

Taverns & Tankards



A GUIDE TO BREWS, BRAWLS, AND BARS
MAGE HAND PRESS

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ON THE COVER

Martin Kirby illustrates a vibrant tavern scene: a friendly but competitive card game over a recent expedition's spoils, set to a backdrop of mysterious strangers, performing bards, and celebrating patrons, illuminated by the warm hearth of the fireplace.

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TABLE OF CONTENTS

INTRODUCTION	1
YOU START IN A TAVERN.....	1
CHAPTER 1: TAVERN LIFE.....	2
PLAYING A TAVERN	2
TAVERN ADVENTURES.....	3
TAVERN CAMPAIGNS.....	3
RUNNING A TAVERN	4
D100 TABLES.....	5
CHAPTER 2: INEBRIATED ARCHETYPES.....	15
MIXOLOGIST	15
PATH OF THE KEGGER.....	16
COLLEGE OF BARTENDING	16
COFFEE DOMAIN	17
RUM DOMAIN	18
CIRCLE OF MOONSHINE.....	19
BARFIGHTER.....	20
WAY OF THE DRUNKEN FIST	21
OATH OF REVELRY	22
GRIFTER.....	23
SAUCEROR.....	23
CHAPTER 3: DRINKS.....	25
MAGICAL DRINKS	26
DRUNKENNESS	25
DRINKS.....	25
DRINKING GAMES	29
CHAPTER 4: POTABLE MAGIC.....	30
MAGIC ITEMS	30
SPELLS.....	31
CHAPTER 5: MONSTERS	34
ALEMENTAL.....	34
BARFLY	35
B'OOZE.....	36
JELLY SHOT.....	37
TANKARD MIMIC.....	37
BARREL MIMIC.....	38
WINE-VERN	39
LICENSE.....	40



INTRODUCTION

Taverns are an essential component of adventuring life. They are resting places where road-weary travelers hang their heads, neutral meeting places for people coming from near and far, centers of recreation and entertainment, and veritable rumor mills for anything of interest which might be discussed. Whether resulting drunken revelries or chance encounters with a mysterious benefactors, taverns are a nexus and originator for a disproportionate number of adventures, big and small. Furthermore, as many adventurers can attest, the first and last hurdles of a quest are in the tavern, participating in drinking games, gambling their fortunes, and engaging in drunken brawls.

But let tavern life itself not go understated; the tavern common room is a flourishing microcosm of travelers local and domestic, magical and mundane, rich and poor, all cloaked in an ale-soaked haze which brings everyone to the same level. Bartenders simultaneously play the part of referee and gregarious onlooker, feeding their patrons a steady diet of amiable conversation and strong drink. Every member of a tavern's staff, from waiters and waitresses, to chefs and musicians, play critical parts in the tavern's atmosphere, as much as its function. When the night arrives and patrons come out in droves, the entire tavern takes on a life of its own, a swirling tapestry of drinks, music, and chatter.

YOU START IN A TAVERN

Most quests begin in a tavern by tradition, not by necessity; roleplaying games have a time-honored tradition of tavern-based quest givers, and setting that aside seems like sacrilege to many GMs. However, the tavern scene and its accompanying challenges represent not only a microcosm of tavern inhabitants, but also of the game's systems. Within the tavern's common room is a relatively safe space to explore various skill checks, experiment with combat, dabble in socializing, and learn about one another's characters. It allows for some impish pranks and roughhousing before the real adventure, which doubtless will involve mortal or world-ending consequences for all involved, begins in earnest. Therefore, the tavern represents a fundamental alcohol-induced tutorial for any good campaign—for that reason, if no other, it has become tradition.

Of course, just because it's tradition, doesn't mean the tavern must be stock, cliché-ridden, and banal. With the right dressing and atmosphere, the tavern can be an enchanting and engrossing space to begin your adventure. This book aims to shoulder the burden for constructing imaginative and compelling taverns, stockpiling them with tavern-goers, and littering them with rumors and quests. With it on hand, players will be begging to begin their next adventure in a tavern, rather than dreading it.



CHAPTER 1: TAVERN LIFE

This chapter contains everything you need to build a quick, engaging tavern adventure. It begins with some guidelines on how to drum up tavern atmosphere, provides a list of adventures and campaigns set in taverns, and finally contains a host of d100 tables to help produce taverns of every description.

PLAYING A TAVERN

Before delving into how to write an interesting tavern scene, we should explore how to present one.

SETTING THE SCENE

It might be tempting to use the tavern as a means to an end, a convenient place to slot in quest-givers, a way to handwave where the characters eat and drink, but this utterly squanders the unique ecosystem a tavern setting provides. Taverns are vibrant locales, which can breathe life into a scene, no matter how inconsequential it might be to the grander narrative. Of course, bars, taverns, and inns are still excellent places to store quest-givers and other important miscellany, but the location itself shouldn't be regarded as an afterthought.

When the characters come across a tavern, paint a picture of whatever makes the building, its patrons, and its staff unique. Players will likely have a schema fixed in their minds of a stereotypical tavern; your description is a chance to buck their preconceived notions, or perhaps playfully subvert them. We've included a d100 Tavern Traits table later in this chapter to make the process a little easier. Don't shy away from the finer details, especially the smell of the place; any building that houses people, cooks food, and serves alcohol will likely have a distinctive aroma.

Once you've established something unique about the building, its name (again, we've included a d100 chapter to help with this), and perhaps it's bartender or proprietor, it's time to highlight some patrons. These NPC cameos are the GM's window into the world, the primary means by which to interact with the characters and drive their evening and their quests. Whenever possible, try to make each one unique and give them names; in fact, they should get offended if the players forget their names.

These characters don't have to be particularly deep—they'll likely only have the chance to say a few lines of dialogue—but they offer a chance to create entertaining one-note characters which that the players won't soon forget. As with all the tavern itself, its patrons represent a chance to subvert notions about the world



and demonstrate that defining traits for races and classes aren't absolute. An erudite orc, a particularly unintelligent wizard, or a shaved dwarf is all it takes to catch the players' attention.

Lastly, remember that the tavern is a rowdy place completely apart from the player characters' interference. Unprompted misadventures should rattle around in the background, occasionally interrupting the characters' hijinks when they become too boisterous. We've included a d100 Tavern Events table to help facilitate this random background storytelling.

MINI-CHALLENGES

Once the details of a tavern and its folk are smashed together, it's necessary to introduce snippets of gameplay challenges while the characters are there. This is great at the beginning of a campaign and when introducing new new players to the game, as some relatively safe hijinks give players the chance to experiment with their new avatars and familiarize themselves with the mechanics.

Naturally, taverns are full of games, from darts, to cards, to raucous drinking contests, but these should only be the tip of what players get up to. A bard might try to seduce anything with a pair of legs, whereas a mischievous sorcerer might cause general havoc with *Subtle Spell*. A fighter might try to weasel information out of the bartender, while a rogue tries to pickpocket wealthy marks. The tavern is a playground of opportunities for players to make their own challenges; often, if the stage has been properly set, the players will engage in such activity completely unprompted and the GM will be free to take the backseat for a while.

TAVERN ADVENTURES

Whether the characters spend a single night in a tavern between dungeon dives, or practically every night as they investigate a mystery in the city, it's worthwhile to have a few stock adventures on hand to make the tavern a place that is played, rather than mentioned in passing. These adventures can be the start of grander narratives, or can be one-off diversions. Moreover, if experienced players find the adventure tropes too easy to spot, the adventures can be mashed together (transitioning from one to another mid-session) or subverted with a bait-and-switch foe.

THREAT FROM WITHIN

Something malevolent endangers everyone within the tavern, if not everyone within the town. There's a b'ooze loose in the wine cellar, an invisible monster stalking from room to room, or a psionic outsider playing tricks on people's minds before killing them one by one. Alternatively, there's a demigod of revelry smashing up the place or an enormously powerful giant who must be placated. Whatever the threat, you'll have to bring your sharp wits (and perhaps a sharper blade) to save the tavern, or even escape with your life.

THREAT FROM WITHOUT

An army of foes amasses outside the tavern, ready to lay siege and kill anyone who might be inside. You must barricade the entrances, make the common room and hallways defensible, and use the tools at your disposal to repel the horde.

The enemies outside might be agents from the local Thieves' Guild, as the proprietor hasn't paid his protection dues, they might be kobolds and half-dragons, minions of a dragon pillaging the town for its riches, or they might even be angry townsfolk, brandishing torches and pitchforks, seeking to capture and hang one of the patrons within (along with anyone who stands in their way.) Doubtless, the nature of the threat will shape the form that defenses take; crossbow traps and pitfalls might be a suitable fate for a bloodthirsty goblin, but is hardly appropriate to use on commoners.

MURDER MYSTERY

A shriek rings out when the tavern waitress discovers a freshly-mutilated corpse in one of the rooms. Unknowingly, you strut in moments after the discovery, as the doors are barred behind you. None of the patrons have left since well before the murder, and the tavern's proprietor, a veteran ex-guardsmen, appoints you and your

fellows to unravel which of those in attendance committed this heinous act and why.

DRINK WITH THE DEVIL

A silver-tongued individual adorned in finery invites to you join him in a game. Whether it's a drinking game or a card game, the stakes are raised to the fate of your very soul when you learn that the individual is a powerful devil in disguise. To survive the night, you'll need to beat the devil at his own game, matching his superhuman luck and infernal toughness with your allies and your wits.

As a variant of this adventure, the charming individual is actually a fey lord in disguise, whose partying is simply too wild for mortal men. You'll have to keep up with his inhuman alcohol tolerance and wild antics, or invite his capricious wrath.

INTERVIEW WITH A VAMPIRE

You learn from the proprietor, or another trusted source, that someone in the tavern is secretly a vampire, lycanthrope, or other type of monstrosity lurking in human form. You have to mingle and inconspicuously interview the patrons, searching for the monster to prevent a bloodbath.

TAVERN CAMPAIGNS

As traditional as taverns are as adventure introductions and pit stops for the campaign at large, there's no reason not to run an entire campaign in your favorite tavern. There's a few principle ways to go about this:

ADVENTURERS, SANS ADVENTURE

The characters play as conventional adventuring types, the lovable heroes that make up most campaigns. However, you do not play out any of the world-saving adventures, daring dungeon heroics, or perilous monster battles. Instead, your campaign takes place entirely between the adventures, as the characters gamble away their fortunes, experiment with new magic items, and generally live it up in different taverns when they return from their most recent dungeon.

The GM should award treasure and magic items as if the characters had just completed a quest, giving players a vague outline of their recent adventure and letting them fill out the fine details. Every session, the GM pieces together a new tavern full of interesting characters and gimmicks while the players extrapolate the antics and injuries of their most recent quest. In lieu of an overarching story, the characters can enact bets on who remains conscious at the end of the night, who will win particular drinking games, etc.

THE REGULAR CROWD SHUFFLES IN

Instead of playing adventurers bouncing from tavern to tavern, the players assume the roles of a regular tavern crowd, a small, tight-knit group of drinking buddies who regularly meet at their favorite drinking establishment. Their routine would be perfectly uninterrupted were it not for the adventurers who often come crashing in, slinging around magic and gold coins with equal fervor. Of course, these ‘heroes’ are easily parted from their coin, especially if they’ve had a few drinks.

The GM should fill out the details of the tavern, then regular campaign setting, in depth, and fill it with new bands of adventuring types regularly. Characters might seek to earn some coin, avoid the hassle of these newcomers and survive the night, or perhaps endeavour to help their new adventuring friends in any way they can.

In rare, unexpected instances, the characters might end up blackout drunk and wake up mid-adventure with the heroic party in a nearby dungeon, a situation they’re completely unprepared for. The characters will need every skill they’ve fostered in their drinking days to escape the dungeons in one piece.

PLAYING COMMONERS

Regular tavern folk shouldn’t be able to sling fireballs or shrug off a battleaxe to the chest, but neither should they be strictly identical. You can assemble commoner-level characters using the following two methods:

Level Zero Characters. A 0th level character is one that does not have any class levels whatsoever. They, of course, still have a race and a background, as well as a proficiency bonus of +2 and hit points equal to 6 + their Constitution modifier.

These characters have few useful proficiencies, will likely be unequipped, and are perilously mortal; any stray hit could kill them. Optionally, the GM can give each character the following feature:

Second Chance. When you drop to 0 hit points, you can choose to drop to 1 hit point instead. Once you use this ability, you can’t use it again until you finish a long rest.

Inebriated Archetypes. Commoners of a higher level can be represented using characters of 3rd level or lower and the subclasses included in the Inebriated Archetypes chapter. These characters will be more heroic and dynamic than 0th level characters, but will be more survivable, opening up more varied combat encounters for the GM.

RUNNING A TAVERN

Instead of playing adventurers who embark on quests and delve into tombs, the characters make a living by running a tavern. It’s hard, honest work, but at the end of the day, their tavern is as much their home as their business. Each character assumes a specific role in the tavern, and must work together to keep the business profitable and the customers happy, while moments of intrigue drive the story beats.

Many of the same adventure hooks detailed in the Tavern Adventures section can spice up a campaign running a tavern, but the characters must also juggle their job-related responsibilities. For example, when a murder occurs in the tavern or a monster is afoot, the characters running the tavern must keep the patrons calm while unraveling the mystery.

Characters running the tavern might be commoners, retired adventurers, or active adventurers running the tavern during their downtime.

TAVERN JOBS

Each character running a tavern will need to assume a specific role to keep the business operating smoothly.

Barkeep. The barkeep not only serves drinks, but acts as a sympathetic ear and a charismatic referee for the bar and the common room as a whole.

Chef. While taverns aren’t usually centers of fine cuisine, they can always offer a decent meal to their patrons. As the chef, it’s your job to fashion a menu and prepare items featured on it in a timely manner.

Entertainer. Not all taverns employ an entertainer full-time, but having someone provide music on busy nights does wonders for atmosphere.

General Worker. Rather than having a specific role, general workers perform tasks from sweeping and mopping, to cleaning dishes, preparing rooms, and acting as a bouncer when needed.

Proprietor. A tavern’s proprietor, or owner, usually deals with the business side of operating the tavern, but also has a vested interest in making sure the customers are happy and the employees are doing their jobs.

Waiter. Whereas barkeepers serve patrons at the bar, waiters serve the common room as a whole, taking and delivering orders, making sure patrons’ needs are met, and cleaning tables.

Employees can maintain a modest lifestyle while working at an inn, while the proprietor due to their investment in the business, can maintain a comfortable lifestyle.

EXPENSES

Running any business isn't cheap; as the saying goes, you have to spend money to make money. However, most of a tavern's expenses will be predictable: the cost of food and drink, the wages of workers, and general upkeep won't change much from week to week, so these expenses are factored into the tavern's profits. Unexpected expenses, however, can shift the bottom line. When a small fire damages the kitchen or a massive barfight tears up the common room, expenses skyrocket, so it's paramount that the tavern staff manages such instances.

Some examples of unexpected expenses are as follows:

- A strange mold has besieged the storeroom. Though easy enough to clean away completely, it has rotted food worth 2d4 gp.
- At the apex of a bar fight, someone is thrown through one of the tavern's windows, which costs 3d4 gp to repair.
- A spellcaster named Grach drank up nearly all the supply of elven wine, then teleported away without paying his tab. The wine totaled 4d4 gp.

PROFIT

The tavern's bottom line at the end of the day depends on how many patrons order drinks and rent rooms, but their generosity often hinges on the quality of their service. A Charming bartender, rousing musician, and helpful waiter will secure more orders and bigger tips, while a dirty common room and absent staff will scare customers off entirely.

