs. Most Humans have little use for this drink, which the Dwarfs heavily "water" with gunpowder and iron filings for flavor, apart from perhaps as an impromptu grenade.

Lycanthropic Reserve [beer]: Dwarfen beer brewed with the blood of the Ulfwerener this beer is a deep black in colour and leaves a bitter but not wholly unsatisfying taste in the mouth. When consumed, the Dwarf who drinks this beer will seem to grow hair all over his body. His blood will feel like it is boiling and he will be possessed with a beast-like courage borne of the Ulfwerener. Lycanthropic Reserve is known to be manufactured only by the Norse Dwarfs. It is very unhealthy for the other races.

Nordic Original [beer]: Said to hail from the icy lands of Norsca and first brewed by the Norse Dwarfs of the northern holds this brew is chilled to perfection but bears the bite of the Northern winds and the fiery temperament of the Norse. As it is consumed the user screws up his face and grits his teeth due to the extreme potency. When the last drop goes down, froth begins to bubble on the users lips and he goes totally Berserk just like a barbarian. He remains in this state until the end of combat.

Norse Ale [ale]: The Norse brew a lot of ale, but mostly it is low quality compared to the Empire ales.

Norse Mead [mead]: This is honey Mead from Norsca. Another alcohol Norse brew better than any other country in Old World. It is moderate strength Mead. Norse do make also ones with almost no alcohol, and those stronger.

Mezcal [spirit]: This alcohol comes from far away Lustria. It is sweet, but very strong alcohol done from certain plants that grow only in continent of Lustria. Seem to taste very good with little salt. Wealthiest sometimes use some fruits (lemon, lime) with this alcohol. But these fruits are as rare and expensive as this alcohol, so this is very uncommon.

Saka (or Sake) [spirit]: Saka comes from faraway lands of Nippon and similar alcohol is also found from Cathay. It is alcoholic beverage made from rice (common food in those countries). It is sometimes referred as rice wine. However, unlike true wine, which alcohol is produced by fermenting the sugar naturally present in fruit, saka is made through a brewing process more like that of beer, thus it's more like a rice brew than a rice wine. Yet, the brewing process for saka differs from beer brewing. Most common saka in the Old World is usually the strongest versions, but there is more beer-type of Sake also, which is lighter in it's strength.

Uisce (or Whisky or Scotch) [spirit]: Uisce comes from misty island of Albion. It is a type of distilled alcoholic beverage made from fermented grain mash. The distilling is done twice (or even three times). Different grains are used for different varieties, including barley, rye, wheat, corn... Uisce is aged in wooden casks (generally oak).



Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Aquavit	scarce/rare	very strong	normal	1/6 pint	shot: 25b	bottle: 250b
Eataine Red [5]	very rare/exotic	light moderate	exceptional	pint	cup: 50g	bottle: 150g
Grog, Normal	common/common	strong moderate	low	½ pint	shot: 6b	bottle: 60b
Grog, Slayer [13]	scarce/rare	very strong	low	1/6 pint	shot: 8b	bottle: 80b
Lycanthropic Reserve [12]	very rare/exotic	light moderate	normal	pint	pint: 72b	s.keg: 250b keg: 1250b
Nordic Original [7]	rare/rare	moderate	normal	¾ pint	pint: 25b	s.keg: 80b keg: 400b
Mezcal	very rare/exotic	very strong	high	1/6 pint	shot: 120b	bottle: 1200b
Norse Ale	average/common	mild	low	2 pints	pint: 3b	s.keg: 10b keg: 50b
Norse Mead	average/common	light moderate	high	pint	pint: 12b	s.keg: 40b keg: 200b
Saka	very rare/exotic	moderate	normal	¾ pint	shot: 1g	bottle: 10g
Uisce	rare/rare	extreme	high	x2	shot: 100b	bottle: 1000b



Brettonnia

Ale & Beer: Not very common in the Brettonnia. Even peasant drink more cider and wine in the Brettonnia. There are some breweries, but their products are commonly low quality in the Empire viewpoint. Especially the Dwarfs hate Brettonnian beer, because it is just too mild. Brettonnian beer is often said to be a byword for undrinkable swill throughout the Old World. Some brews are imported from the Empire.

Brandy: Brettonnians make famous brandy (Brandywine, "Burnt Wine"). Brettonnian brandy is probably oldest spirit type in the Old World. This is another product they are very proud and anyone can easily see this from the prices. Because the price average person doesn't usually drink brandy. Adding water to brandy is a sign that you are an uncultured nouveau-riche or a poverty-stricken provincial knight with no taste. Some snobbish merchants and nobles use this as a test. Brettonnian brandy is not that strong spirit, but very tasty. It is produced from fermented grape wine and fruits, often includes flavours of blackberries, cherries and even apples. Even Brettonnian brandy is exported large amounts, time to time Brettonnian alcohol (wines and brandy usually) are been branded illegal by the merchant guilds of the Empire because competition (or possible bad relations between these two countries at given time).

Cider: Cider is more common beverage in the Brettonnia than ale, beer or mead. It is done from the apples. Brettonnian cider is very tasty and sweet. Large quantities are exported to the other countries, mostly Marienburg and the Empire.

Cocktails: Cocktails, mixed alcohol (mostly build from the liqueurs, brandy and cider), are not very common in the Brettonnia and only some high class private clubs serve them.

Mead: Mead is done in some extend in the Brettonnia, but again not that common. Norse influence in the Northern Brettonnia has made mead more common in those areas.

Liqueur: Another common light spirit in the Brettonnia are different liqueurs. They are an alcoholic beverage that has been flavored with fruit, herbs, nuts, spices, or flowers and bottled with added sugar. Liqueurs are typically quite sweet. Poor and average quality liquors are more common among the peasant and commoners (sometimes even Poor quality brandy). Nobility and rich usually drink Good or Best quality liquors (as much as brandy). Even liqueurs are exported large amounts, time to time Brettonnian alcohol (wines and brandy usually) are been branded illegal by merchant guilds of the Empire because competition (or possible bad relations between these two countries at given time).

Wine: Most common alcohol type in Brettonnia. Every location and settlement in Brettonnia has its own wine-types and brands. The Brettonnians are very famous for their wines. The Peasant usually drink poor (watered), average and even sometimes good quality wines. Nobles and wealthy almost always search good or best quality. There are many special wines in the Brettonnia. Time to time the Brettonnian alcohol (wines and brandy usually) have been branded illegal by the merchant guilds of the Empire because competition (or possible bad relations between these two countries at given time). Brettonnians are very proud for their wine-making skills, so there is no market for other lands wines. Because of this, the availability for any other country wines is usually Very Rare/Exotic, only exception maybe Estalian and Tilean wines, which some amounts are imported to the southern Brettonnia.

Average Brettonnian Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	scarce/rare	mild	low	2 pints	pint: 2b	s.keg: 6b keg: 30b
Beer	scarce/rare	mild	low	2 pints	pint: 1b	s.keg: 3b keg: 15b
Brandy	average/common	very strong	high	1/6 pint	shot: 36b	bottle: 360b s.keg: 540b
Cider	common/common	mild	high	2 pints	pint: 3b	s.keg: 10b keg: 50b
Cocktails	rare/rare	moderate	normal	¾ pint	cup: 60b	
Liqueur	common/common	moderate	normal	¾ pint	shot: 12b	bottle: 120b
Mead	average/common	light moderate	normal	pint	pint: 3b	s.keg: 10b keg: 50b
Wine	abundant/plentiful	light moderate	high	pint	cup: 25b	bottle: 75b

Bretonnian Wine

Note: Text taken from *Knights of the Grail* (WFRP2 sourcebook).

In Bretonnia, the most important element of material culture is wine. Uniquely, there are no laws governing who may drink it, and “like a bottle of bad wine” is a Bretonnian saying meaning “extremely rare and unexpected (and somewhat unpleasant).” As a result, almost all Bretonnians drink wine with every meal and often between meals as well. It is normal to add quite a lot of water to wine before drinking it, partly to make it go further and partly to avoid going about your daily life permanently tipsy. Only nobles and drunkards drink wine straight.

Whilst bad wine is very hard to find, there are still clear distinctions between the merely good and the excellent.

Famous Alcohols - Spirits:

Parravon Crown Reserve Brandy [brandy]: Finest brandy in the Bretonnia from the lands of noble family of Marrennes. Rumour is that less than a dozen bottles reach the required standard in a year. Two of them are given to the King every year. For this alcohol there is a waiting list and the price is rarely just cash.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Parravon Crown Reserve [5]	very rare/exotic	very strong	exceptional	1/6 pint	shot: 8g	bottle: 80g

Famous Alcohols - Wines:

Bordeaux: Red wine from Bordeleaux dukedom.