The GM awards Customer Points as characters make favorable impressions on patrons. Throughout a night of business, any time a character interacts with a customer or makes a check to do their job, they can earn or lose a customer point. Beware, Customer Points can become negative, costing the business money at the end of the night.

Some customer points are earned through exemplary mundane tasks, cleaning glasses until they sparkle or serving food promptly without error, but sometimes these points are earned by dealing with bizarre circumstances, such as stopping a loose rust monster or sealing a rift to the Elemental Plane of Earth by stuffing a large barrel of ale in the portal.

The tavern's profit at the end of the night is calculated as follows:

$$\text{Profit} = 1d6 + 1d4 \text{ for each Customer Point gp}$$

If the tavern is exceptionally busy, the GM can decide that profit is instead rolled using d6s or d8s.

D100 TABLES

Never underestimate the value of a good d100 table. The best GMs use a mix of improvisation and preparation, which d100 tables embody perfectly: simply roll the dice on any or all of the following tables to create a lively tavern, complete with patrons.

TAVERN TRAITS

When you need an interesting gimmick to make a tavern stand out, roll once or twice on the Tavern Traits table to get some unique, descriptive nuggets.

d100 Trait

- | | |
|----|--|
| 01 | This tavern has a weapon check at the front door meant to pacify rowdy adventurers. |
| 02 | As the tavern's proprietor is also the town blacksmith, the tables and chairs are all forged from wrought iron. |
| 03 | The tavern is styled after a halfling's home, and therefore is built into the side of a hill. |
| 04 | The bartender, an accomplished mage, makes ample use of the <i>unseen servant</i> spell to accommodate patrons. |
| 05 | This tavern takes drinking games to the level of sport with nightly bracketed drinking tournaments. |
| 06 | The druid running this tavern can brew all-natural drinks of every description, and also offers a host of vegetable juices. |
| 07 | This tavern hosts singing contests every other night. |
| 08 | The tavern has a great clockwork contraption in the corner that plays music hourly on an integrated piano. |
| 09 | An extremely long list of nonsense rules is posted behind the bar, which the bartender mercilessly enforces. |
| 10 | This seaside tavern is built around and inside the local lighthouse. |
| 11 | The barkeep is an out-and-out vampire, and will sell bloody cocktails to undead patrons. |
| 12 | This tavern is built from a sailing ship, which has been dragged inland and retrofitted. |
| 13 | The tavern's cook is a four star chef. As a result, his menu is equal parts expensive, pretentious, and delicious. |
| 14 | This levitating tavern is supported by a series of <i>immovable rods</i> . Dozens of rope ladders lead up to its common room and a slide leads down. |
| 15 | This tavern has exchanged "happy hour" for a full "happy week" of non-stop drinking, synchronized with a lesser-known religious festival for legitimacy. |
| 16 | The proprietor, who commands a small army of kobolds to clean dishware and mop the floors, might be a dragon in disguise. |
| 17 | The tavern's magnificent centerpiece is a 6-foot-diameter levitating, glowing crystal, evidently a flashy but useless gift from a mage. |

- 18 The drinks list at this tavern is practically lethal: those drinks which aren't plainly nauseating have enough alcohol to flatten a horse.
- 19 Simultaneously a bathhouse, massage parlor, and inn, people who purchase a massage get a free drink.
- 20 Some clever transmutation amplifies live music played from the stage to nearly deafening volumes.
- 21 This ornate, high-class tavern is evidently a popular location marriage location, as one is scheduled tomorrow morning.
- 22 A pair of skeletons, animated by the necromancer who tends bar, tirelessly cooks and cleans.
- 23 An authentic dwarven brewpub, all the menus are exclusively in Dwarven but feature a staggering variety of beers.
- 24 This tavern has a double-decker bar, whose lower level serves small folk.
- 25 This tavern is built in the crumbling ruins of a small fort.
- 26 All of the glasses in this tavern, which is also a hattery, are conspicuously headwear themed.
- 27 The presence of dozens of tavern cats is made perplexing by the fact that this tavern is staffed exclusively by mouselings.
- 28 Every wall of this tavern is painted in obnoxiously bright colors by the halfling proprietor's daughter.
- 29 Out behind the tavern, behind a rope marking a perimeter, is a one-way portal to another plane of existence. Nobody knows which one. However, patrons have taken to throwing empty bottles and so forth into it at the end of the night.
- 30 The rooms at this tavern are surprisingly cheap, but amazingly small, comfortable for a Small resident, but barely large enough for a Medium resident to lay down.
- 31 The tavern's proprietor claims to be a literal prince running a tavern. It might just be a gimmick, but the golden mugs are a nice touch.
- 32 This tavern is inside a colossal shoe, which was created decades ago in a magical mishap.
- 33 Owned and operated by a gnomish tinker, this tavern is riddled with mechanical marvels, including lamps powered by miniscule lightning!
- 34 A well-publicized entrance in the tavern's wine cellar to a sprawling dungeon complex can be accessed for a few gold coins.
- 35 The barkeep claims that the massive iron cage in the corner holds a mimic, and not an ordinary chest, but it's impossible to prove it one way or the other.
- 36 This tavern is perched precariously on the edge of a steep cliff.
- 37 Operated by immigrants from a far-off land, this tavern also sells a collection of exotic goods.
- 38 This entire tavern is built in the enormous stump of an ironwood tree.
- 39 This tavern is bigger on the inside. Only by a couple of feet, but it's still impressive!
- 40 This tavern, run by a family of drow, is styled after those deep underground, with a full complement of vices and torture implements to sell the atmosphere.
- 41 One of the drinks in this tavern is a shot of living gelatinous cube.
- 42 Prominent signs display that the tavern enforces a steep spill tax: anyone who spills more than a drop of their drink pays twice the drink's cost!
- 43 The common room is full of loud music and mist generated by the *fog cloud* spell. Young people are dancing wildly.
- 44 This tavern is clearly haunted, as half of its patrons are ghosts paying real money for spectral drinks.
- 45 A wishing well in this tavern's center apparently grants every thousandth wish made in it.
- 46 Thanks to a clever system of pipes and a *decanter of endless water*, the barkeep can fill a cup anywhere in the tavern with water at the push of a button.
- 47 Each table at the tavern has a deck of cards modeled after a *deck of many things*.
- 48 As the proprietor is a warlock of some renown, a trio of imps are set in charge of taking and delivering orders.
- 49 For an substantial fee, patrons can partake in unlimited beer.
- 50 If the signs are to be believed, doppelgangers frequent this tavern, but are certainly not allowed here.
- 51 Other than the bartender, this whole tavern is utterly abandoned this evening.
- 52 This tavern's upper floor is an expansive library, rife with arcane and forgotten tomes, which guests are free to browse at their leisure.
- 53 Instead of cats, this tavern keeps two spider monkeys as pets.
- 54 The crotchety kobold barkeep only accepts copper pieces (and makes no change), as this gets him a larger hoard.
- 55 Due to its exclusivity and high-demand, this tavern has appointed a bouncer to let only certain people in.
- 56 A half-dozen angels and devils constructed and operate this tavern, which teleports each day at noon, to escape the ongoing celestial wars.
- 57 The barkeep spins a wheel for each patron when they first order a drink, granting them a discount or a random free item, depending on the result.
- 58 Alchemist shoppe by day and tavern by night, it would seem that the experimental magic cocktails served here take inspiration (and occasionally ingredients) from the alchemist's concoctions.
- 59 The taxidermied bear head mounted on the wall is actually an intelligent animated object, and is glad to have some urbane conversation.
- 60 This tavern, run by lizardfolk, is opposed by a competing tavern across the street, run by hobgoblins.

61 Numerous magical items, the proprietor's personal collection, are displayed behind the bar, including a lamp he claims to hold a djinn.

62 More a winery than a tavern, the connoisseur elves that run this place seem to know every vintage of wine created, and won't hesitate to tell you about them.

63 Many of this tavern's regular patrons are rowdy and reckless apprentice wizards from a nearby arcane university.

64 A ticking clockwork golem tends bar.

65 There may or may not be a secret owlbear fighting ring operating out of the tavern's cellar tonight.

66 This entire tavern is built in the shell of a colossal dragon turtle.

67 The barkeep, a formal military general, uses rank to determine seating and amenities. Only long-standing patrons get the good seats.

68 For reasons known perhaps only to the proprietor, a griffon roosts in the rafters of the common room.

69 There's a very well-advertised, supposedly secret brothel in the wine cellar.

70 The tavern's bar and its rooms are on the opposite sides of town; they're linked by permanent *teleportation circles* in the common room of each.

71 Plenty of taverns are built from wood or brick, but perhaps only this tavern is sculpted from the same magical clay used to make golems.

72 A haunting mural with dozens of figures occupies an entire wall of the tavern. Patrons swear they can see their faces in the figures sometimes.

73 The chef uses *prestidigitation* to make artificially (and eerily) delicious food.

74 The entire tavern is deeply off-center, visibly leaning a few degrees to the side.

75 A ghostly battle reenacts itself once a month in this tavern, which has become a local event.

76 This tavern was constructed in a long-abandoned wizard's tower, and has rooms going all the way up.

77 This tavern serves no alcohol whatsoever, perhaps due to the fact that it's in a dry county, but also possibly due to the fact that it doubles as the local temple.

78 The tavern doubles as a pseudodragon rookery.

79 By tradition, one of the cocktails served here has a human toe in it. Nobody knows where they get the toes.

80 From the seats in this tavern on a hill, you can watch siegeball games being played in the nearby arena. As such, the whole building is decked out in sports paraphernalia.

81 A gravity distortion charm allows patrons to walk on the walls and ceiling of the common room. Furniture on all surfaces accommodates this Escher-eque environment.

82 The tavern has a *sphere of annihilation*, of all things, on display behind a wooden gate.

83 The tavern's common room is filled with large bioluminescent fungi which give off a soft, calming glow.

84 Training dummies and targets line one wall of this tavern, evidently to provide some recreation to adventuring types.

85 The entire common room is within the area of a permanent *antimagic field*.

86 This tavern is known for serving the single best and worst mixed drinks in the hemisphere. You can't remember which is which.

87 Dozens of maps and signs about this tavern claim (spuriously) that it is built at the exact center of the world's flat face.

88 Patrons in this tavern are randomly assigned to one of three teams. Whichever team has secured a worthless wooden idol by closing time doesn't need to pay for drinks.

89 The tavern's namesake is a *holy avenger* hung above the bar. If you secure this item, you'll discover it's a sentient, but otherwise nonmagical sword that tries to convince people it's a *holy avenger*.

90 Thanks to a vaulted ceiling and investments in huge furniture and silverware, this tavern serves giant folk every night.

91 The walls of the tavern literally listen, and sometimes whisper gossip they've overheard to patrons.

92 Rife with spooky atmosphere and alchemical instruments, this tavern is constructed in a lich's abandoned lair.

93 This tavern may or may not be a front for the local Thieves' Guild.

94 The patrons of this particular tavern are all various monsters taking a break from haunting their dungeons.

95 The tavern has a statue to the town's patron saint. Those who pay homage to it find fortune over the next day.

96 This tavern enforces a masquerade rule in the common room.

97 The barkeep, a wizard, summons a number of mephits to help: ice mephits cool drinks, magma mephits heat the stove, and steam mephits make tea.

98 This tavern's door actually leads to a permanent *magnificent mansion*, the tavern's true location.

99 This tavern operates a cheesy dungeon-themed obstacle course. For a silver piece, you can jump over pits of "lava", avoid "skeletons", and outrun a surprisingly fast and dangerous "minotaur".

00 The tavern cat is actually a powerful fey lord in disguise. He'll talk to you if you rub his belly.

TAVERN NAMES

A tavern is nothing without a good name. Roll on the following table to generate one!

d100 Name

01 The Red Lion

02 The Wobbly Goblin

03 Viscount Arms

04 King's Head Tavern

05 The Flag and Flagon

06 The Three Sheets

07 The Black and Blue Goblin

08 The Necromancer's Wand

09 The Smiling Centaur

10 Gnoll's Chalice

11 Elfsfoot Inn

12 Greatsword Hall

13 The Hell or High Water

14 The Sly Squirrel

15 Ale and Port

16 The Three-Billed Duck

17 Wyrmblood Tavern

18 The Fair Maiden

19 The Hairy Dwarf

20 Singing Surf Inn

21 Snake and Swindler Saloon

22 Delialah's Wine Den

23 The Copper Cauldron

24 Chicken and Ogre Inn

25 The Riverside

26 Inn o' the Railers

27 The Welcome Rest

28 Jimerson's

29 The Frog and Frigate

30 Stout Oak Lodge

31 King's Other Castle

32 Brews Brothers' Inn

33 The Old Bell

34 Gym and Tonic

35 Halfling's House

36 The Chaotic Drunk

37 The Meeting Place

38 Five Orcs Tavern

39 The Bottom of the Barrel

40 Mad Jack's

41 Whale and Pot Inn

42 The Mead and Merrow

43 Dew Mouse Brewhouse

44 Eddie's Lounge

45 The Inn on the Corner

46 The Genie and the Jackal

47 John and Sons Pub

48 Logan's Rest

49 Midshipmen's Hall

50 The Hart and Hind

51 The Topsy Pixie

52 Burning Devil Inn

53 The Drenched Dragon

54 The Rye Day House

55 The Forgetful Mage

56 Short Street Tavern

57 The Cheerful Rogue

58 The Gatehouse

59 Lord's Lounge and Inn

60 The Dew Drop

61 Rosy Friar's Lodge

62 The Mixed Elixir

63 The Outs and Inn

64 Lavender Leaf Winery

65 The Lamb and Lion

66 Red Crest Inn

67 The Abbey

68 The Lucky Warlock

69 The Succubus Lounge

70 Dragon's Hoard Inn

71 Donaver's

72 The Empty Glass

73 Skeleton Brothers' Brewery

74 The Stag and Pine

75 Mead, Myself, and I

76 Bob Goblin's

77 Shill and Lee's Alehouse

78 The Bottomless Barrel

79 Queen's Favor

80 The Wizard's Favour

81 Harp and Halfwit's

82 The Owl and Bear

83 The Goodberry Inn

84 Topsy Turvy

85 Wizbangs!

86 The Sepulcher Bar

87 Frank Brannigan's

88 The Broken Flagon

89 Farmer's Rest

90 The Peach Pit

91 Lane's End

92 The Griffon's Roost

93 Four Flags Brewery

94 The Olive Branch

95 Tarnished Silver Inn

96 Horning Bros. Meadery

97 DDD&D's

98 The Cerulean Minotaur

99 Inn at the Edge of the World

00 The Cock's Tail



PATRONS

A tavern is nothing without its customers. From the regular barflies and their idiosyncracies, to the utterly bizarre travelers that stumble through the doors on their travels, the chemistry of people around the common room forms that unique atmosphere that pervades taverns. More importantly, when characters strike up a conversation, pick a pocket, or pick a fight with someone, a great GM will have their name and at least one personality ready. Roll on the following table to line your common rooms and bars with personality.