Carcassonne Special Reserve: Red wine from Carcassonne dukedom. Most famous wine in the Bretonnia and one of the best wines in the Old World. True connoisseurs tend to believe it is not actually the best, but they fail to agree as to what is. No one doubts that it is very good indeed.

Chateaux les Corveaux: Fine quality white wine. Common in Bretonnia.

Desghulles Red: Red wine. One of the best Parravonian vineyards and very famous wine.

Desghulles White: White wine. One of the best Parravonian vineyards and very famous wine.

L'Anguille Claret: White wine from L'Anguille dukedom. Well-known and rare wine.

Morceaux Red: Red wine from Morceaux river valley (River Gilleau). Very famous wine.

Morceaux Sparkling: Sparkling wine from Morceaux river valley (River Gilleau). Very famous wine.

Mousillon Dry White: White wine from Mousillon dukedom.

Quenelles Rose: Red (Rose) wine from Quenelles dukedom.

Sparkling Vin de Couronne: Sparkling wine from Couronne dukedom.



Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Bordeaux Red	common/common	light moderate	high	pint	cup: 30b	bottle: 90b
Carcassonne Special Reserve	very rare/exotic	moderate	exceptional	¾ pint	cup: 35g	bottle: 105g
Chateaux les Corveaux	average/common	moderate	high	¾ pint	cup: 2g	bottle: 6g
Desghulles Red	scarce/rare	moderate	high	¾ pint	cup: 5g	bottle: 15g
Desghulles White	scarce/rare	moderate	high	¾ pint	cup: 5g	bottle: 15g
L'Anguille Claret	scarce/rare	moderate	high	¾ pint	cup: 4g	bottle: 12g
Morceaux Red	average/common	moderate	high	¾ pint	cup: 3g	bottle: 9g
Morceaux Sparkling	average/common	moderate	high	¾ pint	cup: 6g	bottle: 18g
Mousillon Dry White	plentiful/plentiful	light moderate	high	pint	cup: 25b	bottle: 75b
Quenelles Rose	common/common	light moderate	high	pint	cup: 30b	bottle: 90b
Sparkling Vin de Couronne	average/common	moderate	high	¾ pint	cup: 36b	bottle: 110b



Dwarf

Dwarfen Ale

Note: Text taken from *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

For Dwarfs, brewing is more than an art, and ale is more than a drink. Dwarf ale is actually one of the most important aspects of their dietary regimen. Dwarf ale is so nourishing that any Dwarf can subsist on this alone for weeks at a time. Each Dwarf settlement of any size has master brewer. He is usually the elder of one of the ale-brewing clans. In addition to ensuring the high quality of Dwarf ale, the master brewers have the responsibility of stockpiling reserves of all varieties. It is said that the abilities and foresight of the master brewer – more than any other Dwarf – is essential to the health of a Dwarf settlement. There were many times during the Goblin Wars when the only thing that stood between the Dwarfs and starvation was their ale. Even their livestock thrived on Dwarf ale during those lean years.

Ale & Beer: Most common alcohol among the Dwarfs, and they are very proud of their brewing skills. Actually Dwarf ales and beers are probably best of their kind in entire World, but also very strong. There is no market for other races ales and beers among the Dwarfen kind. They do drink it among the other races, but always remind you how much better real Dwarfen brew is. Usually Dwarfs consider other races ales and beers just too “soft” and “light”. Huge amounts of Dwarfen brews are exported all over the Old World and also loved beyond it – Like in the Norsca. In the Empire use normal availability to Dwarfen brews. See Norse Dwarf brews from the Imported Alcohol from Outside Old World (above).

Gragring: Gragring (roughly “leftovers”) is a spirit only common in the Averland area, but also exported even beyond the Empire. It is strange Dwarfen invention from the wine. Originally Gragring was invented by Dwarf brew master Elmador Rorekson who found a way to use leavings of the used grapes (stems, pits, partial vines, and eventually the juiceless husks). Gragrint is no way a Wine. It is Spirit and a strong one.

Grog: See *Grog* from the Imported Alcohol from Outside Old World (above), which is common alcohol among the sailing Dwarfs and those living in the Barak Varn.

Mead: Dwarfs do like mead and manufacture it also. Like all alcohol, Dwarfen mead is also very strong. Especially Norse Dwarfs have adapted the mead manufacturing from the Norse. Off course it is not as common alcohol among Dwarfs as ales and beers. Some amount of other races mead is imported to the Dwarf realms, because they do like also human mead. Dwarf meads are exported to the Empire.

Mushroom Moonshine: Dwarfs love hard alcohol. Mostly they trade/buy their Spirits. But they do make some alcohol (moonshine type) themselves, especially from the mushrooms, which are found huge amounts from their underground realms. Even these are not very tasty alcohols; they are still far better quality than human made Moonshine (no poisoning).

Average Bretonnian Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	plentiful/plentiful	Light Moderate	high	pint	pint: 4b	s.keg: 12b keg: 60b
Beer	Abundant/plentiful	Light Moderate	high	pint	pint: 3b	s.keg: 9b keg: 45b
Gragring	scarce/rare	Strong Moderate	normal	½ pint	shot: 12b	bottle: 120b s.keg: 160b
Mead	average/common	Light Moderate	normal	pint	pint: 3b	s.keg: 10b keg: 50b
Mushroom Moonshine	common/common	Extreme	low	2 AU	shot: 25b	bottle: 250b s.keg: 375b

Josef Bugman

Note: Text taken from *Grudgelore* (Black Library sourcebook).

Perhaps one of the most famous brewmasters of all time is Josef Bugman. His legacy stretches back to the Dragonback Mountain Dwarfs. My researches reveal he was once a resident of the Empire and had a secret brewery located near to the foot of the Grey Mountains, and for a time the people of the Empire enjoyed some of the finest beers ever tasted: **Troll Brew**, **Bugman's XXXXXX** and **Bugman's Special Brew** are three of the most notable. This peace and prosperity was not to last, though. After the brewery was raided by goblins and destroyed Bugman took up a reclusive life and was never seen in the Empire again.

Famous Alcohols - Ales:

Bellok's Ale: Best ale from Talabheim. Ale comes from the Hargrinson's Brewery. Powerful alcohol, made from locally grown hops and barley mixed with the blessed water of the Crater Lake. Make availability one level harder outside Talabheim. Usually found from expensive high-class taverns and inns.

Bugman's XXXXXX Bitter: First brewed by Josef Bugman, and later distributed throughout the major cities of the Old World. XXXXXX is famous for its ability to reduce fear, but also very rare. This dark brew is the choice in the courts of the Emperor and High King of Karaz-a-Karak.

Bugman's Premier Ale: This is perhaps the finest brew ever devised in modern times. It is said to 'charm' the throat and slip down like silk. When this beer is drunk and savoured the Dwarf takes on a warm glow and a positively beaming smile.

Bugman's Best Bitter: Not as rare and special as other Bugman's brews, but still one of the best brews ever. And also strong.

Bugman's Owd Bearbaiter: Not as rare and special as other Bugman's brews, but still one of the best brews and very special ale.

Bugman's Troll Killer: Not as rare and special as other Bugman's brews, but still one of the best brews and very special ale.

Golden Drop, the: One of the purest brews around, the Golden Drop is a fine beverage that is smooth and creamy with a sweet tangy after-taste. Drinking this ale will put a smile on any Dwarf's face. He will feel light and able.

Grolin's Reserve: High quality ale from famous Dwarf brewer Grolin Bitterstout. His ale, Grolin's Reserve, is favorite ale of the Emperor Karl Franz himself.

Old Subterranean: Strong ale from the Borgun's Brewery found in the Ubersreik. Borgun's signature brew. Found all around the Reikland.

Orc's Headwrecker: A potent ale brewed locally by the keepers of the Orc's Head inn, in the town of Heideck in Averland. Very tasty brew, but strong.

Skull Splitter Ale: Powerful ale from the Borgun's Brewery found in the Ubersreik. Found all around the Reikland.

Zhufbar Ale: High quality ale. Known for its rich flavor and dark colour, the ale packs quite punch.



Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Bellok's Ale	common/common	light moderate	high	pint	pint: 75b	s.keg: 10s keg: 50s
Bugman's XXXXXX Bitter [6]	very rare/exotic	light moderate	exceptional	pint	pint: 27g	s.keg: 81g keg: 405g
Bugman's Premier Ale [6, 9]	very rare/exotic	light moderate	exceptional	pint	pint: 35g	s.keg: 105g keg: 420g
Bugman's Best Bitter	very rare/exotic	light moderate	high	pint	pint: 1g	s.keg: 3g keg: 15g
Bugman's Owd Bearbaiter	very rare/exotic	light moderate	high	pint	pint: 1g	s.keg: 3g keg: 15g
Bugman's Troll Killer [6]	very rare/exotic	moderate	high	$\frac{3}{4}$ pint	pint: 1g	s.keg: 3g keg: 15g
Golden Drop, the [8]	scarce/rare	light moderate	high	pint	pint: 3g	s.keg: 10g keg: 50g
Grolin's Reserve	average/common	light moderate	high	pint	pint: 8b	s.keg: 24b keg: 120b
Old Subterrenean	average/common	light moderate	normal	pint	pint: 4b	s.keg: 12b keg: 60b
Orc's Headwrecker	scarce/rare	moderate	high	$\frac{3}{4}$ pint	pint: 1s	s.keg: 3s keg: 15s
Skull Splitter Ale	average/common	moderate	normal	$\frac{3}{4}$ pint	pint: 4b	s.keg: 12b keg: 60b
Zhufbar Ale	average/common	moderate	high	$\frac{3}{4}$ pint	pint: 6b	s.keg: 18b keg: 90b



Brewmasters

Note: Text taken from *Grudgelore* (Black Library sourcebook).

Dwarfs place great importance upon beer and the practice of brewing: much more so than in our native Empire. It is a staple of their culture and regarded more as an art form than merely the process of fermenting grain crops to produce alcohol. The brewmasters are the chief exponents of this craft, an brewing itself is one of the loftiest craft guilds in dwarfen society. Highly respected, brewmasters are on an equal footing to jewelsmiths, metal workers and stonemasons – a distinction lost on Imperial society.

Famous Alcohols - Beers:

Bellok's Beer: Beer from Talabheim. Brew comes from the Hargrinson's Brewery. Powerful alcohol, made from locally grown hops and barley mixed with the blessed water of the Crater Lake. Make availability one level harder outside Talabheim. Usually found from expensive high-class taverns and inns.

Durgrund's Hellfire: Famous Dwarfen brew.

Korben's Finest: Among some of the greatest brews. Korben's Finest is made from pale malt, roasted unmalted barley, and caramel malt.

Old Fortitude: Famous Dwarfen brew.

One-finger's Tar Drop: Famous Dwarfen brew.

Thengeln's Golden Preserve: Very famous Dwarfen brew.

Volcano Brew: The fabled Volcano Brew is perhaps one of the most potent beers known to all Brewmasters. It is a fiery and vibrant draught that is said to make beards bristle and hair stand on end such is its strength. The warrior is challenged by a Brew-master to drink a full tankard of Volcano Brew and remain standing after the experience! If the warrior is successful in supping the Volcano Brew then he may have a rune inscribed on his axe for free by a Runesmith who witnessed the event and was impressed by his courage.

Volcanus Hellfire: A heady brew with a much longer fermentation and run off period than most brews. Its actual brewing process is something of a secret but some say it is a magical concoction enhanced with the aid of Runesmiths who have a passion for brewing. When a Dwarf drinks this fiery brew there is a sudden loud gurgling heard in the pit of his stomach, which builds up to a massive crescendo when the Dwarf finally emits a tremendous belch and flames burst forth from his mouth! Very unhealthy for the other races.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Bellok's Beer	common/common	moderate	normal	¾ pint	pint: 3b	s.keg: 10b keg: 50b
Durgrund's Hellfire	average/common	light moderate	high	pint	pint: 4b	s.keg: 12b keg: 60b
Korben's Finest	common/common	light moderate	high	pint	pint: 2s	s.keg: 6s keg: 30s
Old Fortitude	average/common	light moderate	high	pint	pint: 4b	s.keg: 12b keg: 60b
One-finger's Tar Drop	average/common	moderate	high	¾ pint	pint: 4b	s.keg: 12b keg: 60b
Thengeln's Golden Preserve	average/common	light moderate	high	pint	pint: 9b	s.keg: 27b keg: 135b
Volcano Brew [10]	rare/rare	moderate	normal	¾ pint	pint: 60b	s.keg: 180b keg: 900b
Volcanus Hellfire [11, 13]	rare/rare	light moderate	high	pint	pint: 85b	s.keg: 255b keg: 1250b

Elven

Mead: Common drink among the Elves. It is much sweeter than human mead. Some say Elven meads have magical traits, and it is true that many experience strange vision while drinking heavily these “fairy meads”. Elves do not get this Hallucinogenic effect. There is minimum business trading mead with the Elves. This is mostly because Elves are so isolated (Wooden realms). Sea Elves of Marienburg, some Ulthuan born High Elves and finally few Wood Elven traders are found to trade Elven alcohols. Availability is among the Elves. Outside their realms lower the availability by one or two. In Marienburg availability could be normal.

Liqueur: Elves do not usually drink spirits, but they do have strong, but sweet liqueurs (see details from the Bretonnia). Some say these have magical traits also, and it is true that many experience strange vision while drinking heavily Elven liqueurs. Elves do not get this Hallucinogenic effect. Trading is minimum. Outside their realms lower the availability by one or two. In Marienburg availability could be normal.

Wine: Another common drink among the Elves and they are actually excellent wine-makers. Their wines are sweeter than humans. Some regard High Elven wines best in the world. High Elven Wines come commonly from the realm of Eataine (see details from the Imported Alcohol from Outside Old World). A fine Elven wine is rumored to have magical qualities and it is said that Elves sometimes drink “special wines” before battle to become immune for fear. There is minimum business trading wines to the Elves as mentioned above all ready. Outside their realms lower the availability by one or two. In Marienburg availability could be normal.

Average Elven Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Mead [1]	common/common	light moderate	high	pint	pint: 12b	s.keg: 36b keg: 180b
Liqueur [1]	average/common	strong moderate	high	½ pint	shot: 40b	bottle: 400b
Wine	plentiful/plentiful	light moderate	high	pint	cup: 30b	bottle: 90b
Wine, Special [6]	scarce/rare	moderate	high	¾ pint	cup: 6g	bottle: 18g

Famous Alcohols - Wine:

Sea Elven White: White wine from Marienburg. Truth is that the grapes come from Ulthuan and this limits the availability. The wine has sweet Elven wine taste.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Sea Elven Wine	scarce/rare	light moderate	high	pint	cup: 50b	bottle: 150b

Empire, The

Absinthe: Absinthe is infamous, yet not that common alcohol found from the cities of the Empire. Very strong alcohol mixed with powerful herbs (including wormwood, anise and fennel). Commonly green in colour, but can also be colourless.

Ale & Beer: Very common alcohol in the Empire. There are many breweries and usually every settlement brews its own local brew. Some brews are considered “good-enough” even by the Dwarfs, but many also poor quality. Huge amounts of ales and beers are imported inside the Empire, even from long distances. Imperial folk love Dwarfen brews and also Marienburg brews (even Halfling brews). Availability for Dwarf and Moot brews should be as listed.

Brandy: Empire has its own Brandy (similar to Bretonnian – See details above), which has great competition against famous Bretonnian brandy (which many still considere better).

Cocktails: Mixed alcohol, cocktails, are probably most common in the Empire than any other Old World country. Mostly only the high class clubs, taverns and inns sponsor them (just because the price), but sometimes even common taverns may serve them. In the Empire there is large amount of different alcohol types that can be used for different mixes.

Gin: Spirit which derives its predominant flavor from juniper berries. Usually colourless, but some may use various herbs for extra taste and colour. Most gins are cheap (and bad tasting) drink used by the common folk.

Mead: Mead is more common drink in the Northern Empire (probably because strong Norse influence/heritage in that area). Mead is good business and imported huge amounts, especially Norse Honey Meads. For any Dwarf and Moot mead use listed availability. Also Imperial meads are exported to the Dwarf settlements.

Rotgut Whiskey: Rotgut is a particularly foul spirit made in stills in many places in the Empire. People drink rotgut for one reason oly: to get stinking drunk. But distillation is a tricky process, and the results are of the unpredictable.

Schnapps / Liqueur: The Empire schnapps (or liqueur) are similar to the Bretonnian liqueur (see above), but usually much stronger. Sometimes they can be clear and colourless, but mostly dark.

Thunder Water (Moonshine): Are clear and very strong spirits very similar to Rotgut. Again distillation is a tricky process, and the results are of the unpredictable. Note! There is also Thunderwater named ale, which has nothing to do with moonshine.