d100 Patron	
01-02	Mordechai the Green. <i>Human wizard.</i> Met at practically every tavern you visit; is ostensibly on a multiverse-wide bar crawl.
03-04	Rembra Lowshire. <i>Tiefling bard.</i> Missing the fingers on one hand, she plays the lute with her teeth.
05-06	Torbek Marcks. <i>Dwarf cleric.</i> Exile from dwarven society for popularizing the idea of labor unions. Absolutely sick of his kind and of capitalism in general.
07-08	Doom. <i>Human vagrant.</i> Creepy individual in filthy clothes, smells of sulfur, speaks in babbling Common about the coming end of days.
09-10	Lorm and Bett Hardloam. <i>Dwarven farmers.</i> Constantly bickering fraternal twins, which look utterly identical despite different genders.
11-12	Dug Kerval. <i>Human commoner.</i> Vacant, wide-eyed stare and only vaguely-related dialogue. Is current tripping on shrooms.
13-14	Merendil Valwin. <i>Elven inventor.</i> Constantly trying to sell one of his elaborate inventions, one of which is eyeglasses specially designed to hang from pointy ears.
15-16	Dolg the Brogre. <i>Friendly ogre.</i> Ogre raised from birth by humans. Not terribly sharp-witted, but unbelievably mighty and reasonably friendly.
17-18	Reyny Andrei. <i>Half-elf adventurer.</i> Twitchy and paranoid, suffering from extreme PTSD following repeated dungeon dives. Drinking to cope has proved unsuccessful.
19-20	Milian Preid. <i>Human alchemist.</i> Currently apprenticing to be an alchemist. Spends her evenings chemically experimenting with drinks at the bar, sometimes accidentally making explosives.
21-22	John Brown. <i>Human commoner.</i> Utterly unremarkable, save for an exacting, unnatural dialect. Might be an alien, demigod, or monster in disguise.
23-24	Baindale the Wanderer. <i>Dragonborn mercenary.</i> Ruthless mercenary for hire, constantly exhausted from wandering all day between towns.
25-26	Darci Holhome. <i>Halfling bard.</i> Extremely rebellious, has forsaken traditional halfling clothing and friendliness to wear black, aggressive clothing.
27-28	Iriel Lothenlye. <i>Elven adventurer.</i> Took of adventuring after succumbing to soul-crushing boredom in elven village. Figured that murdering things in dungeons would be fun.
29-30	Erikka Bolstead. <i>Human cleric.</i> Fiery temper and permanent scowl, currently between jobs after starting a brawl at his last temple.
31-32	Invisible Mindy. <i>Human wizard.</i> Erudite to a fault, but sensitive about her appearance. Due to an accident while wizard apprenticing, vertical stripes across her body are permanently invisible.
33-34	Dolf. <i>Dwarven hunter.</i> Wearing an owlbear skin cloak. Sweaty, brutish, and fresh from the wilderness.
35-36	Gerey Tene. <i>Retired human adventurer.</i> Slurred speech, has been a bit weird ever since a dragon bit his head.
37-38	Eratree Nolquir. <i>Drow merchant.</i> Incessantly cheerful, is infatuated with the overworld and all its banality, having spent most of her days below ground.
39-40	Milli. <i>Fairy adventurer.</i> Lightning quick with her toothpick-sized rapier, and eager for a fight. Might not be able to decapitate you, but could likely put out your eyes.
41-42	Gimdor Haemill. <i>Dwarf boxer.</i> Barrel-shaped, with fists and a jawline like chiseled rock. Incessantly spouts hate speech about elves and half-elves.
43-44	Santiago. <i>Human fisherman.</i> Kindly and practically geriatric, but has the most chiseled upper body you've ever seen, evidence of constant years rowing his fishing boat.
45-46	Ogissa Erinhall. <i>Dragonborn paladin.</i> Violently noble, won't tolerate foul language out of anyone, but is perfectly fine with sexuality, violence, and alcohol abuse.
47-48	Onemore. <i>Awakened raven.</i> Employed by the proprietor to perch above patrons and ominously exclaim "Onemore!"
49-50	Corbain. <i>Gnomish doctor.</i> An astute physician, but doesn't do "any of that magic nonsense", preferring instead to use untested nonmagical procedures to remedy patients.
51-52	Baila Moorsly. <i>Half-elf cleric.</i> Recently had a spiritual awakening and forsook some of her evil ways. Won't stop going on about it.
53-54	William Bintz. <i>Halfling thief.</i> Intractable kleptomaniac. Just stole something off your person.
55-56	Korius. <i>Dragonborn farmer.</i> Taller than seems reasonably possible. Strength is counterbalanced by slow wit and propensity to be distracted by anything shiny.
57-58	Damia and Pooki. <i>Tiefling sorcerer and familiar.</i> Magically raucous when drunk. Never seen apart from her ferret familiar.
59-60	Jorish the Cutthroat. <i>Half-orc bandit.</i> Once a farmer, turned to banditry at the height of a famine. Mostly robs from the rich, always gives to himself.
61-62	Janie Dewrow. <i>Halfling commoner.</i> Foul-mouthed and irreverent, instantly concocts hurtful nicknames for every member in the party.

- 63-64 **Vincent Gobb.** *Human commoner.* Impossible to discern personality; supernaturally bad breath instantly drives people away.
- 65-66 **Florino Estavo.** *Tiefling merchant.* Fast-talking coffee salesman. Won't let you get a word in edgewise.
- 67-68 **Dario & Louie G.** *Dwarf and human adventurers.* Commiserating after once again clearing a fort of lizardfolk, only to learn that their princess was being held prisoner elsewhere.
- 69-70 **Melvin Woods.** *Human lumberjack.* Has fallen in love with a local dryad and actively having an identity crisis.
- 71-72 **Gixwyl Halfwright.** *Gnome fortune-teller.* Has stunningly accurate predictions 50% of the time.
- 73-74 **Melbourne House.** *Human detective.* Pipe-smoking, monocle-wearing investigator hot on the heels of a notable serial killer, or so he says.
- 75-76 **Iago Choi.** *Human merchant.* A traveler from a far-off land, smells like unplaceable incense. Selling spices and rare silks.
- 77-78 **Pretty Margaret.** *Orc seamstress.* Technically hideous, but attractive by orcish standards. Hits on humans, male and female alike.
- 79-80 **Doctor Agon.** *Human physician.* Suave and smartly-dressed, suspiciously staunch advocate of dragon supremacy.
- 81-82 **Lactose the Intolerable.** *Dwarven wizard.* Grumpy and constantly harrumphing about young folk. Famed pioneer of modern Tyromancy.
- 83-84 **Hogan Drogan the Bogan.** *Human wrestler.* Spectacular handlebar mustache, oiled muscles, and booming voice.
- 85-86 **Brewslee.** *Half-orc monk.* Perpetually intoxicated martial artist. Not skilled in drunken fist, barely standing upright.
- 87-88 **Lady Aestra and Melvin.** *Human noblewomen and butler.* She is sickeningly posh, presumptive, and has an annoying laugh. Melvin, equally flustered and polite, tries to keep up with her demands.
- 89-90 **Victor Ludwig.** *Gnomish conman.* Possesses impossible levels of confidence that makes lying through his teeth as easy as breathing.
- 91-92 **Oramir Althenfael.** *Elven scribe.* Frantically wishes to go adventuring, battle monsters, and delve dungeons. Is acting out a reckless spiral following a breakup.
- 93-94 **Fran Dooley.** *Human goosecatcher.* Extraordinarily monotone voice, but eager to converse with anyone about the trials and tribulations of the goose-catching trade.
- 95-96 **Bob Adulterson.** *Human businessman.* Is clearly three children on each other's shoulders in a cloak. Top one speaks with a surprisingly convincing fake adult voice.
- 97-98 **Emery the Eviscerator.** *Halfling gladiator.* Affable murder prodigy, discovered an untapped skill for killing people, and decided to make a living out of it.
- 99-00 **Oren Huntingdon.** *Human Entertainer.* A former nobleman, decided to rebrand himself as a stunt performer named 'Medieval Knievel'.

TAVERN EVENTS

No scene is complete if it ignores the details which don't directly influence the players. The following digressions can be treated as mini-scenes in their own right, little snippets of tavern life, best injected while the characters go about their own business, as a reminder that there's more going on in the background. Roll randomly, or pick events that you think best suit the patrons present in the tavern.

d100 Tavern Events

- 01-02 An older halfling at the bar buys you a drink, but also traps you in a practically endless and brutally uninteresting anecdote.
- 03-04 The barkeep rapidly produces a heavy crossbow and fires a bolt across the room, impacting the wall near a would-be pickpocket's head.
- 05-06 You nearly trip over someone's boots and you accidentally toss your drink into the face of the burliest half-orc you've ever seen.
- 07-08 A rock comes crashing in through the window carrying a threat from the local Thieves' Guild.
- 09-10 Someone cartoonishly slips on a spilled drink before landing with a sickening crack.
- 11-12 Several wizards appear from several different magic portals around a table before ordering a round.
- 13-14 A burly dragonborn and a burlier half-orc start exchanging punches.
- 15-16 Someone casually strolls out of a secret revolving bookcase door.
- 17-18 A bird flies into the tavern, causing a small panic, before being struck dead by an errant dart.
- 19-20 A charming knave with a mischievous grin approaches you and invites you to a game of cards.
- 21-22 A sorcerer leans in and quietly transmutes another patron's drink into slop.
- 23-24 The table of celebrating friends buys a round for the house.
- 25-26 For no reason at all, everything falls awkwardly silent for a moment.
- 27-28 A wizard's familiar, a rabbit, gets into the mead and goes on a drunken rampage.
- 29-30 You alone spot someone pocketing a card in the middle of a high-stakes game.
- 31-32 Something rings loudly, then someone produces a small box and starts talking into it.
- 33-34 The brooding, mysterious patron at the back of the tavern coughs loudly, briefly drawing attention to himself.
- 35-36 The brooding, mysterious patron at the back of the tavern loses his patience and demands that people ask him about his backstory.
- 37-38 The tavern erupts in a song which most people sing along with.
- 39-40 The tavern cat readies itself and pounces on an unsuspecting rat.



- 41-42 You see a cleric at the bar blessing his drink before indulging.
- 43-44 A group of perfectly affable cultists sidle up to the bar and order a round.
- 45-46 Someone stealthily casts *zone of truth* over most of the tavern.
- 47-48 Three halflings stack on each other's shoulders to punch a half-orc in the face, sparking a barroom brawl for the ages.
- 49-50 The tavern chef, taking a break and snacking on a turkey leg, comes out of the kitchen to chat with the patrons.
- 51-52 A face appears in the flames of the fireplace. Someone nearby, apparently expecting this, begins to chat with the flaming visage.
- 53-54 A tall woman wearing scale mail challenges the burliest man in the tavern to an arm-wrestling contest.
- 55-56 An off-duty guardsman, still in uniform, drinks enough to start vomiting.
- 57-58 The bartender pulls off a spectacular drink trick, tossing three bottles in the air and catching them in unison.
- 59-60 Someone kicks over a lantern and starts a minor fire, quickly stamped out.
- 61-62 Someone runs into the tavern and ducks down in one of the booths. The town guard, moments later, rush in looking for him.
- 63-64 A bard plays *irresistible dance*.
- 65-66 A chair loudly collapses under someone's weight.
- 67-68 A stray dog wanders in the tavern's open door and amicably sits down, tail wagging, in the center of the common room.
- 69-70 A stern-looking military officer stomps up to the barkeep and demands several rooms for the night.

- 71-72 A group of bards act out exploits clearly belonging to your party. Each bard plays an over-dramatized version of a character.
- 73-74 The waiter begins to drop a tray of glassware just near enough that you might be able to catch it.
- 75-76 A stylish-looking half-elf challenges you to a dance off.
- 77-78 A gnome, having fallen asleep at his table, begins to snore loudly.
- 79-80 A game of catch with a siegeball begins between tables.
- 81-82 A magician begins an impromptu show: for his first trick, he'll pull a giant rabbit out of his hat.
- 83-84 The waiter drops a handful of silver coins, which scatter everywhere.
- 85-86 The tavern cat begins a high-speed chase after a wizard's pseudodragon familiar, weaving through legs and under tables.
- 87-88 The bartender rapidly produces a hatchet and hurls it across the room, nearly impacting the head of someone who's about to sneak off without paying.
- 89-90 An offended maiden tosses her drink full in the face of a young man before kicking him in the groin.
- 91-92 A bored, drunk wizard turns a man's pants invisible.
- 93-94 Someone violently chokes on a chicken bone. This is remedied by a stout slap on the back.
- 95-96 A gnome with strident opinions on everything overhears your conversation and butts in to correct you.
- 97-98 The whole tavern falls silent as someone feared by many regular patrons struts through the door.
- 99-00 A patron at another table touches the waitress's rear. She breaks his hand.



RUMORS

Adventurers can always count on there being a host of tasty rumors floating about the tavern. The idle chatter is always a mix of gossip and actual news, but when something foreboding is on the horizon, it almost always propagates as a rumor first.

Roll on the following table to pick out random rumors being discussed. Some might be plausible, others downright laughable, and some might even make for tantalizing adventure hooks.

d100 Rumor

01-02	The local visier has a lucrative investment opportunity that's definitely not a pyramid scheme.
03-04	Dragon interference is responsible for promoting this region's incompetent king to the throne.
05-06	A huge shipment of valuable alchemical reagents is due to travel incognito nearby.
07-08	Invest in copper; the price of gold is about to crumble!
09-10	The fearsome bandit king is apparently a friend of the common man, opposing the local monarchy.
11-12	Convicts sentenced to death attempted to escape, but accidentally tunneled their way into a long-forgotten dungeon complex.
13-14	The reasonably sane captain of the guard claims to have seen strange lights and stranger creatures arriving from the stars by night.
15-16	A local farmer's well has gone dry, but now emanates foreboding music.
17-18	It's true: skeletons are afraid of onions.
19-20	There's a portal to the Elemental Planes somewhere in the city's sewers.
21-22	Someone is funding gnomish raiders from the mountains, as evidenced by their new swords and smart attire.
23-24	One of the bridges near town is actually a colossal mimic.
25-26	A wizard's tower to the South is shaped oddly like a rocket, fuel canisters and all.
27-28	A wealthy local lord can be easily blackmailed, so long as you can locate evidence of his interest in dragonborn women.
29-30	Rats in the city have basically gone missing, perhaps as evidence of the growing ooze problem.
31-32	The latest fashion: enormous wigs.
33-34	A local elder dragon has begun requesting payment from nearby lords, but seems reluctant, as if being coaxed to do so.
35-36	There's an unexplained plague of lightning in the North, which strikes even without clouds.
37-38	A meteor has stuck in the East after taking an unheard of path through the sky.

- 39-40 If you find the source of the natural spring in the nearby mountains, you can commune with the dead for an hour.
- 41-42 A glacier has migrated so far southward that it has penetrated into temperate regions, and shows no sign of slowing or melting.
- 43-44 A shaded ravine nearby harbors a camp of evil light-sensitive creatures which originate deep underground.
- 45-46 The Venagoth Mansion to the West has been overrun by constructs.
- 47-48 Invest in iron: a rust monster outbreak is driving up prices.
- 49-50 In the south, an eldritch sign is fixed in the sky at sunset.
- 51-52 A necromancer has risen an army of corpses to farm and help the local community.
- 53-54 The royal family has been missing for weeks, but the king seems unbothered.
- 55-56 You'd never guess that dragon meat is a cure-all remedy and weight loss aid.
- 57-58 A floating castle visits the mountaintop nearby yearly, and is due in less than a week.
- 59-60 There's an extreme crisis on the horizon: an ale shortage.
- 61-62 A huge mound, thirty feet high and a hundred wide, has risen overnight just outside the city.
- 63-64 Dragons are searching for new workers during the ongoing kobold strikes.
- 65-66 One of the ladders at the nearby orchard becomes infinite when climbed. Ascending it leads to a space between the planes.
- 67-68 A group of famous adventurers are looking for interns.
- 69-70 An exploration vessel has returned with word of an island forgotten by time.
- 71-72 A clumsily-worded wish spell has flooded the countryside with thousands of bucks.
- 73-74 A small army of treants and druids have amassed to take the fight to the cities.
- 75-76 Dungeons across the country have closed while the Monster's Union negotiates with the Adventurer's Guild.
- 77-78 Someone walked into Riddle House through the front door and exited the back carrying their weight in gold.
- 79-80 Performances by an unfunny jester have been said to kill audience members.
- 81-82 For the last week, an orphan in the city has been accompanied by a demon following his every puerile order.
- 83-84 A recently discovered curse afflicts newly acquired gold. Better leave all your gold with the bartender to be safe.
- 85-86 An outbreak of the Slaying Fever has stuck a local fishing village.
- 87-88 Believe it or not, eating wizards makes you smarter.