Wine: Wine in the Empire is as common drink as in the Bretonnia. It is made everywhere in the Empire. People in the Empire favor lighter and sweeter grapes. Very much wine is imported from the other countries. People of the Empire like very much Tilean, Estalian and especially Bretonnian wines. Still availability should be one level harder. Time to time Bretonnian alcohol (wines and brandy usually) have been branded illegal by the merchant guilds of Empire because competition (or possible bad relations with country at that current time). For any Moot wine use listed availability.

Note!

Imported Spirits: Spirits are good business in the Empire. Keep availability for Other Lands alcohols the same, but for any other spirits make availability one level harder. In northern Empire (Middenland, Nordland, Ostland) Kislevian alcohol (Kvas or more commonly known in the Empire as Vodka) should be same availability as in Kislev. Kvas is very much liked and imported to the Empire. Also in the Reikland Bretonnian alcohols should have same availability as in the Bretonnia. For any Dwarf and Moot spirits use listed availability – They are as common in the Empire as in Dwarfen or Halfling realms.



Average Imperial Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Absinthe [1]	average/common	extreme	normal	2 AU	shot: 25b	bottle: 250b
Ale	plentiful/plentiful	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Beer	abundant/plentiful	mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Brandy	average/common	very strong	normal	1/6 pint	shot: 30b	bottle: 300b s.keg: 450b
Cocktails	scarce/rare	strong moderate	normal	½ pint	cup: 50b	
Gin	plentiful/plentiful	very strong	low	1/6 pint	shot: 4b	bottle: 40b
Mead	abundant/plentiful	light moderate	normal	pint	pint: 3b	s.keg: 10b keg: 50b
Rotgut Whiskey [3]	plentiful/plentiful	pure alcohol	low	3 AU	shot: 1b	bottle: 10b
Schnapps / Liqueur	plentiful/plentiful	strong moderate	normal	½ pint	shot: 12b	bottle: 120b
Thunder Water (Moonshine) [2]	common/common	pure alcohol	low	3 AU	shot: 2b	bottle: 20b
Wine	abundant/plentiful	light moderate	normal	pint	cup: 12b	bottle: 36b

Famous Alcohols - Ale:

Altdorf Rotsrich Spiced Ale: Very strong, but good tasting spiced ale from Altdorf.

Anvil Malt Brew: This tasty brew is only served in the Hammer and Anvil Inn in Pfeildorf. Brew can only be found from there.

Fire Red Ale: This tasty brew is only served in the Hammer and Anvil Inn in Pfeildorf. Brew can only be found from there.

Hammer: Strong and specially flavored ale from Middenheim. This ale was originally invented by Uli Breitner, the keeper of Templar's Arms. It is said, that there was some Dwarfen help when inventing this ale. It has very much Dwarf style/taste in it. Also it is very strong. Even Dwarfs like this one.

Marshwater: Low quality ale from rainy backwater Reikland town of Stromdorf. It is brewed by the Brenner family in the Thunderwater Inn & Brewery for generations. The lads claim that a live Reik eel is used in the brewing process to add "body" to the drink. Int theThunderwater Inn, If a customer asks for a stein of this brew, they are warned off by it's strength. If the customer persists, the barmen secretly drops a live tadpole into the brew. The customer's reaction to the turgid, churning brew is a constant source of amusement for regulars.

Mantek Dark Bitter: This tasty brew is only served in the Hammer and Anvil Inn in Pfeildorf. Brew can only be found from there.

Mule's Kick, the: Strong ale from Nuln. It is specialty of The Mule's Kick tavern near to the Teamster's headquarters.

Old Dog Puke: Very popular ale in the Stirland countryside, but probably more because it's low-price. This is very low quality brew. And if the taste isn't bad enough it is also commonly watered down (this may lower Alcohol Strenght by one).

Owd Ballbreaker: Strong Ale from Altdorf. Taste may not be the best, but strong enough that even Dwarfs like it.

Speckled Hen: Ale from Altdorf.

Talabheim Special "Troll Squirt": Low quality ale from Talabheim. Also called as the "Bitter Brew" or "I be done Swill". It is ruddy complexion and a harsh metallic taste. This is because it uses water from the Talabec.

Thunderwater Ale: High quality ale from rainy backwater Reikland town of Stromdorf. It is one true luxury export brewed by the Brenner family in the Thunderwater Inn & Brewery for generations and sold to connoisseurs Empire-wide. Even Dwarfs nearby have been known to make the pilgrimage to Stromdorf to tap a keg. Potent brew with a distinctive peaty after taste.



Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Altdorf Rotsrich Spiced Ale	common/common	light moderate	high	pint	pint: 12b	s.keg: 36b keg: 180b
Anvil Malt Brew	scarce/rare	moderate	normal	¾ pint	pint: 5b	s.keg: 15b keg: 75b
Fire Red Hammer	scarce/rare	moderate	high	¾ pint	pint: 8b	s.keg: 24b keg: 120b
Hammer	scarce/rare	moderate	high	¾ pint	pint: 4b	s.keg: 12b keg: 60b
Mantek Dark Bitter	scarce/rare	mild	normal	2 pints	pint: 3b	s.keg: 9b keg: 45b
Marshwater	average/common	mild	low	2 pints	pint: 2b	s.keg: 6b keg: 30b
Mule's Kick, the	scarce/rare	light moderate	normal	pint	pint: 4b	s.keg: 12b keg: 60b
Old Dog Puke	common/common	mild	low	2 pints	pint: 1b	s.keg: 3b keg: 15b
Owd Ballbreaker	scarce/rare	moderate	normal	¾ pint	pint: 5b	s.keg: 15b keg: 75b
Speckled Hen	scarce/rare	mild	normal	2 pints	pint: 3b	s.keg: 9b keg: 45b
Talabheim Special	plentiful/plentiful	mild	low	2 pints	pint: 2b	s.keg: 6b keg: 30b
Thunderwater Ale	common/common	moderate	high	¾ pint	pint: 10b	s.keg: 30b keg: 140b

Famous Alcohols - Beer:

Dark Maiden Stout: Popular beer from the Grey Mountains. Dark Maiden is brewed by Leoricans (The Monastery of Dark Maiden – Myrmidian monastery). Beer is thick, black and has metallic taste. Dark Maiden is very popular in the Wissenland and in the Nuln (especially among the army).

Gold Lager: This tasty brew is only served in the Hammer and Anvil Inn in Pfeildorf. Brew can only be found from there.

Nuln Black Powder Stout: Very popular dark beer from Nuln. Black Powder Stout is found from many local inns, taverns and restaurants in the city and very much liked.

Owd Badger: Fine beer from Altdorf (served in the Hanging Crow).

Schwarzbrunn Pilsner, the: The Schwarzbrunn Brewery trademark pilsner. Can be found in the Pfeildorf, but also taverns in the surrounding area.

Seamus Lager: Popular beer from Middenland. It has a smooth, crisp taste and a clean finish.

Wenzl's Dark Lager: This tasty brew is served in the Stag's Leap tavern in Pfeildorf. Recipe has become property of local Schwarzbrunn Breweries.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Dark Maiden Stout	common/common	mild	normal	2 pints	pint: 4b	s.keg: 12b keg: 60b
Gold Lager	scarce/rare	Mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Nuln Black Powder Stout	common/common	mild	normal	2 pints	pint: 5b	s.keg: 15b keg: 75b
Owd Badger	scarce/rare	mild	normal	2 pints	pint: 4b	s.keg: 12b keg: 60b
Schwarzbrunn Pilsner, the	scarce/rare	mild	normal	2 pints	pint: 4b	s.keg: 12b keg: 60b
Seamus Lager	plentiful/plentiful	mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Wenzl's Dark Lager	scarce/rare	mild	normal	2 pints	pint: 3b	s.keg: 9b keg: 45b

Famous Alcohols - Mead:

Sweet Brew Mead: Notorious mead brew from Middenheim. Though it has a rich amber color and a delicious taste, occasional batches are known to contain a few contaminants that elicit strange vision and unsettling emotional outbursts.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Sweet Brew Mead [1]	common/common	moderate	normal	¾ pint	pint: 6b	s.keg: 18b keg: 90b

Famous Alcohols - Spirits:

Echte Brandenburger [brandy]: Least 50 year old brandy, said to be the finest in the Old World (Bretonnians have their own opinions about this one...). It is said that if properly served it is inhaled rather than drunk.

Heroes Drink [cocktail]: Special cocktail from Middenheim. Inventor of cocktail is Uli Breitner, the keeper of Templar's Arms, but rumor is that it was actually few adventurers (one from Norsca) who came up with the idea and presented that to Uli. Heroes Drink is tasty and cheap cocktail, but extremely strong mix. Recipe is secret, but has definitely Kvas or Aquavik based alcohol, with special flavor.

Talabecland Rotfire [moonshine]: Hard alcohol from Talabecland. Rotfire is very common and cheap drink. It is also dangerous and very bad tasting.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Echte Brandenburger [5]	very rare/exotic	very strong	exceptional	1/6 pint	shot: 2g	bottle: 20g
Heroes Drink	rare/rare	very strong	normal	1/6 pint	cup: 48b	
Talabecland Rotfire [2]	common/common	pure alcohol	low	3 AU	shot: 1b	bottle: 10b



Famous Alcohols - Wines:

Annaliese: Extremely rare wine which is cultivated in Sylvania. It supposedly comes from a small vineyard that dwells under the shadow of the World's Edge Mountains. Rumor holds that it is turned once every Hexensnacht for a decade and tender by a vintner who is one of the Restless Dead. It is whispered to have a taste like burning cinnamon with a distinctly iron finish.

Aulenbacher: Straw-colored wine from a small vineyard in Black Mountains. Vineyard is run by Sigmarite monks and bottles of Aulenbacher are marked by twin-tailed comets. Regular drinkers typically insist that when drinking the wine in right glasses (marked with Sigmar's symbols) wine brings forth its inner richness.

Gewürztraminek: Red wine from Stirland. Wine is extremely sweet.

Grenzstadter: White wine from Averland. Very famous throughout the Empire and also popular in the Marienburg (keep Availability same there). It carries the faintest hint of apple along with a subtle earthy undertone. Another specialty for this wine is, that it doesn't cause hangover?!

Loningbruck "Ruby": White wine from Averland. It has red color. That is where its nickname comes. This comes actually from Averland Longhorn cattle blood, which is added to the fermentation vats from which it springs.

Manann's Own: Wine from Grey Mountains. A legendary vintage (and very very rare), brewed by the renowned hermit Gotthold Koch from grapes only to be found in a field he prepared high in the Grey Mountains. Supposedly, the grapes were never exposed to the light of the sun. Manann's Own is rumored to have a near ghostly bouquet; the wine supposedly almost evaporates on the tongue, leaving only the delightful breath of its passage.

Pritzstock Reisling: Wine from Middenland. It is a light delicate wine that is gaining in popularity throughout the western Empire.

Reikland Hock: White wine from Reikland. Reikland Hock is very respected wine in the Empire and also in Marienburg.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Annaliese [5]	very rare/exotic	moderate	exceptional	¾ pint	cup: 10g	bottle: 40g
Aulenbacher	common/common	light moderate	normal	pint	cup: 30b	bottle: 90b
Gewürztraminek	plentiful/plentiful	light moderate	high	pint	cup: 24b	bottle: 72b
Grenzstadter [4]	plentiful/plentiful	Mild	high	2 pints	cup: 35b	bottle: 105b
Loningbruck "Ruby"	plentiful/plentiful	light moderate	normal	pint	cup: 15b	bottle: 45b
Manann's Own [5]	very rare/exotic	moderate	exceptional	¾ pint	cup: 160g	bottle: 480g
Pritzstock Reisling	plentiful/plentiful	light moderate	normal	pint	cup: 15b	bottle: 45b
Reikland Hock	common/common	light moderate	high	pint	cup: 25b	bottle: 75b



Expanded Imperial Alcohol Table

Here is expanded list of alcohols commonly found from the Empire. It includes also most common foreign alcohols with right availability. Alcohol descriptions can be found from other pages.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Absinthe [1]	average/common	extreme	normal	2 AU	shot: 25b	bottle: 250b
Ale, watered	plentiful/plentiful	very mild	normal	4 pints	pint: 2b	s.keg: 6b keg: 30b
Ale	plentiful/plentiful	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Ale, Dwarf	plentiful/plentiful	Light Moderate	high	pint	pint: 5b	s.keg: 15b keg: 75b
Beer, watered	abundant/plentiful	very mild	normal	4 pints	pint: 1b	s.keg: 3b keg: 15b
Beer	abundant/plentiful	mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Beer, Dwarf	Abundant/plentiful	Light Moderate	high	pint	pint: 4b	s.keg: 12b keg: 50b
Brandy	average/common	very strong	normal	1/6 pint	shot: 30b	bottle: 300b s.keg: 450b
Brandy, Bretonnian	scarce/rare	very strong	high	1/6 pint	shot: 36b	bottle: 360b s.keg: 540b
Cider, Moot	plentiful/plentiful	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Cocktails	scarce/rare	strong moderate	normal	½ pint	cup: 50b	
Gin	plentiful/plentiful	very strong	low	1/6 pint	shot: 4b	bottle: 40b
Gragring, Dwarf	scarce/rare	Strong Moderate	normal	½ pint	shot: 12b	bottle: 120b s.keg: 160b
Kvas (Vodka), Kislev	plentiful/plentiful	very strong	normal	1/6 pint	shot: 5b	bottle: 50b
Mead	abundant/plentiful	light moderate	normal	pint	pint: 3b	s.keg: 10b keg: 50b
Rum, Marienburg	average/common	very strong	low	1/6 pint	shot: 10b	bottle: 100b s.keg: 150b
Rum, Tilean Dark	scarce/rare	very strong	high	1/6 pint	shot: 25b	bottle: 250b s.keg: 375b
Rotgut Whiskey [3]	plentiful/plentiful	pure alcohol	low	3 AU	shot: 1b	bottle: 10b
Schnapps / Liqueur	plentiful/plentiful	strong moderate	normal	½ pint	shot: 12b	bottle: 120b
Sherry, Moot	plentiful/plentiful	moderate	normal	¾ pint	shot: 10b	bottle: 100b s.keg: 150b
Thunder Water (Moonshine) [2]	common/common	pure alcohol	low	3 AU	shot: 2b	bottle: 20b
Wine, watered	abundant/plentiful	mild	low	2 pints	cup: 6b	bottle: 18b
Wine	abundant/plentiful	light moderate	normal	pint	cup: 12b	bottle: 36b
Wine, Bretonnian	common/common	light moderate	high	pint	cup: 25b	bottle: 75b

Estalia

Ale & Beer: Estalians do like ales and beers, yet they are not as common alcohol as wine is there. But there are some breweries, even most ales and beers are imported from the Empire and from the Dwarfen realms.

Brandy: Estalian brandy is as good quality as Bretonnian or the Empire brandy (see details from Bretonnia above) even not so famous.

Cocktails: Mixed alcohol, cocktails, are not very common in Estalia, but can be found from the high class clubs, taverns and inns.

Gin: Spirit which derives its predominant flavor from juniper berries. Usually colourless, but some may use various herbs for extra taste and colour. Unlike Imperial gin Estalians make good quality gins.

Sherry: Sherry is a fortified wine made from white grapes. There are different colours and sweeter tastes of sherry. Sherry is aged in the casks for a minimum of 3 years. Estalians are famous for their sherry.

Wine: Wine is as common drink in the Estalia as it is in the Bretonnia. Estalians are very proud of their wines sponsoring many special and expensive wines. Estalians lean towards red vintages. Note that also cork's for wine bottles come from Estalia. Some amount of Bretonnian and even Tilean wines are imported to the Estalia (even they would never say these are better than their own). Also large amounts of Estalian wine is exported to the Empire.

Average Estalian Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	average/common	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Beer	common/common	mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Brandy	common/common	very strong	high	1/6 pint	shot: 30b	bottle: 300b s.keg: 450b
Cocktails	rare/rare	strong moderate	normal	½ pint	cup: 60b	
Gin	plentiful/plentiful	very strong	normal	1/6 pint	shot: 8b	bottle: 80b
Sherry	plentiful/plentiful	moderate	high	¾ pint	shot: 36b	bottle: 360b s.keg: 550b
Wine	abundant/plentiful	light moderate	normal	pint	cup: 12b	bottle: 36b

Famous Alcohols - Wine:

Bilbali Red: A famous dark red wine from Bilbali. Bilbali is aged for several years in the bottom of the ocean. It has woody flavor tinged with the faintest hint of sea spray.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Bilbali Red	common/common	light moderate	high	pint	cup: 25b	bottle: 75b

Kislev

Kvas – The Oil of a Nation

Note: Text taken from *Realm of the Ice Queen* (WFRP2 sourcebook).

The word *kvas* translates as “sour milk” and is, after water, the most popular drink in Kislev. It is a drink that transcends the normal distinctions of class that hold sway over all other aspects of Kislevite society. Peasants drink it with gusto and nobles prefer it to the weak southern wines and brandies brought by foreigners. Such is the Kislevite fondness for kvas, that it is used almost every aspect of life, from cooking (where it serves as stock for many daily dishes) to medicine (where it is credited for saving many peasants from scurvy during times of famine). Its curative powers were also said to extend the colds, dropsy, fever, and diseases of the intestines, but whether this can be attributed to the kvas or the Kislevites' legendary constitution from drinking the stuff will likely never be known.