- 89-90 A tribe of giants is clear-cutting an elven forest to unknown ends.
- 91-92 The World's Deadliest Dungeon doesn't have much treasure, but is a treasure trove of bragging rights for those who survive it.
- 93-94 A war between the birds and the bees has temporarily halted the Gods of Romance.
- 95-96 An eccentric, but astoundingly wealthy noble is about to embark on a world-spanning voyage in his experimental dirigible.
- 97-98 An alchemist claimed to have discovered there are, in fact, hundreds of elements, and was subsequently barred from the academy of arcane sciences.
- 99-00 Rolling dice in a dungeon is very bad luck.

SO YOU WOKE UP WITH A HANGOVER

When one character (or even all of them) blacks out from a particularly heavy night of drinking, they'll have to piece together the inebriated events of the previous night using only the clues around them. These could range from the mundane, like bruising or bits of broken glass caught in the folds of their clothing, to the utterly bizarre. Use the following table to make breadcrumbs for the players to follow and launching points for plot points as they uncover the laundry list of hijinks they engaged in the previous night.

d100 Clue

- 01-02 You have a huge wedding ring around your forearm.
- 03-04 You're wearing a necklace radiating a sinister glow, perhaps a phylactery.
- 05-06 Your weapon is covered from tip to hilt with mayonnaise.
- 07-08 Your face is branded with a strange rune that periodically burns.
- 09-10 Your pants are missing and a *geas* spell has been placed on you, preventing you from putting on new pants.
- 11-12 You're cradling an animated, but friendly skeleton, which proceeds to follow you around.
- 13-14 You've got two pinhole-sized bite marks on your neck, which could equally belong to a serpent or a vampire.
- 15-16 You're carrying a *bag of holding* that doesn't belong to you, filled with a staggering amount of gold.
- 17-18 You're wearing a pretty dress on top of your armor.
- 19-20 Your left hand has been entirely replaced with someone else's.
- 21-22 A sloppily-written note in your handwriting reads: "Pay back Mr. Asmod."
- 23-24 You're wearing a dwarf's beard, apparently shaved off a dwarf's face, glued into a beard-wig, and attached with string.

Note to self, deal with
the minotaur's wife
when more sober

- 25-26 Your trusty horse is in a rowboat in a tree.
- 27-28 You are holding a sentient magic potato who is just as confused as you are.
- 29-30 Heavy manacles and a length of chain hang off one of your wrists.
- 31-32 You have bundle of magic wands, tied with twine around a handle. Swinging it even an inch fires off random magical effects.
- 33-34 You're wearing the king's actual crown and a small tin badge reading "Wizard Federation".
- 35-36 Your backpack contains a warm, grapefruit-sized egg.
- 37-38 One of your hands is sovereign glued to a marble bust weighing 50 pounds.
- 39-40 Your left ear lobe is pierced with a large diameter fish hook.
- 41-42 You wake up with a keyring bristling with dozens of unlabeled jail cell keys.
- 43-44 You wake up wearing a ferret costume and a sombrero.
- 45-46 A small rain cloud, constantly raining, hovers above your head.
- 47-48 You wake up on the surface of a pond, the result of a long-term *water walking* spell.
- 49-50 You find that, except for proper nouns and the word "poodles", that you are only able to speak Goblin.
- 51-52 Your boots, sitting next to you, are filled to the brim with chocolate syrup.
- 53-54 Instead of one of your allies, you find a perfect replica made of rubber.
- 55-56 Because of a *modify memory* spell, the only thing you can clearly recall is beheading a bear wearing a crown. The bear was made of pudding.
- 57-58 Every tree in the grove you wake up in has been transmuted into a veiny, phallic shape.

- 59-60 You wake up next to a basin half full of water containing an octopus wearing a priest's robes.
- 61-62 You are wearing dozens of different holy symbols from different faiths.
- 63-64 You wake up atop a large tortoise. Upon its shell is painted "SPACE TURTLE hero from space".
- 65-66 Most of your gear has been replaced with vegetables. Your weapon is a very large carrot, your shoes are heads of lettuce, etc.
- 67-68 You're painted up and dressed like a mime. For full effect, a long-term *silence* spell has also been cast on you.
- 69-70 For some reason, your horse is sitting at a table, sipping a cup of tea when you wake up.
- 71-72 You wake up precariously perched in mid-air on a pair of immovable rods hundreds of feet above a gorge.
- 73-74 You're surprised to find the archbishop's ceremonial scepter stuffed in your trousers.
- 75-76 You have a half-finished spellbook page (not in your handwriting) for a new spell: *mega moustache*.
- 77-78 Your pockets are laden with foreign coins and trinkets from distant lands, or perhaps from ancient times.
- 79-80 Both of your ears are bat wings. You can hear fine, but they flap about randomly when you're in the dark.
- 81-82 You're being eagerly followed by a dozen or more cats. More cats join the group wherever you travel.
- 83-84 Tiny insults are scrawled in ink on your fingernails, nose, eyelids, etc.
- 85-86 You wake up in a field atop a colossal, extremely famous monument, apparently moved here from the castle grounds overnight.
- 87-88 The nearby cliff face has a 50-foot chalk target drawn on it, with something smouldering in its center.
- 89-90 Radiating a heavenly glow from inside your bag is a literal halo, hard like crystal, taken from an angel.
- 91-92 You're wearing the scattered articles of a once-competent disguise: bushy sideburns, fake wrinkles, and a suit with the emblem and monogram of the Thieves' Guild's infamous Guildmaster.
- 93-94 You quickly identify that your pocket contains a *ring of three wishes*. Sadly, it's broken cleanly in two.
- 95-96 Everything you're wearing, from your hat to your socks, has been animated. Your clothing wrestles you in various directions and seems to have an agenda set for the day.
- 97-98 Your trusty steed has done nothing but sit contorted in the lotus position, levitating a foot off the ground, humming meditatively, since you woke up.
- 99-00 Last you remembered, you did not have the cloven feet and horned head of a satyr. Now, of course, you're the spitting image of one.

CHAPTER 2: INEBRIATED ARCHETYPES

All adventurers are at least, in part, barflies. Even the most sober-minded paladin accompanies their allies to the tavern and chats with the folks there. But some barflies, with positively no adventuring credentials, stumble their way into the adventuring life by sheer proximity to drunken adventurers and their ilk.

These spectacularly unprepared individuals are detailed in this chapter: drunks turned adventurers, repurposing all their experience with drinking games, barfights, and inebriated seduction to completing quests and besting lethal dungeons.

ALCHEMIST FIELD OF STUDY

All alchemists learn the basics of their science: the elements, chemical reactions, and alchemical formulae. Beyond that, alchemists pick up a specialty which they practice and research in depth. Some focus on the healing arts, and some focus on destruction, where others focus on research or potion-brewing. Fields of study are as varied as the alchemists which research them and have applications equally as diverse.

MIXOLOGIST

Alchemists will not generally cite Mixology as a legitimate field of study; it's more of a pastime, practiced by alchemy apprentices and talented bartenders striving to perfect new and interesting drinks. Yet some alchemists treat this hobby as a serious subject, publishing papers and experimenting endlessly to formalize this artform as a science.

FLAIR BARTENDING

When you choose this field of study at 2nd level, you gain proficiency with brewer's tools. Additionally, you can safely throw and catch potions, drinks, and bottles up to a distance of 60 feet without making an ability check.

JAGER BOMB

At 2nd level, you can construct alcoholic bombs. By mixing your bomb's explosive reagent with a potent shot, you can change it into a jager bomb. A jager bomb deals

ALCHEMIST

This subclass makes use of the *Mage Hand Press* Alchemist class and its accompanying rules. This class can be found for free on magehandpress.com



no damage and has no blast radius, and instead causes the target to become briefly inebriated. A target hit by this bomb has disadvantage on the next ability check, attack roll, or saving throw it makes before the beginning of your next turn. A target that is immune to drunkenness or being poisoned is also immune to this effect.

MAGICAL BREWMASTER

By 6th level, you can whip up cocktails with alchemical finesse. Whenever you brew potions, you can spend 1 reagent die to brew 2 magical drinks.

DUTCH COURAGE

Starting at 10th level, you're emboldened by your drinks. While you have 1 or more level of drunkenness, you can add your level of drunkenness to saving throws you make against spells and magical effects.

210-PROOF JAGER BOMBS

By 18th level, you've improved your jager bomb recipe. Whenever you hit a target with a jager bomb, it must make a Dexterity saving throw. This save does not have disadvantage due to the bomb's effect. On a failed save, the target suffers two levels of drunkenness, or one on a successful save.

NEW DISCOVERY

Mixologists can take the following discovery:

HABITUAL BREWER

Prerequisite: 13th level, *Mixologist Field of Study*

You can always spare a second to fix yourself a drink. When you take a short rest, you can brew one magical drink without spending a reagent die.

BARBARIAN

PRIMAL PATH

Rage burns in every barbarian's heart, a furnace that drives him or her toward greatness. Different barbarians attribute their rage to different sources, however. For some, it is an internal reservoir where pain, grief, and anger are forged into a fury hard as steel. Others see it as a spiritual blessing, a gift of a totem animal.

PATH OF THE KEGGER

Restraint is not a barbarian's forte. They rage with the same ferocity as they do in battle, as if it were their last days on Earth. Leveraging their prodigious fortitude (and the fortitude of their livers) barbarians who follow the Path of the Kegger indulge in quantities of alcohol which would kill normal men. They take this in stride, as they travel from party to party, tavern to tavern, picking barfights and making merry wherever they go.

BARROOM BRAWLER

Starting at 3rd level when you take this subclass, you gain extreme skill in the subtle art of bashing drunk people in the head. You gain proficiency with improvised weapons, and your unarmed strikes deal 1d4 bludgeoning damage. While you are raging, your unarmed strikes and improvised weapons you wield deal increased damage as shown on the table below:

Barbarian Level	Unarmed Damage
3rd	1d6
6th	1d8
10th	1d10
14th	1d12

Starting at 6th level, your unarmed strikes and improvised weapons you wield count as magical for the purposes of ignoring damage resistance and immunity.

SMASHED

Starting at 3rd level, whenever you enter a rage while you have 1 or more level of drunkenness, you can become completely Smashed for the duration of your rage. While Smashed, whenever you hit a creature with a melee weapon attack, you can use your bonus action to deal that creature an additional amount of damage equal to half your barbarian level.

While Smashed, your ability to control yourself is even more compromised than normal: whenever you make an attack, you must use the Reckless Attack feature if you can.

CHUG

By 6th level, you can consume any drink or potion as a bonus action, instead of as an action. Additionally, you can consume any drink to continue your rage in lieu of attacking a creature or taking damage.

PARTY FOUL

At 10th level, whenever a creature makes an attack roll against you or a friendly creature within 5 feet of you with advantage, you can use your reaction to remove advantage from that attack.

TOTAL RAGER

Starting at 14th level, you really learn how to throw a killer party. When you choose to become Smashed while entering a rage, you can shout a rallying cry to your friends and fellow partygoers. Any number of friendly, willing creatures you choose within 20 feet of you who have at least 1 level of drunkenness also become Smashed. Creatures who are affected by this ability can use their bonus action to deal damage equal to half your barbarian level when they hit a creature with a melee weapon attack. This effect ends when your rage ends.

Once you use this ability, you can't use it again until you finish a long rest.

BARD

BARD COLLEGES

The way of a bard is gregarious. Bards seek each other out to swap songs and stories, boast of their accomplishments, and share their knowledge. Bards form loose associations, which they call colleges, to facilitate their gatherings and preserve their traditions.

COLLEGE OF BARTENDING

Purveyors of the liquid arts and inspirers of the liver, bartenders lend a sympathetic ear and a full glass to those in need of such things. All bartenders are center points of the community and most are incorrigible gossips, offering rumors and information to any adventurers willing to buy a drink, but a rare few seek to elevate drinkmaking to an artform. Such bards create concoctions that are strong and sweet, bitter and bold, and all things in between. Expert bartenders are masters of mixology and connoisseurs of everything alcoholic.

RUMORIST

By the time you choose this college at 3rd level, your years around taverns have taught you how to pick up the interesting tidbits that come down the grapevine. You have advantage on any ability check you make to hear news, rumors, and gossip.

BOOZY FEATURES

Some features, like the College of Bartending's Inspirational Drink or the Oath of Revelry's Conjure Drink, have an effect similar to taking a drink, but do not normally bestow levels of drunkenness. A creature willingly affected by such an ability can choose to gain one level of drunkenness when they drink.

INSPIRATIONAL DRINK

Also at 3rd level, you gain proficiency in brewer's supplies.

Additionally, you can use your bonus action to whip up a delicious cocktail, expending a Bardic Inspiration die and investing it in the drink. Any creature can consume the drink as a bonus action to gain the Bardic Inspiration die, which is lost if they do not use it before the end of their turn. Bardic Inspiration dice invested in drinks do not recover when you take a short or long rest as expended dice do, unless the drink is consumed first. Drinks retain their potency for 24 hours, after which time they become watered down and lose their invested Bardic Inspiration dice.

FRIENDLY FACE

At 6th level, your relatable demeanor makes it hard for anyone to dislike you. When you are attacked by a humanoid creature that has not been attacked by you or affected by a spell you cast, the creature must make a Wisdom saving throw, opposed by your spell save DC. On a failed save, the humanoid instead chooses to attack a different target within its reach or range. If there is no other target, this attack misses. A creature that succeeds on this saving throw is immune to this effect for 24 hours.

HAIR OF THE DOG

Starting at 14th level, whenever a creature consumes one of your Inspirational Drinks and spends the Bardic Inspiration die on a roll, they gain temporary hit points equal to the total of the roll, which last for 1 minute.

CLERICS

DIVINE DOMAIN

In a pantheon, every deity has influence over different aspects of mortal life and civilization, called a deity's domain. All the domains over which a deity has influence are called the deity's portfolio. For example, the portfolio of the Greek god Apollo includes the domains of Knowledge, Life, and Light. As a cleric, you choose one aspect of your deity's portfolio to emphasize, and you are granted powers related to that domain. Your choice might

correspond to a particular sect dedicated to your deity. Apollo, for example, could be worshiped in one region as Phoebus ("radiant") Apollo, emphasizing his influence over the Light domain, and in a different place as Apollo Acesius ("healing"), emphasizing his association with the Life domain. Alternatively, your choice of domain could simply be a matter of personal preference, the aspect of the deity that appeals to you most.

COFFEE DOMAIN

Herbalists have long brewed teas and other remedies to ease the body and sharpen the mind, but those time-tested staples have steep competition for being the preferred drink of choice. Coffee is a beverage with powerful alchemical effects: it staves off sleep, boosts concentration, and imparts a feeling of wakefulness and inspiration. Everyone from commoners to archmages has come to enjoy the bitter warmth of this brew, so it's no small wonder that demigods, and eventually full-on godly powers, have adopted coffee as a domain.

Gods of this domain include Vigil, Keeper of the Morning, Twitsh, Lord of Streams, and Cinder, God of Flame. However, many clerics turn to this domain without an associated deity, taking up the mantle because they are dependent, if not outright fixated, on coffee.

COFFEE DOMAIN SPELLS

Cleric Level	Spells
1st	<i>expeditious retreat, false life</i>
3rd	<i>blur, enhance ability</i>
5th	<i>fly, haste</i>
7th	<i>divination, freedom of movement</i>
9th	<i>awaken, telekinesis</i>



TWITCH CASTING

As the magic of coffee strums down your nerves, you find you can perform actions far quicker than normal. Starting when you choose this domain at 1st level, when you cast a spell that has a casting time of 1 action, you can change the casting time to 1 bonus action for this casting. Once you use this ability, you can't use it again until you finish a long rest.

SLEEPLESS

Though the Gods of Coffee offer focus and productivity with one hand, they steal away sleep with the other. Beginning at 1st level, you require one less hour of sleep than a normal member of your race and magic can't put you to sleep.

CHANNEL DIVINITY: JAVA

Starting at 2nd level, you can use your Channel Divinity as an action to invigorate the body and mind of a willing creature you touch. The target instantly awakens, if asleep. For the next minute, the target ignores all levels of exhaustion, its speed increases by 10 feet, it has advantage on Intelligence and Dexterity saving throws, and it can take an additional action its turn. This action can only be used to take the Attack (one weapon attack only) or Disengage action.

When the effect ends, the target can't move or take actions until after its next turn, as a wave of lethargy sweeps over it. Only one creature can be under the effects of this Channel Divinity at a time and no creature can benefit from the effects of this ability and the spell *haste* at once.

HONED FOCUS

By 6th level, the near constant infusion of caffeine has sharpened your memory and focus. Whenever you fail a Constitution saving throw to maintain concentration on a spell, you can use your reaction to attempt the save, maintaining your concentration on a success.

DIVINE STRIKE

At 8th level, once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire damage to the target. When you reach 14th level, the extra damage increases to 2d8.

CAFÉ NATION

Beginning at 17th level, you can share the power of caffeination to your allies. When you cast the spell *haste*, you can choose a number of targets within range equal to your Wisdom modifier, each of which gains the effect of the spell. If any of these targets are asleep, they are instantly awoken. The spell's effects last only until the

beginning of your next turn, after which the spell ends, and no target suffers the "wave of lethargy" effect. If you cast the spell using a spell slot of 7th level or higher, the duration extends to 1d4 rounds.

RUM DOMAIN

Where rum flows easily, the gods of merriment abound. Clerics of the Rum Domain feel the fuzzy warmth of strong drink not as sinful excess, but as praise to the gods of good times, which they worship often and with abandon. They look to spread their merry religion and the good times with it, bringing all to peace and happiness, a few nights of drunken revelry at a time.

RUM DOMAIN SPELLS

Cleric Level	Spells
1st	<i>charm person, sleep</i>
3rd	<i>calm emotions, hangover</i>
5th	<i>hypnotic pattern, slow</i>
7th	<i>confusion, death ward</i>
9th	<i>greater restoration, modify memory</i>

DRUNKEN SWAY

Starting when you choose this domain at 1st level, you always seem off-balance, making you surprisingly difficult to hit. While you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Wisdom modifier.

Additionally, you gain proficiency in martial weapons.

CUP FLOWETH OVER

At 1st level, you can use your action to fill your mug with beer or rum, a gift of good tidings from the gods. Only you can drink this liquor, but you suffer no ill-effect from drinking any amount of alcohol; though rosy-cheeked and slurred of speech, you are always steadfast on your feet and clear of thought.

Additionally, you learn the *legendary libation* cantrip, which counts as a cleric spell for you and doesn't count against the number of cantrips you know.

CHANNEL DIVINITY: INTOXICATE

At 2nd level, you can call upon the gods of merrymaking to inebriate an aggressor. When a creature you can see makes an attack, you can use your reaction to cause that creature to make a Constitution saving throw against your spell save DC. On a failed save, the creature gains a level of drunkenness, is poisoned, and has disadvantage on saving throws for up to 1 minute. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.

RUMRUNNER

By 6th level, you've learned the finer art of moving when nobody's paying attention. Whenever a hostile creature moves, you can use your reaction to move up to half your movement speed. This movement does not provoke opportunity attacks from the moving creature.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage of the same type dealt by the weapon to the target. When you reach 14th level, the extra damage increases to 2d8.

NEXT ROUND'S ON ME

At 17th level, you can call upon the gods of good times to bring your allies a round of shots. As an action, choose up to 6 friendly creatures you can see within 60 feet of you to gain a pleasant buzz. For the next minute, you and each of these creatures have advantage on Intelligence, Wisdom, and Charisma saving throws, and can subtract your Wisdom modifier from bludgeoning, piercing, or slashing damage they take.

DRUID

DRUID CIRCLE

Though their organization is invisible to most outsiders, druids are part of a society that spans the land, ignoring political borders. All druids are nominally members of this druidic society, though some individuals are so isolated that they have never seen any high-ranking members of the society or participated in druidic gatherings. Druids recognize each other as brothers and sisters. Like creatures of the wilderness, however, druids sometimes compete with or even prey on each other. At a local scale, druids are organized into circles that share certain perspectives on nature, balance, and the way of the druid.

CIRCLE OF MOONSHINE

Druids of all kinds view the natural world as a source of bountiful power and nourishment: the earth provides for them and they, in turn, do what they can to protect it from harm. By extension, the Circle of Moonshine believes that the purest manifestation of mother nature's magic is realized when the spirits of plants are purified and concentrated into spirits of alcohol.

BACKWOODS DISTILLERY

When you join this circle at 2nd level, you gain proficiency with brewer's supplies, and can build a working still from found materials in any location with 10 minutes of work.

FORTIFIED BY LIQUOR

Also at 2nd level, your ability to feel pain is suppressed when you have 1 or more levels of drunkenness. Whenever you take damage, the amount of damage is reduced by the number of levels of drunkenness you possess.

BOOZE HOUND

By 6th level, you have formed a magical bond with a powerful creature known as a booze hound. The booze hound uses the same statistics as a mastiff, except that it is invisible to everyone except you, can speak and understand Common (though only you can hear it), and only appears when you have 1 or more levels of drunkenness.

The booze hound rolls initiative for itself in combat and takes its own turns. If you do not command it to take any action, it automatically seeks out and consumes any alcohol it can reach.

You can use a bonus action on your turn to command the booze hound; it obeys you to the best of its abilities. If the booze hound is reduced to 0 hit points, it vanishes from existence, but rematerializes with full health the next time you go from being sober to having 1 or more levels of drunkenness.

MOONSHINE RUNNER

At 10th level, your base movement speed increases by 10 feet as long as you are carrying at least one bottle of liquor.

CONTAMINATED SPELLS

From 14th level onwards, your moonshine never causes blindness, because you have learned to siphon toxic contaminants into your druid spells. Whenever you cast a spell of 1st level or higher that requires a saving throw, you can use this ability to cause one creature affected by the spell to become blinded for 1 minute on a failed save, in addition to the spell's usual effects. If the spell's duration was not instantaneous, the blinded condition ends when the spell ends. The target can repeat the saving throw at the end of each of its turns, ending the blindness effect early on a success. Only one creature can be blinded by this feature at a time.

FIGHTER

MARTIAL ARCHETYPE

Different fighters choose different approaches to perfecting their fighting prowess. The martial archetype you choose to emulate reflects your approach.

BARFIGHTER

A veteran of taverns, bars, saloons, and other rough-and-tumble drinking establishments, you've seen enough barfights to consider yourself an expert in drunken melee. Every fight is different, every chaotic mess of fists and blood unique, but there are some constants: someone always swings a broken bottle at you, the guy in the back always throws a chair, and after you've rendered half a dozen people unconscious with whatever you find at arm's length, the exacerbated bartender kicks everyone out and closes up for the night.

ANYTHING GOES

Starting at 3rd level, you are proficient with improvised weapons. In your hands, such weapons deal a minimum amount of damage for melee attacks, as shown in the Improvised Damage table.

Additionally, when you hit a creature with an unarmed strike or an improvised weapon on your turn, you can use a bonus action to do one of the following:

- Make an attack with an unarmed strike or an improvised weapon.
- Grapple the target. If you successfully grapple the target, you can knock it prone.
- Shove the target. If the target collides with another creature, that creature takes bludgeoning damage equal to 1d6 + your Strength modifier.

Starting at 6th level, your unarmed strikes and improvised weapon count as magical for the purposes of overcoming damage resistance and immunity.

IMPROVISED DAMAGE

Fighter Level	Improvised Weapon	Unarmed Strike
3rd	1d6	1d4
5th	1d8	1d6
11th	1d10	1d8
17th	1d12	1d10

UNARMORED DEFENSE

Also beginning at 3rd level, when you are not wearing any armor, your Armor Class equals 10 + your Dexterity modifier + your Constitution modifier. You can use a shield and still gain this benefit.



SITUATIONAL AWARENESS

By 7th level, you've developed the uncanny ability to sense when a bottle is careening toward the back of your skull. You can't be surprised while you are conscious, and attacks made against you by creatures you can't see don't have advantage.

QUICK, DUCK!

At 10th level, as a reaction when a creature within 5 feet of you makes a melee attack against you, you can attempt to evade the strike such that it instead connects with someone nearby. Make a melee weapon attack roll. If your attack roll beats the attacker's, the target for the attack instead becomes a different hostile creature you choose within 5 feet of you.

BEAT DOWN

Starting at 15th level, when you take the Attack action on your turn, you can choose to attack up to four additional times, as long as each attack you make targets a different creature.

LAST CALL

By 18th level, you're always the last one standing in a brawl. When you reduce a hostile creature to 0 hit points, you can't be knocked unconscious until the beginning of your next turn. If you would be reduced to 0 hit points during that time, you drop to 1 hit point instead.

MONK

MONASTIC TRADITION

Three traditions of monastic pursuit are common in the monasteries scattered across the multiverse. Most monasteries practice one tradition exclusively, but a few honor the many traditions and instruct each monk according to his or her aptitude and interest. All traditions rely on the same basic techniques, diverging as the student grows more adept. Thus, a monk need choose a tradition only upon reaching 3rd level.

WAY OF THE DRUNKEN FIST

Monks who follow the Way of the Drunken Fist swear off any notion of sobriety when beginning on their path. By wobbling, tripping, and blundering about with expert intention, as if completely inebriated, you can surprise even the most trained enemy and strike them when it's least expected. Moreover, when you do imbibe alcohol, you can perform astounding feats of strength and bravery.

WOBBLING STANCE

Starting when you choose this tradition at 3rd level, you have learned to catch your enemies off-guard with

a drunken, staggering school of martial arts. You are proficient with improvised weapons and improvised weapons are now considered as monk weapons. In addition, creatures have disadvantage on opportunity attacks against you.

DRINK LIKE A DEMON

Also by 3rd level, your affinity for alcohol is prodigious. You gain proficiency in brewer's supplies and ignore the effects of the first 4 levels of drunkenness.

FOR MEDICINAL PURPOSES

Beginning at 6th level, you can metabolize alcohol differently. You can take a drink of alcohol and spend 1 Ki as a bonus action to regain hit points equal to 1d4 + your monk level. Once you use this ability, you can't use it again until you finish a short or long rest.

STAGGERING STRIKE

By 11th level, you have learned how to better take advantage of openings in your opponent's defenses and strike when they least suspect it. When an attack with advantage or disadvantage made by a creature within 5 feet of you misses, you can use your reaction to make an attack against that creature with a monk weapon or improvised weapon.

BELCH OF FLAME

At 17th level, you can ignite the alcohol in your mouth and release it in a spray of flame. As an action, you can take a drink of alcohol and spend 3 ki points to ignite it. You can hold this in your mouth for a number of rounds equal to your Constitution modifier, after which the effect is lost. As a bonus action while the alcohol is held in your mouth, you can spray it in a 20-foot cone. Each creature in the area must make a Dexterity save. A creature takes 6d10 fire damage on a failed save, or half as much on a successful one.

PALADIN

SACRED OATH

Becoming a paladin involves taking vows that commit the paladin to the cause of righteousness, an active path of fighting wickedness. The final oath, taken when he or she reaches 3rd level, is the culmination of all the paladin's training. Some characters with this class don't consider themselves true paladins until they have reached 3rd level and made this oath. For others, the actual swearing of the oath is a formality, an official stamp on what has always been true in the paladin's heart.

OATH OF REVELRY

Paladins who swear the Oath of Revelry make a solemn vow to party day and night until their hearts give out. Indeed, as an old proverb says, “There ain’t no party like a paladin party, ‘cuz a paladin party don’t stop. Amen.”

TENETS OF REVELRY

Paladin who swear the Oath of Revelry must abide by the Codicus Brotherhoodum, often known as the Bro Code, a series of moral judgments, both foul and fair, about the way one should conduct life and party. Dishonoring this code is known as a Major Dick Move, and can alienate a paladin from fellow partygoers. In general, paladins who takes this oath abide by the following principles:

Work Hard Party Hard. Paladins must fight for their right to party.

Suns Out, Guns Out. It is not suitable to hide one’s appearance, especially one’s muscles, during the day.

Bros Before Hoes. It is said that this edict lays a natural order for alliances that a paladin should forge.

OATH SPELLS

You gain oath spells at the paladin levels listed.

Paladin Level	Spells
3rd	<i>compelled duel, hideous laughter</i>
5th	<i>calm emotions, crown of madness</i>
9th	<i>haste, slow</i>
13th	<i>confusion, phantasmal killer</i>
17th	<i>mislead, raise dead</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Conjure Drink. When you take a long rest, you can summon to your flask a frothy ale from the heavens itself. Up to three creatures can drink from this flask, and each has advantage on the next saving throw it makes before it takes a long rest, after which the buzz wears off. When you take a short rest, any remaining ale becomes nonmagical.

Song and Dance. You can spend your Channel Divinity as an action to dance a catchy jig. Each creature you choose within 15 feet must make a Wisdom saving throw or join in. Creatures continue to dance as long as you dance. This effect ends for a creature if you stop on your turn (no action required), or if the creature reattempts and succeeds the Wisdom saving throw at the end of its turn.

A creature that is dancing spends all its movement tapping its feet and shuffling about without leaving its space. It also has disadvantage on Dexterity saving throws and attack rolls that rely on Dexterity. Creatures that can’t be charmed are immune to this effect.



AURA OF FRATERNITY

At 7th level, you and your allies fight better together. While you have one or more ally adjacent to you, you and each of your allies within 5 feet deal an additional 1d4 damage on melee attacks.

At 18th level, the range of this aura increases to 15 feet.

MERRYMAKER

At 15th level, when you or an ally within 30 feet makes an ability check or saving throw that doesn't have disadvantage, you can cause it to be made with advantage. You can use this ability three times, and regain all expended uses when you finish a long rest.

PARTY ANIMAL

Starting at 20th level, you can use your action to become supernaturally intoxicated. Doing so is a frenzy of indulging in your vices, after which you are intoxicated for 1 hour, followed by 10 minutes of unconsciousness.

While you are intoxicated, you have resistance to all damage and immunity to psychic damage. Also, you are quick to start a fight. When you roll initiative, you can replace your roll with a 20 if it was lower.

After becoming supernaturally intoxicated, you must finish a long rest before you can do so again.