There are many recipes of kvas, each stanitsa claiming that it has the definitive recipe and that all other are “like drinking yellow snow,” but in general, they have the same ingredients, just in different proportions. The strength of kvas varies from place to place (as does the flavour) for, as Kislevites are fond of saying, there are as many different types of kvas as grass on the steppe.

Ale & Beer: Kislevians like very much ales and beers. Much of their ales and beers are imported from the Empire. Imperial and Marienburg ales and beers can use listed availability.

Koumiss: Special Kislevian alcohol called Koumiss is strong spirit made from fermented mare's milk. This is originally Ungol creation and very popular in the Oblast (cheap and strong).

Kvas (Vodka): Kislevian love strong alcohol (spirits). Their own specialty is different types of Kvas. Kvas (“sour milk”) is clear distilled spirit with various flavorings. It is usually made from grains or potatoes, but possibly even from fruits. There is also another word (common in the Empire), which is used from Kvas, and that is Vodka (“water”). Almost every settlement manufactures their own Kvas and it is most common alcohol in the country (used even for medical purposes). There are many different flavors and most Kvas are also cheap, yet tasty. Low quality Kvas is usually more similar to Imperial Moonshine. Very much Kvas is exported especially to the Empire.

Mead: Mead is common alcohol, probably because the Norse (Norsii) influence. Some amount is imported from the Norsca, yet availability is as listed above (see Outside Old World).

Wine: Wine production is very limited in Kislev and their wines are low quality. Most wines are imported from the Empire.

Note!

Imported Spirits: Spirits are good business in Kislev. Keep availability for Other Lands alcohols the same, but for any other spirits make availability one level harder, except Imperial and Marienburg spirits.

Average Kislev Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	common/common	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Beer	plentiful/plentiful	mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Koumiss	common/common	strong moderate	normal	½ pint	shot: 2b	bottle: 20b
Kvas (Vodka)	plentiful/plentiful	very strong	normal	1/6 pint	shot: 3b	bottle: 30b
Mead	average/common	light moderate	normal	pint	pint: 3b	s.keg: 10b keg: 50b
Wine	rare/rare	light moderate	low	pint	cup: 10b	bottle: 30b

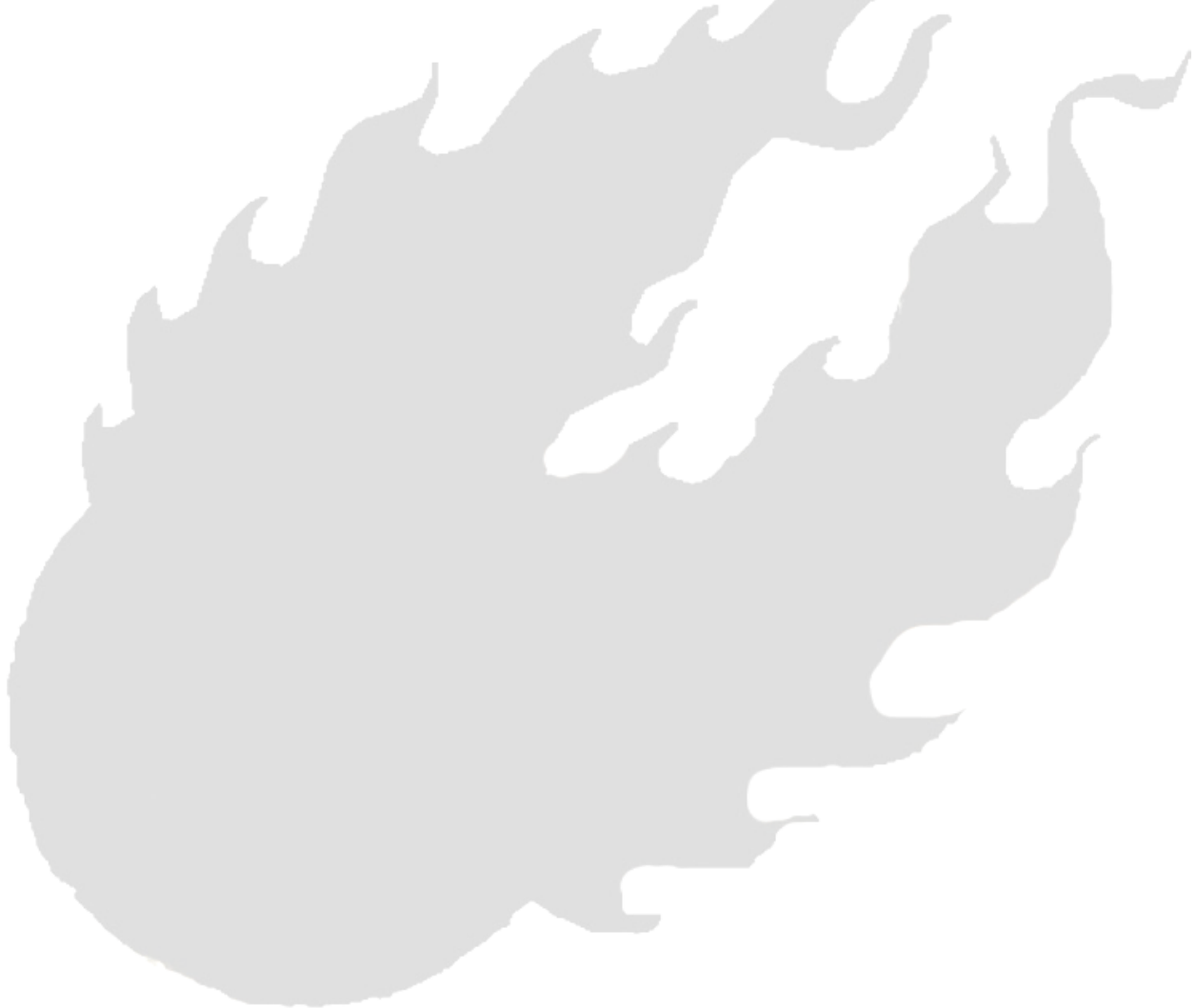


Famous Alcohols - Spirits:

Chesnochnaya [Kvas]: Garlic spiced hard alcohol from Kislev. It is famous and strange tasting Kvas. Legends tell that Vampires do not attack those who drink Chesnochnaya. That could be reason it is very common especially during the dark winter months.

Jewel of Kislev [Kvas]: Brand of Kvas made in the Jewel of Kislev distillery in the city of Kislev. Distillery was found by Stola Ormanoff. Both Jewel and Stola are famous and Jewel is imported large amounts.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Chesnochnaya	common/common	very strong	normal	1/6 pint	shot: 8b	bottle: 84b
Jewel of Kislev	plentiful/plentiful	very strong	high	1/6 pint	shot: 7b	bottle: 7b



Marienburg (Wasteland)

Ale & Beer: Ales and beers are as common as in the Empire. Many brewers in Marienburg have adopted the brewing techniques of Bretonnian bremaesters, and legendary Imperial traditions, resulting in a variety of fine brews with hearty, robust and fruity flavor.

Cocktails: Mixed alcohol, cocktails, are as common as in the Empire. Mostly only the high class clubs, taverns and inns sponsor them (just because the price), but sometimes even common taverns may serve them.

Mead: Mead is common alcohol, probably because the Norse (Norsii) influence. Yet, it is not as common as ales and beers.

Rum: Rum is Wasteland specialty. It is cheap and not as good as Tilean rum. Rum is a distilled beverage made from sugarcane by-products such as molasses, or directly from sugarcane juice, by a process of fermentation and distillation. The distillate, a clear liquid, is then usually aged in oak barrels. Rum can be clear or dark in coloring. Sugarcane is not grown in the Wasteland, so it is imported from the Tilea and Estalia (also even from the Araby, Border Princes and as far as Lustria and the New World). See also Grog from the Outside the Old World Alcohols.

Wine: Wine production is very limited in the Wasteland. Some try their best (like the Sea Elves), but most wines are imported.

Note!

Imported Alcohol: Marienburg lives on trading. Everything can be found from the city! Use listed availability for all the alcohol.