ROGUE

ROGUISH ARCHETYPE

Rogues have many features in common, including their emphasis on perfecting their skills, their precise and deadly approach to combat, and their increasingly quick reflexes. But different rogues steer those talents in varying directions, embodied by the rogue archetypes. Your choice of archetype is a reflection of your focus—not necessarily an indication of your chosen profession, but a description of your preferred techniques.

GRIFTER

Swindlers, cheats, and most of all, grifters hang around taverns where people might have a looser grasp on their coins. The archetypal grifter knows that, with the right words and the right scheme, you can part anyone from their money, and even make it seem fair. Grifters are masters of cons, big and small, from counting cards and rolling loaded dice, to pyramid schemes and fraud.

SWINDLE

Starting when you choose this archetype at 3rd level, you gain proficiency in all gaming sets. Additionally, you learn the *cheat* cantrip.

DOUBLE BLUFF

At 3rd level, you can feint between two opponents, striking whichever one is least prepared. You gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it and another hostile creature.

OUT OF DODGE

By 9th level, you know when you cut and run when a ruse goes south. Whenever you take the Dash action, creatures have disadvantage on opportunity attacks against you. When you take the Disengage action, you can move up to half your movement speed.

LONG CON

By 13th level, you can unerringly enact confidence schemes and other ruses. Whenever you make a Charisma (Deception) check to lie to another creature, you can treat the result as your level + your proficiency bonus. If you later change major details pertaining to the lie, you lose the benefit of this ability against that creature.

HEIST PLAN

Starting at 17th level, you always plot out your schemes several moves ahead of time. You can take the Ready action on your turn as a bonus action. Whatever action you choose, your trigger must be based on a hostile creature performing a specific type of action (such as “when the kobold attacks”, or “when the mage casts a spell”) and can't activate until after your turn ends.

SORCERER

SORCEROUS ORIGINS

Different sorcerers claim different origins for their innate magic. Although many variations exist, most of these origins fall into two categories: an eldritch bloodline and the influence of wild magic

SAUCEROR

An intoxicimantic sorcerer (sometimes called a sauceror) is one that, due to the lineage of a god of righteous parties, or due to some alcohol-induced arcane incident, possesses substantial arcane might—but only while drunk.

Often, it happens that a intoximancer's arcane potential lies dormant for years until a night of drinking loosens up their arcane blood, so to speak. Then, after downing half a bottle of mead, drunkenly hiccupping out a *fireball*, and passing out, they wake up to realize their newfound powers are transient, only sparked by alcohol in their blood.

CASTING WHILE UNDER THE INFLUENCE

There's a common misconception that wizards can't hold their ale. This is because it's awfully easy to get your memorized spells confused while drunk, but that's not exclusive to wizards. Whenever a spellcaster casts a spell while drunk, the GM can choose to have them roll a Constitution saving throw, with a DC equal to 8 + their level of drunkenness. On a failure, the spellcaster instead casts a spell of the GM's choice, chosen from their spells known or spells prepared, as appropriate, of a level that is less than or equal to their level of drunkenness.

Once their powers are properly harnessed, intoxicancers are a breed of profoundly powerful mages, capable of slinging a *lightning bolt* while downing a bottle of gin—if only that could aim straight while doing so.

SPELL SHOTS

Starting at 1st level, whenever you cast a spell of 1st level or higher, you can consume a drink or potion without using an action.

IRON LIVER

Starting at 1st level, while you have one or more levels of drunkenness, you have advantage on Constitution saving throws you make to maintain concentration. Being drunk doesn't impose disadvantage on your saving throws or spell attack rolls.

FONT OF BOOZE

At 6th level, you can use your bonus action to gain a number of sorcery points equal to your level of drunkenness, up to a maximum of half your level (rounded down). Once you use this ability, you can't use it again until you finish a long rest.

SEEING DOUBLE

By 14th level, oddly enough, when you can't see straight, others can't see you straight either. You can use your reaction when a creature you can see makes an attack against you to cause the attack to be made with disadvantage.

DRUNK METAMAGIC

Beginning at 18th level, you can slur the words of your spells into heretofore unseen metamagics. When you apply a metamagic to a spell, you can apply a second metamagic with a lower spell point cost to the spell for free.



CHAPTER 3: DRINKS

This chapter discusses all manner of drinks, from the finely-brewed dwarven ale, to the unpredictable cocktail, pixie punch. Moreover, it introduces a new condition, drunkenness, to represent the swirling stages of intoxication.

DRUNKENNESS

Getting drunk happens in stages, as one circles the drain toward unconsciousness. Therefore, it is governed by a special condition known as drunkenness, which is measured in 10 levels. A drink can give a creature one or more levels of drunkenness, as specified in the drink's description.

A creature immune to being poisoned can't become drunk, and one with advantage on saving throws against being poisoned has advantage on saves against becoming drunk as well.

If an already drunk creature suffers another effect that causes drunkenness, its current level of drunkenness increases by the amount specified in the effect's description. A creature suffers the effect of its current level of drunkenness as well as all lower levels.

An effect that removes drunkenness reduces its level as specified in the effect's description, with all effects ending if a creature's drunkenness level is reduced below 1.

Each hour that passes reduces a creature's drunkenness by 1 level. Moreover, finishing a long rest drops a creature's drunkenness to 0. If the creature's drunkenness level was 5 or higher, they instead suffer the poisoned condition (as well as a blinding headache) for 4 hours.

Level Effect

1	A pleasant buzz fills your head
2	Passive Perception drops by 5
3	Coordination wanes: Disadvantage on Strength, Dexterity, and Constitution checks
4	Words slur: Disadvantage of Intelligence, Wisdom, and Charisma checks
5	Poor balance: Disadvantage on attack rolls and saving throws
6	Speed halved
7	Attacks against you have advantage
8	Falling over: Unless leaning against something, you fall prone at the end of your turn.
9	Vomiting: For 1 minute, you spend your action each turn retching. After this time, your drunkenness level decreases by 1.
10	Unconsciousness, until the following morning



DRINKS

Drinks generally come in two varieties: the nonmagical sort, from ales to gin, which are a staple of taverns anywhere, to the magical variety, specially-concocted for flashy appearances and extravagant effects.

NONMAGICAL DRINKS

The following beverages are distinguishable from potions, as they include no magical additives.

d20	Drink	Cost
1	Ale	4 cp
2	Beer	4 cp
3	Brandy	8 cp
4	Cider	6 cp
5	Coffee	2 cp
6	Dwarven Ale	4 sp
7	Dwarven Lager	4 sp
8	Dwarven Stout	4 sp
9	Elven Wine	2 gp
10	Gin	8 cp
11	Gnomish Cider	4 cp
12	Mead	4 cp
13	Orc's Milk	2 sp
14	Perry	6 cp
15	Pixie's Punch	1 sp
16	Rum	1 sp
17	Tequila	8 cp
18	Whisky	1 sp
19	Wine (common)	6 cp
20	Wine (fine)	1 gp

ALE

When you imbibe this drink, make a DC 10 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

BEER

When you imbibe this drink, make a DC 10 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

BRANDY

When you imbibe this fruity spirit, make a DC 14 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

CIDER

When you imbibe this sweet apple cider, make a DC 12 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

COFFEE

When you imbibe this hot, bitter drink, your exhaustion and drunkenness levels each temporarily decrease by 1 for the next hour. You can only be under the effect of one cup of coffee at a time.

DWARVEN ALE

When you imbibe this beer, make a DC 10 Constitution saving throw with disadvantage. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

DWARVEN LAGER

When you imbibe this beer, make a DC 12 Constitution saving throw with disadvantage. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

DWARVEN STOUT

When you imbibe this beer, make a DC 11 Constitution saving throw with disadvantage. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

ELVEN WINE

When you imbibe this lavish elven drink, make a DC 14 Constitution saving throw. On a failed save, you suffer 2 levels of drunkenness and have disadvantage on saving throws against being charmed for 1 hour. You suffer 1 level drunkenness on a successful save and do not have disadvantage.

GIN

When you imbibe this spirit, make a DC 15 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save.

GNOMISH CIDER

When you imbibe this berry-infused cider, make a DC 9 Constitution saving throw. You suffer 2 levels of

drunkenness on a failed save, or 1 on a successful save.

MEAD

When you imbibe this sweet wine, make a DC 12 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

ORC'S MILK

When you imbibe this warm concoction, make a DC 17 Constitution saving throw with disadvantage. You suffer 3 levels of drunkenness on a failed save, or 2 on a successful save. While foul tasting, the drink provides enough nourishment to sustain a creature for one day.

PERRY

When you imbibe this sweet wine, make a DC 12 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

PIXIE PUNCH

When you imbibe this glittery, sweetened drink, make a DC 13 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save.

RUM

When you imbibe this spirit, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

TEQUILA

When you imbibe this spirit, make a DC 16 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save.

WHISKY

When you imbibe this spirit, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save.

WINE

When you imbibe this wine, make a DC 13 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Wine comes in two varieties, common and fine, which vary in merits of taste and texture.

MAGICAL DRINKS

Magical drinks have all the trappings of potions: arcane ingredients, special preparation techniques, and absurdly fancy glassware. However, unlike potions, magical drinks are intended to taste good, and are watered down with a substantial quantity of alcohol. Given a recipe and the right ingredients, any bartender can whip up a magical drink; anyone can drink one, too, provided they can manage the supernatural hangover later.

BLACK WHISKEY

Potion, common

When you drink this pure black, barrel-aged liquor, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you take on a smoky, indistinct form for 1 hour. During this time, you have advantage on Dexterity (Stealth) checks made to hide in dim light or darkness, and you make saves against divination spells with advantage.

CHASER

Potion, common

This potion is magically disguised to look, smell, and taste like another magical drink. An identify spell reveals its true nature. If you drink it, you must succeed on a DC 15 Constitution saving throw or be magically compelled to immediately buy another drink of equal or greater value to the drink this one is disguised as.

CUP OF CTHULHU

Potion, common

When you drink this otherworldly brew (which distorts its very mug with alien effects), make a DC 16 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally for the next minute, a number of purple tentacles sprout from your face for 1 minute, impairing your ability to speak. However, for the duration, you gain telepathy with a range of 60 feet.

DRAGON'S BREATH

Potion, common

When you drink this fiery cocktail, make a DC 10 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, once within the next minute, you can use a bonus action to breathe fire in a 15-foot cone. Each creature in the cone must make a Dexterity saving throw with a DC equal to 10 + your level of drunkenness. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one.

DRIFTING DRINK

Potion, common

When you drink this light blue cocktail, make a DC 12 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you are under the effect of the *levitate* spell for the next 10 minutes. At the end of each minute, roll a d20. On a 1, the effect ends early.

DRUID'S DRAUGHT

Potion, common



When you drink this green, herbal brew, make a DC 15 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, for the next minute, you are *polymorphed* (as per the spell) into a random beast of challenge rating 1/4 or lower.

GOODBERRY WINE

Potion, common

When you drink this sweet wine, make a DC 13 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you regain 10 hit points. A single glass of *goodberry wine* provides enough nourishment to sustain a creature for 1 day.

HAIR OF THE DOG

Potion, common

When you drink this spicy, red cocktail, your exhaustion and drunkenness levels both decrease by 2. Additionally, for the next 10 minutes, you cannot accumulate any additional levels of drunkenness or benefit from the effects of any potions you drink.

HONESTY MEAD

Potion, common

When you drink this sweet wine, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, over the course of the next 10 minutes, you

uncontrollably blurt out 2d4 secrets. These secrets can range from embarrassing facts about yourself to important or sensitive information about others, but must be truthful in nature.

LIQUID COURAGE

Potion, common

When you drink this sweet, golden liqueur, make a DC 9 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you are imbued with supernatural bravery for 10 minutes. During this time, you are immune to being frightened and you gain 1d4 temporary hit points at the start of each of your turns.

MIND ERASER

Potion, common

When you drink this layered cocktail, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, on a failed save, you fall into a state of suggestibility for the next hour. For this duration, you are charmed by all creatures within 20 feet of you. If a creature does anything harmful to you, this effect immediately ends.

NIGHTCAP

Potion, common

When you drink this effervescent cocktail, make a DC 10 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, if you take a long rest within the next hour, you regain all spent hit dice and gain temporary hit points equal to half your level, rounded down, upon its completion.



PAINKILLER

Potion, common

When you drink this fruity cocktail, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you regain 2d4 + 2 hit points and you gain 2d4 temporary hit points.

PIÑA COLOSSUS

Potion, common

When you drink this tropical cocktail, make a DC 15 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, for the next minute, you are under the Enlarge effect of the *enlarge/reduce* spell.

PROPHECY WINE

Potion, common

When you drink this deep red wine, make a DC 13 Constitution saving throw. You suffer 2 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you can immediately cast the *augury* spell without any material components.

ROGUE'S BREW

Potion, common

When you drink this strong, rum-based cocktail, make a DC 18 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, for the next 10 minutes, your Dexterity score increases by an amount equal to your current level of drunkenness, to a maximum of 22.

SUNRISE

Potion, common

When you drink this fruity cocktail, make a DC 16 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save. Additionally, you regain 1 hit point. For the next hour, you are immune to being unconscious as long as you have at least 1 hit point.

SURPRISE TEQUILA

Potion, common

When you drink this stiff tequila shot, make a DC 16 Constitution saving throw. You suffer 3 levels of drunkenness on a failed save, or 1 on a successful save. Additionally on a failed save, your armor, clothing, and all objects you are wearing or carrying immediately fall to the ground at your feet.

DRINKING GAMES

Folks often boast of their capacity for drink, and will engage in convoluted contests of alcoholism to prove their mettle. The tradition of drinking games, therefore, is as long as it is complicated, with practically everyone playing subtly different variants of booze-related games. Even different taverns in the same town might boast different rules to long-established drinking games; it seems that record-keeping is not strongly established for games in which half the contestants pass out.

The following examples abstract various drinking games, and can be used to represent everything from competitively taking shots, to playing darts or beer pong.

DRINKING CONTEST

A drinking contest is the most straightforward type of drinking game: everyone drinks until they pass out; last one sitting upright wins. Participants in a drinking contest take turns selecting drinks (or rolling for them randomly), which each participant must then drink simultaneously. A participant is eliminated when they vomit or fall unconscious.

A particularly chaotic version of a direct drinking contest substitutes ordinary drinks with magical ones (sometimes to the chagrin of unwary participants). Players which are petrified, polymorphed into a chicken, planeshifted to a different level of the multiverse, or otherwise rendered unable to drink are eliminated.

SKILLED DRINKING GAMES

Practically any skillful drinking game can be represented with opposed skill contests by the players involved. Games like quarters or darts can be represented by opposed Dexterity checks between two or more players, with losing parties each consuming a drink. Other games (such as a drinking game of chess) might involve opposed Intelligence checks, where others still might involve Charisma or Wisdom checks.

RANDOM DRINKING GAMES

Other drinking games, such as King's Cup, are fundamentally random, and require no skill on the part of the players. In such a game, participants take turns rolling any die. On an odd number, they drink.



Traditional orish drinking game: everyone consumes 15 shots of 160 proof rotgut, and proceeds to round robin headbutt one another. Passing out due to headbutt impact does not eliminate a contestant. Last living, conscious one wins. Stupendous game.

GAMING UNDER THE INFLUENCE

Playing a game in real life almost always trumps abstraction. If the players are of legal drinking age, they can play a drinking game amongst themselves on behalf of their characters. Of course, playing many drinking games to conclusion will end a gaming session outright; sloshed players will have a hard time rolling dice and following the plot. Therefore, make sure the games end quickly, with everyone fairly sober before moving on.

And as always, drink responsibly!

CHAPTER 4: POTABLE MAGIC

This chapter contains all manner of tavern magic, from magic items that might be found secreted behind the bar to spells practiced by wizards with a penchant for barfights and alcohol-induced escapades.

MAGIC ITEMS

Plenty of magic items are lost in taverns, whether pickpocketed away or slid willingly across a gambling table in an ill-fated bet, but the following magic items can be found within taverns.

BEER GOGGLES

Wondrous item, uncommon (requires attunement)

While attuned to these cylindrical goggles, things have a rosy tint and people look more attractive than usual. You can add your proficiency to any Charisma check you make, but don't add your proficiency check to Wisdom checks.

BOTTLE OF INSTANT INTOXICATION

Wondrous item, rare

This bottle, visually unremarkable except for a smiling face stamped into the underside of its cork, is always filled half-filled with liquid enchanted to intoxicate any who drink it. Any willing humanoid that takes a drink from this bottle gains 3 levels of drunkenness. An unwilling creature that drinks from this bottle can make a DC 16 Constitution check, suffering only 1 level of drunkenness on a success.

BRAWLING GLOVES

*Wondrous item (+1), rare (+2), or very rare (+3)
(requires attunement by a barbarian, fighter, or rogue)*

While attuned to these fingerless magical gloves, you have proficiency in all improvised weapons and gain a bonus to attack and damage rolls made using them. The bonus is determined by the item's rarity.

GAMBLER'S COIN

Wondrous item, rare (requires attunement)

This ordinary looking gold piece has deep scratches on one side. It has 3 charges. When you make an ability check, attack roll, or saving throw while holding it, you can expend 1 charge to instead replace the d20 roll with a coin flip. On heads, the roll is treated as a 20 (though you do not score a critical hit with an attack roll or activate any other effects which trigger on the roll of a 20), and on tails, the roll is treated as a 1. The coin regains all expended charges at dawn.

HELM OF DRINKS

Wondrous item, uncommon

This helm, adorned by a pair of cans and straws leading down to the mouth, can hold two potions. You can use your bonus action while wearing it to drink either of the potions. These potions can be refilled (or replaced with any other liquid) as an action.

KEGHAMMER

Weapon (maul), common

This unusual warhammer, whose oversized head resembles a cask, can store and later produce up to 10 gallons of liquid. While full, it gains a +1 bonus to attack and damage rolls.

RING OF BARRELS

Ring, uncommon (requires attunement)

This ring has 6 charges. While wearing the ring, you can use an action and expend 1 to 3 of its charges to summon a number of empty barrels in spaces adjacent to you equal to the number of charges expended. The barrels are large, fully 6-feet high and 4-feet in diameter, occupying the same space as a Medium creature and providing three-quarters cover from ranged attacks. Barrels weigh 150 pounds and can be moved with an action.

You can summon the barrel around incapacitated Medium creatures, restraining them, or around Small or smaller creatures, trapping them inside. A creature can break free of a barrel by making a DC 22 Strength check.

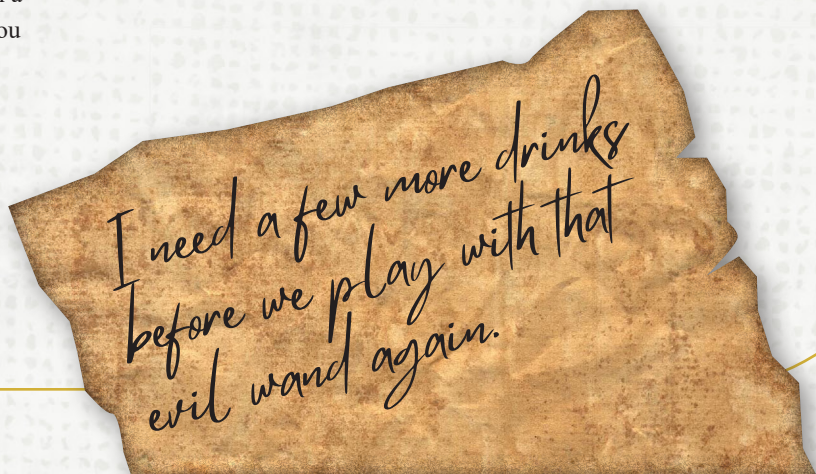
This ring regains 1d6 expended charges daily at dawn.

SMOKING PIPE OF DRAGON'S BREATH

Wondrous item, rare (requires attunement)

This pipe has 2 charges. If the pipe is full of one ounce of smoking herb, you can inhale deeply and use an action to expend 1 charge and exhale dragon's flame while holding it. Each creature in a 30-foot radius must make a Dexterity saving throw or take 8d6 fire damage, or half as much on a successful one.

This pipe recovers 1 expended charge daily at dawn.



SPELLS

Many of the spells found casually slung around taverns are modest works of arcana, from 0th to 3rd level, as a wizard's best work is performed when in a secluded tower, not while inebriated. These spells are presented in alphabetical order.

ANTE UP

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (at least 1 gold piece, which the spell consumes)

Duration: Instantaneous

With a flourish, you toss a number of gold pieces at a target within range. Make a ranged spell attack against the target. On a hit, the target takes 1d12 magical bludgeoning damage.

This spell's damage increases by 1d12 when you reach 5th level (2d12), 11th level (3d12), and 17th level (4d12), but the number of gold pieces required to cast the spell increases as well: 5 gp at 5th level, 10 gp at 11th level, and 25 gp at 17th level. When you can cast this spell, you can choose to cast it as if you were of a lower level, dealing less damage and using less gp.

BARREL ROLL

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a hare's foot)

Duration: Instantaneous

A Medium-sized barrel springs into existence, rolling at full speed in a line toward a creature you choose within range. Make a spell attack roll. On a hit, the target takes 3d8 bludgeoning damage and the barrel smashes into pieces. If the barrel reduces the target to 0 hit points, however, it continues rolling onward in the same direction, and might strike a second creature within range with its remaining momentum. If it does so, make a spell attack roll against the second target. On a hit, barrel's damage equals its damage roll, minus the damage dealt to the first target.

The barrel breaks into pieces if it collides with an obstacle or if it exceeds the spell's range.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d8 for each slot level above 1st.

CARD TRICK

Transmutation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a deck of playing cards)

Duration: Instantaneous

With a flash of your hands, you fling a number of playing cards charged with energy at your opponents. Make a ranged spell attack against a target within range. On a hit, the target takes 1d8 force damage. Alternatively, you can target a space within range instead of a creature; each creature within 5 feet of that space must make a Dexterity saving throw, taking 1d6 force damage on a failed save.

You can throw 1 additional card on your turn at 5th level (2 cards), at 11th level (3 cards), and at 17th level (4 cards).

CHEAT

Divination cantrip

Casting Time: 1 bonus action

Range: Self

Components: S, M (a weighted die)

Duration: 1 round

You subtly twist your fingers and fate seems to follow suit. For the duration, you can reroll any ability check you make to play nonmagical games of skill. Therefore, this ability could influence a game of poker, but not the result of a *Deck of Many Things*.

DEFENESTRATION

2nd-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

A wave of force erupts from your open hand, hurling a creature you can see within range through a window. The target makes a Strength saving throw. On a failure, the target is thrown up to 20 feet through a window of your choice. If there is no window within 20 feet of the target, it is instead thrown through a window of arcane force, which materializes 10 feet behind it and vanishes after the creature shatters it. The target takes 4d6 slashing damage as it flies through a window. On a successful save, the target instead is pushed back 5 feet and takes no damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the target can be pushed back an additional 5 feet for each slot level over 2nd, and takes an additional 1d6 slashing damage for each slot level over 2nd.

EXPLODING DICE

Conjuration cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

With a flick of your wrist, you conjure an exploding die, which you can toss at a hostile target within range. Make a ranged spell attack roll against the target. On a hit, the target takes 1d6 thunder damage. If you roll a 6 on any damage die, you can roll an additional d6 and add its damage to the total, rolling again if this die is also a 6, and so on. Effects which would increase the damage die size of a spell have no effect on this cantrip.

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

FREE THROW

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: S, M (a scrap of pigskin)

Duration: 1 round

As part of the casting of this spell, you throw a handheld object weighing 5 pounds or less. For the duration of the spell, you choose the object's exact trajectory, up to 150 feet of distance. The object can navigate around obstacles and corners, and ignores half and three-quarters cover if it is directed at a creature. If the object strikes a creature, that creature must make a Dexterity saving throw or take 3d4 bludgeoning damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the maximum weight of objects that you can throw with this spell increases by 5 pounds and the damage increases by 1d4 for each slot level above 1st.

HANGOVER

2nd-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a tiny vial of strong liquor)

Duration: Instantaneous

You emit a drunken aura that quickly washes away, leaving the feeling of an intense hangover. A creature you choose within range must succeed on a Constitution saving throw or take 3d8 psychic damage. The target has disadvantage on Constitution checks it makes to maintain

concentration on a spell due to this damage. Additionally, the target is poisoned until the start of your next turn.

LEGENDARY LIBATION

Conjuration cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, M (a container, such as a mug, tankard, or flask, which is filled with liquid that is purified by the spell)

Duration: Instantaneous

You speak a word of power and your container fills with a drink of your choosing, which can be imbibed as an action. The drink is delicious and satisfies the drinker's thirst for the next 24 hours. Furthermore, the drinker has advantage on saving throws against becoming frightened for one hour after consuming this libation. If the drink is not consumed within one hour of being conjured, it loses its magic and turns into mundane, flavorless water.

A creature cannot benefit from more than one *legendary libation* in any given 24-hour period.

Furthermore, a creature that drinks this libation can choose to gain 1 level of drunkenness.

JACKPOT

1st-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (an icosahedral die)

Duration: Instantaneous

You cast a die, coursing with arcane energy, at a target you can see within range. This die explodes in a shower of sparks, the magnitude of which depends on the die's roll. Guess a number from 1 to 20, then roll a d20. If you guessed the right number, the target takes 8d6 force damage. If you guess a number that was 1 higher or lower, the target takes 5d6 force damage; if you guessed a number that was up to 3 higher or lower, the target takes 2d6 force damage; if you guessed any other number, the target takes no damage.

POWER WORD: SWAY

2nd-level evocation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

You slur a word of power that causes a creature you can see within range to suddenly feel intoxicated. The target's level of drunkenness increases to 4, if it were lower.

TABLE FLIP

Evocation cantrip

Casting Time: 1 action

Range: 15 feet

Components: V, S

Duration: Instantaneous

With an effortless wave of your hand, a table within range flips over. You can also use this spell to flip a chair, bed, or other piece of furniture less than 15 feet in any dimension. You choose whether the piece of furniture lands on its side or completely flips over. A creature next to a flipping piece of furniture must make a Dexterity saving throw or take 1d8 bludgeoning damage.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TWISTED TUMBLER

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a container containing no more than one pint of liquid)

Duration: Instantaneous

A effervescent wave of colors swirls about in the container you're holding, transforming the liquid into a random magical potion. Roll on the following table; the liquid becomes a potion which gives that effect when drank. If the liquid was already a potion, it grants this effect in addition to its normal effects. The potion retains its potency for 24 hours, after which the liquid returns to its original color and nonmagical state. You can only be under the effect of one of these potions at a time.

d6 Potion Effect

- 1 You lose the ability to speak coherently or perform the verbal component of spells for 1 minute.
- 2 You lose 1 hit point at the start of each of your turns for 1 minute.
- 3 You regain 2d4 + 2 hit points.
- 4 For 1 minute, your Armor Class increases by 2.
- 5 Your movement speed increases by 10 feet for 1 minute.
- 6 For 1 minute, you have advantage on ability checks.

TYRA'S COERCED KARAOKE

2nd-level enchantment

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

As spectral instruments appear playing around you, you begin singing a well-known song and others feel compelled to join in. For the duration, when a creature comes within 30 feet of you or begins a turn there, it must make a Wisdom saving throw or begin singing along with you. A singing creature matches the pitch and words of the song as closely as it can, even if it can't speak the song's language. Furthermore, it can't speak normally (though it can still communicate telepathically) and it can't perform the verbal components of spells. Creatures that can't be charmed are immune to this spell.

Unlike other spells, you can concentrate on this spell and the spell *irresistible dance* at the same time. Losing your concentration on either spell ends both spells.

TYRA'S SOBEROSITY

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (some toast or a glass of water)

Duration: Instantaneous

You magically extract some alcohol from your blood. Your drunkenness level decreases by 1. If your drunkenness level decreases as a result of this spell, you also regain 1d12 hit points.

TYRA'S TIP

1st-level conjuration

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You open your hand, and magically produce 1d10 + 2 copper pieces. This currency can only be used to tip those who have performed a service for you; it vanishes if used to pay for goods, if taken by someone who hasn't performed a service for you within the last 24 hours, or if not taken after 10 minutes.

VAPOR WAVE

1st-level transmutation

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a small, handheld metallic rod or box)

Duration: Instantaneous

You exhale a fog of vaporized alcohol in a 15-foot cone. Each creature within the area must make a Constitution saving throw or suffer 1d4 levels of drunkenness.

CHAPTER 5: MONSTERS

People often think that monsters are the domain of subterranean lairs and evil mountain temples, but as any adventurer worth their salt will attest, such creatures can show up big cities and sleepy hamlets alike. Some monsters even originate there, spawning from some quality unique to cities, whether it be their sewers, their sprawling populace, or indeed, their taverns.

ALEMENTAL

Though not one of the traditional elements, the frothing living ales are close relatives to water elementals, perhaps hailing from a yet-undiscovered Semi-Elemental Plane of Booze. Their existence is a double-edged sword for adventures and barkeeps alike.

Fermentation Accidents. Homebrewers and dwarves will tell you that there's nothing that can go wrong by over-fermenting your beer; once the yeast runs out, the fermentation stops. Those in the know are quick to append that 'almost' nothing can go wrong, because of the possibility that an alemental might show up. This elemental stirs in the fermenting beer, only animating fully if the brew is left alone for too long. Then, it explodes out of the



ALEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	19 (+4)	5 (-3)	9 (-1)	8 (-1)

Damage Resistance acid; bludgeoning, piercing, slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 9

Languages Aquan

Challenge 5 (1,800 XP)

Ale Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Foam (Recharge 4-6). A 15-foot radius circle centered on the elemental fills with toxic suds and becomes difficult terrain for 1 minute. Each creature in that area must make a DC 15 Constitution saving throw. On a failure, a target takes 22 (4d8 + 4) bludgeoning damage and is poisoned for up to 1 minute. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the poison on itself early on a success.

barrel, and begins wrecking anything in sight until its carbonation runs out, leaving it flat and lifeless.

Summoned Beer. When uncontrolled, an alemental is an alcoholic accident, but under the right conditions, it can be a godsend. Adventuring dwarven wizards might animate an alemental as a concurrent adventuring companion and beer dispensary (the latter being harder to come by in the depths of a dungeon), whereas bartenders with magical friends might occasionally animate one to serve as a barmaid for a busy evening, as it can take orders and pour beer (from itself) quite easily. In all cases, a summoned alemental requires quite a bit of cleanup, as beer can be quite sticky.

Elemental Nature. An alemental doesn't require air, food, drink, or sleep.

BARFLY

Monstrous insects adapted to drink the contents of naturally fermented fruit, barflies will happily drain a cask of wine or a bar-goer's blood.

Clumsy, but Motivated. Barflies might look bumbling (they are), but when properly motivated, they're among the most aggressive insects in nature. With but a hint of alcohol in the air, a barfly becomes a dart, flying proboscis-first with remarkable speed toward its target. This haste is mandated in nature by barfly competition, so when one barfly bullets toward its target, dozens more will be in hot pursuit.