Average Marienburg / Wasteland Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	common/common	light moderate	normal	pint	pint: 4b	s.keg: 12b keg: 50b
Beer	plentiful/plentiful	mild	normal	2 pints	pint: 2b	s.keg: 6b keg: 30b
Cocktails	scarce/rare	strong moderate	normal	½ pint	cup: 72b	
Mead	average/common	light moderate	normal	pint	pint: 6b	s.keg: 18b keg: 90b
Rum	common/common	very strong	low	1/6 pint	shot: 10b	bottle: 100b s.keg: 150b
Wine	rare/rare	light moderate	normal	pint	cup: 12b	bottle: 36b

Famous Alcohols - Ale:

Braakbroew Ale: Very strong and high profile ale from Marienburg.

Marienburg Pale: Most famous ale in Marienburg.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Braakbroew Ale	common/common	moderate	normal	¾ pint	pint: 21b	s.keg: 65b keg: 325b
Marienburg Pale	plentiful/plentiful	mild	normal	2 pints	pint: 5b	s.keg: 15b keg: 75b

Famous Alcohols - Beer:

Blozenbroew: Quality beer made in the Long Dragon Inn in Marienburg. This is actually very tasty and also costly brew.

Boekbier: Quality and very strong beer made in the Long Dragon Inn in Marienburg. Beer is strong, but tasty.

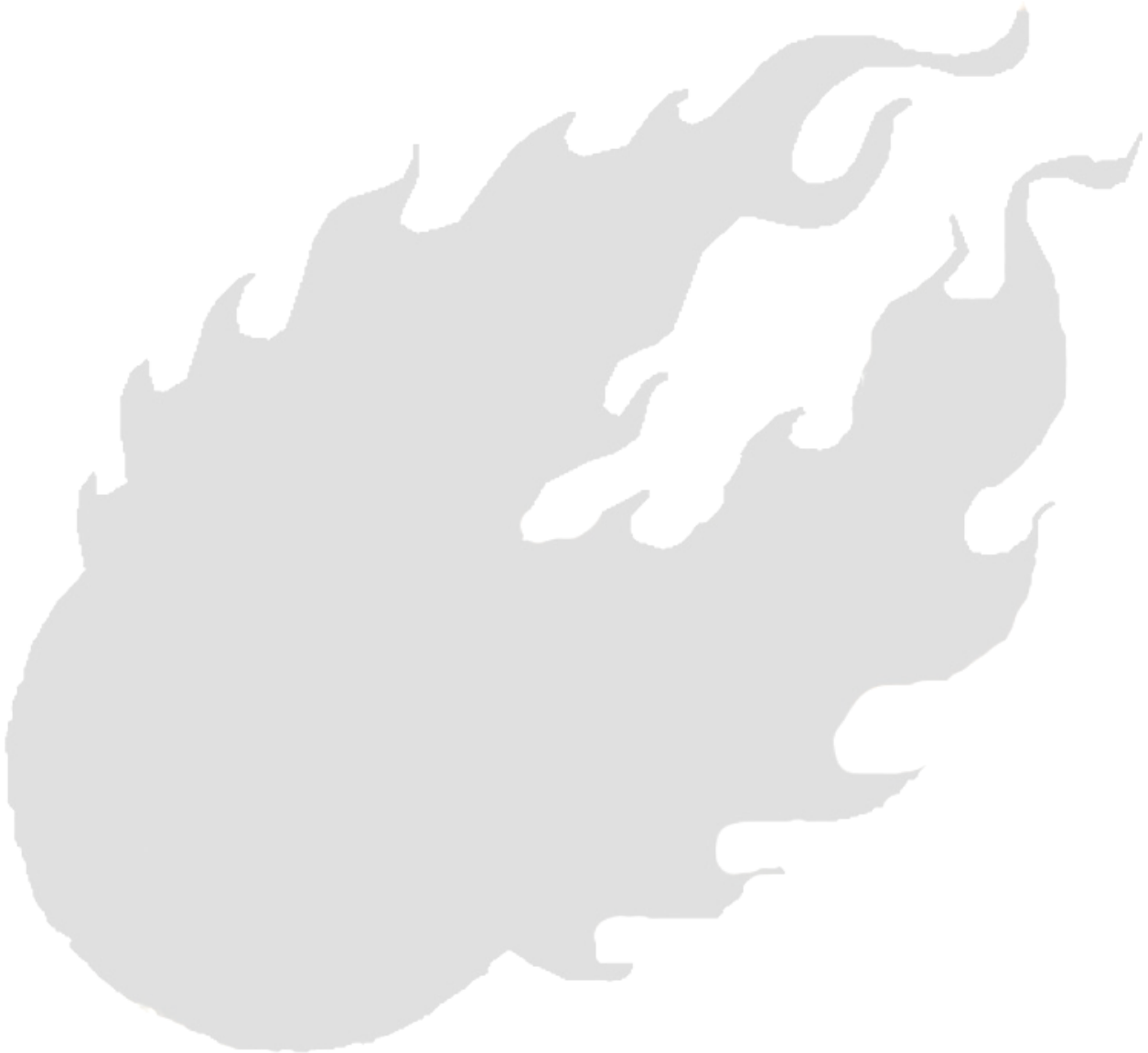
Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Blozenbroew	average/common	mild	high	2 pints	pint: 10b	s.keg: 30b keg: 150b
Boekbier	average/common	moderate	high	¾ pint	pint: 22b	s.keg: 70b keg: 350b



Famous Alcohols - Spirits:

Alte Geheerentode [Rum]: Notorious and very strong rum from Marienburg.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Alte Geheerentode	scarce/rare	extreme	normal	2AU	shot: 18b	bottle: 180b s.keg: 270b



Moot (Halfling)

Ale & Beer: Halflings brew ales and beers, but their brews are usually average quality. Most brews are imported from the Empire and all the Imperial ales and beers have same availability as in the Empire. Also most Halfling brews are exported also to the Empire and same availability can be used this way too.

Cider: Halflings produce apple cider. Sauerapfel is famous for its apple groves as well as its cider. Most of the cider is exported to the Empire.

Mead: Some amount of mead is produced in the Moot. Like in the ales and beers import & export availability remains same.

Sherry: Sherry is a fortified wine made from white grapes. There are different colours and sweeter tastes of sherry. Sherry is aged in the casks for a minimum of 3 years. Halflings specialize in sherry, yet they are not as famous as Estalian.

Wine: Wine is as common as in the Empire. Some amounts are imported.

Note!

Imported Alcohol: Any Imperial alcohol should use listed availability. Other lands alcohol should be harder to get – Rise availability two levels.

Average Moot (Halfling) Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	common/common	light moderate	normal	pint	pint: 4b	s.keg: 12b keg: 60b
Beer	plentiful/plentiful	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Cider	plentiful/plentiful	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Mead	average/common	moderate	normal	¾ pint	pint: 6b	s.keg: 18b keg: 90b
Sherry	plentiful/plentiful	moderate	normal	¾ pint	shot: 10b	bottle: 100b s.keg: 150b
Wine	plentiful/plentiful	light moderate	normal	pint	cup: 12b	bottle: 36b

Famous Alcohols - Beer:

Keigel's Natural Pig Swill: The most notorious beer from Mootland. Only the worst low-life scum and thirstiest Halfling would ever deign to put this vile concoction to the taste. Worse, the after-effects of this vile brew are painful and accompanied with much vomiting. It is common export still because cheap prize.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Keigel's Natural Pig Swill	average/common	light moderate	horrible	pint	pint: 1b	s.keg: 3b keg: 15b

Famous Alcohols - Wine:

Whistler's Finest Rosy White: White Wine from Moot. Wine is produced by the Whistler clan. A rosy white wine with a subtle flavor reminiscent of flowers with a faint taste of mint. Wine is a delightful round offering. All Whistler wines are exclusively pressed by the feet of the Whistler Halflings and their relatives instead of any machine, a fact they're extremely proud of. Correspondingly, a fair number of wine connoisseurs won't touch the stuff. Whistler children hand paint all the bottles, covering them in flowers and various creatures.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Whistler's Finest Rosy White	average/common	light moderate	high	pint	cup: 20b	bottle: 60b

Tilea

Ale & Beer: Tileans do like ales and beers, yet they are not as common alcohol as wine is there. There are some breweries, but many ales and beers are imported from the Empire and from the Dwarfen realms. Many of their own are not highest of quality.

Cocktails: Mixed alcohol, cocktails, are not very common in Tilea, but can be found from the high class clubs, taverns and inns.

Rum: Tileans are famous for their rum. It is expensive and high quality, especially dark rum. White (clear) rum is more common among the common folk. Rum is a distilled beverage made from sugarcane by-products such as molasses, or directly from sugarcane juice, by a process of fermentation and distillation. The distillate, a clear liquid, is then usually aged in oak barrels. Rum can be clear or dark in coloring. Tileans grow their own sugarcane which is also imported to Marienburg. Some amounts of sugarcane is also imported from the Araby, Border Princes and as far as Lustria and the New World. See also Grog from the Outside the Old World Alcohols.