Nutritional Booze. As barflies depend utterly on natural alcohol for sustenance, their metabolism goes into overdrive when confronted with the refined stuff. Even as they grow fat on wine or beer, their bodies start rapidly mending wounds, reinforcing their exoskeletons, and laying eggs. Thus an infestation of barflies in a wine cellar, distillery, or brewhouse can rapidly spin out of control, producing entire swarms of the flies that drain every drop of booze in the building before venturing outward, desperate for even more sustenance.



BARFLY

Tiny monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 7 (3d4)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	11 (+0)	2 (-4)	8 (-1)	6 (-2)

Senses darkvision 60 ft., passive Perception 9
Languages —
Challenge 1/8 (25 XP)

Booze Sense. The barfly knows the exact location of any alcohol within 100 feet of it, including creatures that have a level of drunkenness.

Thirsty Rage. The barfly has advantage on melee attack rolls against any creature that has a level of drunkenness.

ACTIONS

Booze Drain. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature or object. *Hit:* 5 (1d4 + 3) piercing damage, and the barfly attaches to the target. While attached, the barfly doesn't attack. Instead, at the start of each of the barfly's turns, the target loses 5 (1d4 + 3) hit points due to blood loss. If the target is an object containing alcohol or a creature with at least one level of drunkenness, the barfly regains 1d4 hit points.

The barfly detaches itself when the target dies or is free of alcohol. A creature, including the target, can use its action to detach the barfly.

BARFLY SWARM

Small swarm of Tiny monstrosities, unaligned

Armor Class 14 (natural armor)
Hit Points 29 (6d6 + 8)
Speed 10 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	13 (+1)	2 (-4)	8 (-1)	6 (-2)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive perception 9
Languages —
Challenge 1 (200 XP)

Booze Sense. The swarm knows the exact location of any alcohol within 100 feet of it, including creatures that have a level of drunkenness.

Thirsty Rage. The swarm has advantage on melee attack rolls against any creature that has a level of drunkenness.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny barfly. The swarm can't regain hit points or gain temporary hit points, except through the use of its Drink Up action.

ACTIONS

Booze Drain. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature or object in the swarm's space. *Hit:* 13 (4d4 + 3) piercing damage or 8 (2d4 + 3) if the swarm has half its hit points or fewer. If the target is an object containing alcohol or a creature with at least one level of drunkenness, the swarm regains 4d4 hit points.

Oozes

Oozes defy the conventions of other living things. Even without organs, skin, senses, or any discernible anatomy, oozes thrive where other creatures would starve by having a simple, yet effective survival strategy: envelop and digest anything within reach.

Simple Predators. Much like molds and fungi, oozes thrive in dark, moist spaces. They prowl around in the dark, earless and eyeless, relying on vibration alone to seek out movement and possible prey. Oozes are mindless, acting on rudimentary instinct to find and consume.

In a fiendishly clever adaptation, oozes require no special method to digest eat or digest; they simply envelop organic material into their bodies and slowly dissolve it. The entire ooze is digestive—a mass of acidic slime that can break down any organic thing into its component parts, given enough time. Different oozes can digest different materials, but all oozes can liquefy an adventurer.

Adventuring Hazards. Oozes unwittingly participate in the defense of dozens of ancient tombs. Veteran adventurers warn that tidy paths in decrepit tombs shouldn't be trusted. If a place seems too clean, it might be swept routinely by a patrolling ooze.

Moreover, a hapless ooze might compound the deadliness of an already hazardous trap. A routine pit fall is made downright lethal when a black pudding has already fallen down its bottom.

Fortunately for adventurers, the slow death an ooze provides affords greater opportunity for rescue. It's far easier to pull someone from the belly of an ooze than it is to pull them from the belly of a dragon, after all.

Ooze Nature. An ooze doesn't require sleep.

B'OOZE

While ooze composition varies wildly, there's no mistaking the astringent grain-alcohol aroma emitted by the b'ooze or the quickly-evaporating trail of ethanol it leaves behind. This transparent jelly is based on a medium of pure ethanol rather than water, and thus contains lethal concentrations, upwards of 199 proof.

The b'ooze's unique metabolism is equivalent to that of a living distillery. Once it absorbs suitable organic matter, it ferments it during digestion, filtering the result to purest ethanol and discarding all other byproducts. The result is that the b'ooze is flammable (hilariously so), but so is anything that comes into contact with it. Furthermore, its body is literally toxic, more akin to gasoline than a refreshing beverage.

B'OOZE

Large ooze, unaligned

Armor Class 8

Hit Points 200 (21d10 + 84)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	6 (-2)	18 (+4)	1 (-5)	8 (-1)	1 (-5)

Damage Immunities acid, cold, lightning, poison, slashing

Damage Vulnerability fire

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 6 (2,300 XP)

Amorphous. The jelly can move through a space as narrow as 1 inch wide without squeezing.

Booze Form. The transparent b'ooze can store up to one Large or four Medium creatures within its body using its Engulf ability. Creatures inside the b'ooze can be seen but have total cover. A creature within 5 feet of the b'ooze can use an action to pull a creature or object out of the b'ooze. Doing so requires a successful DC 15 Strength check.

The creature making the attempt and the creature pulled out of the b'ooze are both covered in a viscous ethanol slime. The slime remains on a creature until takes an action to clean itself of it or it takes fire damage. If a creature takes fire damage while covered in the slime, it takes an additional 27 (6d8) damage.

Flammable. When the b'ooze is subjected to fire damage, the air around it combusts and any creature within 5 feet of the it must make a Dexterity saving throw. On a failed save, a creature takes 13 (3d8) fire damage, or half as much on a success.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (3d6) acid damage and is covered in a viscous ethanol slime, that remains on the creature until takes an action to clean itself of it or it takes fire damage. If a creature takes fire damage while covered in the slime, it takes an additional 27 (6d8) damage.

Engulf. The b'ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the b'ooze enters a creature's space, the creature must make a DC 15 Dexterity saving throw.

On a failed save, the creature takes 13 (3d8) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 27 (6d8) acid damage at the start of each of the b'ooze's turns. When the b'ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the b'ooze.

JELLY SHOT

One of the smallest, tamest oozes, a jelly shot is a neon-colored ooze resembling an inverted cup, sometimes employed by arcanists as familiars. Many people believe the jelly shot is nothing more than an animated cocktail, but it's actually one of the smallest species of subterranean oozes. It's vibrant colors, in fact, signify its poisonous nature; consuming one will cause uncontrollable vomiting.

JELLY SHOT

Tiny ooze, unaligned

Armor Class 10
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	11 (+0)	3 (-4)	8 (-1)	2 (-4)

Damage Immunities poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 9

Languages —

Challenge 0 (10 XP)

Amorphous. The jelly can move through a space as narrow as 1/2 inch wide without squeezing.

False Appearance. While the jelly remains motionless, it is indistinguishable from a shot of liquor.

Poisonous. If a creature consumes the jelly shot, it must make a DC 18 Constitution saving throw. On failed save, it is poisoned for 1d4 hours.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage, and the target has disadvantage on its next attack roll.

MIMICS

Bane to adventurers everywhere, mimics are cunning predators that shapeshift into the form of objects commonly found in dungeons: crates, doors, and often, treasure chests. Once their prey draws close, the mimic ensnares it in their sticky body. Mimics rely on this strategy as it provides an ample supply of food; weary, foolish adventurers are in no short supply and also make a fine meal.

Punishment for Avarice. Dungeoneering wisdom holds that mimics are a sort of karmic justice for unwary adventurers, if not literally, than at least by metaphor. Nearly anything can kill you in a

dungeon, from sudden pit traps, to magical curses, to the dungeon's nefarious denizens. Mimics, therefore, create a neat illustration for all dungeoneering pitfalls: if you didn't inspect everything carefully and move with caution, that door, or wall, or treasure chest might be a mimic lying in wait.

Advanced Mimicry. Mimic biology only allows them to replicate an object while perfectly still; once moving, their eyes, teeth, and purple tongues are on full display. However, mimics which assume a form for too long stiffen in that shape, gaining some traits of their object of choice. A mimic long in the shape of a barrel, for instance, would be able to roll on its side without deforming and might even hold some contents while waiting for the best chance to ambush its prey.

TANKARD MIMIC

Tankard mimics (as well as the greater family of cutlery and dishware mimics) capitalize on the inevitable hunger and thirst of their prey, taking the form of flagons, bottles, mugs, and of course, tankards. Once in hand, the tankard mimic waits a few crucial moments until it's at the neck before striking.



TANKARD MIMIC

Tiny monstrosity (shapechanger), neutral

Armor Class 12

Hit Points 32 (9d4 + 9)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	9 (-1)	10 (+0)	8 (-1)

Skills Stealth +2

Damage Immunities acid, poison

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Medium or smaller creature adhered to the mimic is also grappled by it (escape DC 11). Ability checks made to escape this grapple have disadvantage.

A tankard mimic can choose to suppress this ability, allowing it to be carried and moved like a normal object.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object. It can only take the appearance of Tiny objects and prefers the form of cups or plates.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, or 6 (2d4 + 1) if the target is grappled, plus 4 (1d8) poison damage.

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

BARREL MIMIC

A barrel mimic opts to disguise itself as a cask or barrel, especially when in a pantry or wagon among other such items. Most of these mimics have deduced (correctly) that inebriated or sleepy creatures are easier to kill, so they wait patiently until their targets are filled with food and wine before striking at their most vulnerable. Failing that, they can simply spray their contents everywhere for an easy surprise attack.

BARREL MIMIC

Medium monstrosity (shapechanger), neutral

Armor Class 13 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	8 (-1)

Skills Stealth +2

Damage Immunities acid, poison

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Medium or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

A barrel mimic can choose to suppress this ability, allowing it to be carried and moved like a normal object.

False Appearance (Object Form Only). While the mimic remains motionless, it is indistinguishable from an ordinary object.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 6 (1d12) poison damage.

Spray Contents (Recharge 5-6). At the start of initiative, roll on the table below to determine the mimic's contents. The mimic spews its contents in a 20-foot cone. Each creature in that area is covered in the contents and must make a DC 16 Dexterity saving throw. A creature takes 21 (6d6) bludgeoning damage on a failed save, or half as much on a successful one.

d12	Contents	d12	Contents
1	Dirt or stones	11	Dead fish
2	Trash	12	Ball bearings
3	Oil	13	Salted meat
4	Alcohol (wine, booze, or beer)	14	Dry foodstuffs (rice, beans, etc.)
5	Alchemist's fire	15	Weapons (various)
6	Water	16	Blood

WINE-VERN

The spry, diminutive cousin of the wyvern, colloquially named the “wine-vern” for its propensity to nest in wine cellars and basements, is less dangerous than its relatives, but comes in far closer contact with humanoids. Though a wine-vern lacks the deadly poison of a true wyvern or the breath weapon of a true dragon, it makes up for it with ambushes and greater numbers.

Swoop! Even when nesting underground, wine-vern's prefer to linger in the rafters, where they can dive at anyone passing underneath and then retreat back to high ground. Teams of wine-vern's nesting together will take turns making strafing runs, relentlessly harrying their foe until it dies or retreats.

In regions where true wyverns have been hunted to extinction, the smaller wine-vern's occupy their place in the high mountaintops. It would seem, therefore, that wine-vern's nest underground only due to conflict with their larger, more aggressive cousins.

Clever Little Wyrms. Though not as intelligent as true dragons, wine-vern's are yet craftier than their wyvern cousins. For example, wine-vern's know that a bit of rotten meat on the ground might attract rodents or other tasty vermin, and so will leave conspicuous scraps of meat on the floor of their dens to lure prey. Similarly, they know that shiny baubles often attract humanoids, and so will assemble little piles of glass beads, silver coins, and other glittering trinkets in their dens. Whenever an unfortunate soul wanders into their den, the wine-vern's go for the eyes first, making it that much harder to escape.

Sommeliers. True to their name, wine-vern's will drink every drop of wine in a cellar. A wine-vern can consume far more wine than its small stature would imply, owing it its natural resistance to poison; as such, casks of wine are little more than sweetened juice to them. Merchants and vintners can always tell when wine-vern's are to blame for missing stock, as a wine-vern's stinger leaves a characteristic half-inch-wide hole in casks and barrels, which are summarily drained.

WINE-VERN

Small dragon, neutral

Armor Class 13

Hit Points 44 (4d6 + 8)

Speed 20 ft., fly 40 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	14 (+2)	9 (-1)	12 (+1)	6 (-2)

Skills Perception +3

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Dive Attack. If the wine-vern is flying and dives at least 15 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 7 (2d6) damage to the target.

Flyby. The wine-vern doesn't provoke an opportunity attack when it flies out of an enemy's reach.

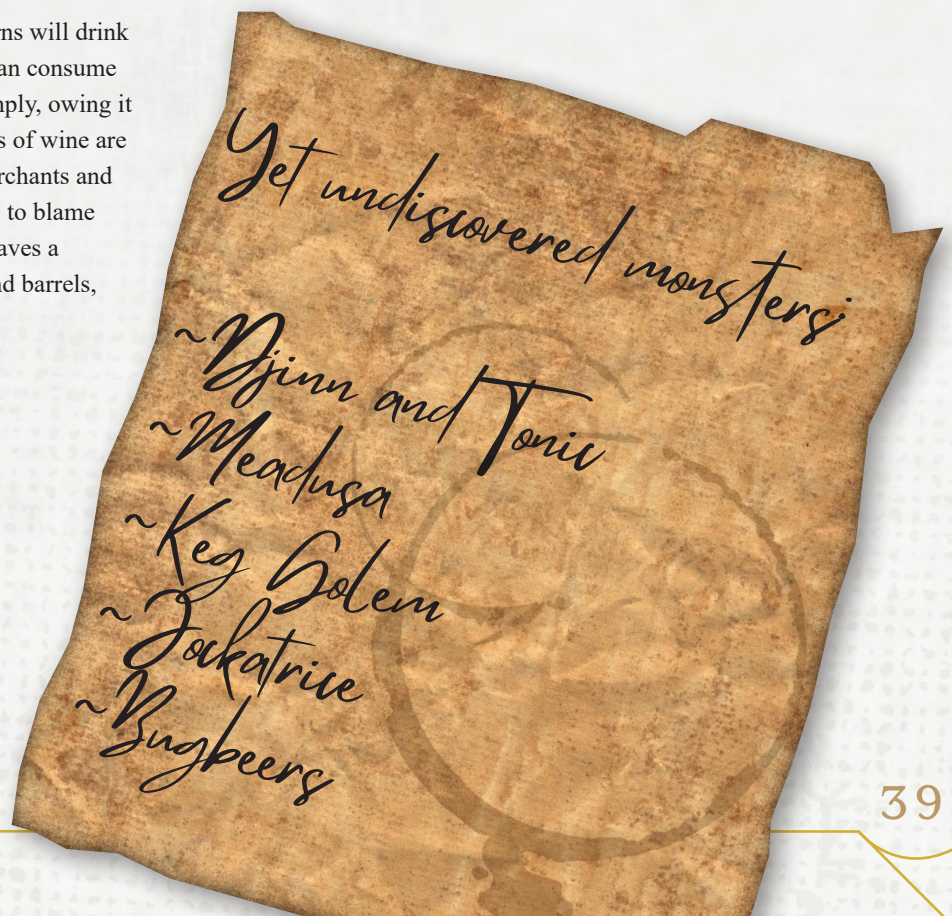
Pack Tactics. The wine-vern has advantage on an attack roll against a creature if at least one of the wine-vern's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The wine-vern makes two attacks: one with its claws and one with its stinger.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Stinger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.



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