Sherry: Sherry is a fortified wine made from white grapes. There are different colours and sweeter tastes of sherry. Sherry is aged in the casks for a minimum of 3 years. Tileans some amount of sherry.

Wine: Wine is as common drink in the Tilea as it is in the Bretonnia or Estalia. Tileans are very proud of their wines sponsoring many special and expensive wines. Tileans lean towards red vintages. There is some rivalry between Estalia and Tilean wines. Some amount of Bretonnian wines are imported to Tilea (even they would never say these are better than their own). Also large amounts of Tilean wine is exported to the Empire and some to Bretonnia and Estalia.

Average Tilean Alcohols:

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Ale	average/common	mild	normal	2 pints	pint: 3b	s.keg: 10b keg: 50b
Beer	common/common	mild	low	2 pints	pint: 2b	s.keg: 6b keg: 30b
Cocktails	rare/rare	strong moderate	normal	½ pint	cup: 84b	
Rum, Dark	common/common	very strong	high	1/6 pint	shot: 25b	bottle: 250b s.keg: 375b
Rum, White	common/common	very strong	normal	1/6 pint	shot: 12b	bottle: 120b s.keg: 180b
Sherry	common/common	moderate	normal	¾ pint	shot: 25b	bottle: 250b s.keg: 375b
Wine	abundant/plentiful	light moderate	normal	pint	cup: 12b	bottle: 36b

Famous Alcohols - Wine:

Tilean Fizzy Red: Famous red wine from Tilea. Well-known and infamous strong wine.

Tilean Policella White: White Wine from Tilea.

Alcohol	Availability (WFRP1&2 / 3)	Alcohol Strength	Alcohol Taste	one AU is	Price	
Tilean Fizzy Red	scarce/rare	moderate	normal	¾ pint	cup: 28b	bottle: 84b
Tilean Policella White	average/common	light moderate	high	pint	cup: 20b	bottle: 60b

Chapter II: Tobacco

Use of tobacco is very common in the Old World and also in the lands surrounding the Old World. In Araby it is even more common, and even the fierce Norse from the grim north like the use of tobacco (if they can get any). Different races have smoked tobacco-type of plants for thousands of years, like Dwarfs and Halflings. Even Ogres like to smoke.

There are probably no real knowledge or documents were it all started. Halflings, of course, want to take full credit. Others say smoking was common in the lands of Araby in the times of ancient Khemri long before halflings started to grow those plants. But truth may actually be that it was the Dwarfs that invented this (bad) habit. Even so, the best tobacco comes from other places than Dwarfen realms. Even most of the tobacco comes from the Moot, the most exotic tobacco in the Old World comes either from Araby or from the jungles of Lustria (which is most rarest and very much wanted). In the Empire biggest rivals are the "Greenleaf" area (Mootland) tobacco plants and tobacco imported from the Bretonnia.

Following list is expansion for equipment. Tobacco is usually sold in large quantities (about 300 usages/smokes), which don't really weight that much (it is actually very small amount of tobacco plant). There can be different variations about mentioned types of tobacco.

Average Tobacco (300 uses)	Price	Encumbrance	Availability (WFRP1&2 / 3)	Average Taste
Poor quality	30s	minimun (1)	common/common	low
Average quality	60s	minimun (1)	average/common	normal
Good quality	180s	minimun (1)	scarce/rare	high
Best quality	600s	minimun (1)	very rare/exotic	exceptional

Famous Tobacco types:

Arabie Blacke: Famous and strong tobacco, yet still smooth tasting. Arabie Blacke is cultivated in more fertile areas of Araby (and islands near it's coast). Arabians specialty is rolling Cigars from this tobacco plant leafs. Plants don't survive very well in cold weather of the Old World.

Bretonnian: There are tobacco fields also in the Bretonnia and it produces some amount of tobacco, which is also exported to other countries. Bretonnian weed is commonly known in the Empire (especially among the Halflings) as "stink-weed".

Dwarfen Black Shag No.4: Very strong tobacco plant found mostly from the Grey Mountains. Dwarfs love this tobacco.

Lustria Tabac: Probably the best tobacco plants found in the World. They have strange, but very tasty, aromas. Plants don't survive cold weather of the Old World.

Moot Halflynge Weede: Most common homegrown tobacco type in the Old World. Grown in the Moot area known as "Greenleafs", but there are few places/fields around the Old World where halflings live and grow this tobacco type. Plants survive in the cold environment well.

World Edge Moyldy Leaf: Very common wild tobacco plant. Lives in the mountain ranges and can be found especially in the World Edge Mountains. Not very good tasting tobacco and considered low quality, but Dwarfs love it. It is famous and cheap enough. Taste is very sharp and strong. They consider Halfling tobacco too "soft". Also plant survives very well in the cold environment.

Tobacco type (300 uses; average quality)	Price	Encumbrance	Availability (WFRP1&2 / 3)	Taste; Strength
Arabie Blacke	80s	minimun (1)	scarce/rare	high; strong
Bretonnian "stink-weed"	50s	minimun (1)	scarce/common	low; average
Dwarfen Black Shag No.4	50s	minimum (1)	average/common	low; strong
Lustria Tabac	100s	minimun (1)	very rare/exotic	high; mild
Moot Halflynge Weede	60s	minimun (1)	average/common	normal; average
World Edge Mouldy Leaf	40s	minimun (1)	common/common	low; strong



Other Products:

Arabian Cigars: Arabie Blacke rolled in the leafs of the same tobacco plant creating ready cigars.

Chewing Tobacco: Chewing Tobacco is a type of smokeless tobacco product consumed by placing a portion of the tobacco between the cheek and gum or teeth and chewing. Chewing tobaccos are produced via a process of leaf curing, cutting, fermentation and processing or sweetening. Or just chewing the leafs of the plant.

Snuff: Snuff is a product made from ground or pulverized tobacco leaves. It is generally inhaled or "snuffed" through the nose either directly from the fingers or by using specially made "snuffing" devices. When sniffed, snuff often causes a sneeze.

Other Products	Price	Encumbrance	Availability (WFRP1&2 / 3)	Quality; Taste; Strength
Arabian Cigars, 4 cigars	120s	minimun (1)	very rare/exotic	average quality; high; strong
Arabian Waterpipe	100s	2	very rare/exotic	average quality; -; mild
Chewing Tobacco, ounce (15 uses)	2s	-	scarce/rare	average quality; normal; strong
Pipe	1s	minimun (1)	common/common	average quality; -; -
Snuff, ounce	2s	-	rare/rare	average quality; normal; -



Optional Rule: Smoking

Tobacco can be pretty strong for uncustomed user. And various plants are even stronger. Here are few rules for smoking. Anyone customed for smoking should not need to make any tests.

WFRP3

Check: Resilience Check (specialisation: Resist Poison)

Tobacco Strength:

Mild: Easy (1d) check

Average: Average (2d) check

Strong: Hard (3d) check

Special Bonuses:

Dwarfs and Halflings gain \square to the check.



The character is doubled over in a fit of coughing. Character also feels very ill and gains *Weakened* condition. Duration is brief.



The character is doubled over in a fit of coughing. Character also feels very ill and gains *Weakened* condition. The effect will last for a 2 hours.



The character is doubled over in a fit of coughing and vomits. Character also feels very ill and gains *Weakened* condition. The effect will last for a 4 hours.

WFRP2

Make Toughness Test based on the strength of the tobacco. *Resistance to Poison* gives a +10 bonus to the test. Dwarfs will gain a +20 bonus and Halflings a +10 bonus to this test. Failure means that the character is doubled over in a fit of coughing and probably also vomits. User will also feel very ill. Failure means a -10 penalty to all tests for 1d10 rounds. Every degree of failure will bring 1 hour more.

- ❖ Mild: **Easy (+20) Toughness Test**
- ❖ Average: **Average Toughness Test**
- ❖ Strong: **Hard (-20) Toughness Test**

WFRP1

Make Toughness Test based on the strength of the tobacco. *Immunity to Poison* gives a +10 bonus to the test. Dwarfs will gain a +20 bonus and Halflings a +10 bonus to this test. Failure means that the character is doubled over in a fit of coughing and probably also vomits. User will also feel very ill. Failure means a -10 penalty to all tests for 1d10 rounds. Every degree of failure will bring 1 hour more.

- ❖ Mild: **Toughness x 15 Test**
- ❖ Average: **Toughness x 10 Test**
- ❖ Strong: **Toughness x 5 Test**