

YOUR BREWER'S SET AND YOU

The fine tradition of the brewing of ales, the fermenting of wines, and the distilling of spirits have been around since time immemorial. Be you simple common folk or ambitious noble, alcohol holds an important and sometimes even hallowed place in society. Those who take up brewing, even the greenest apprentices, know such as simple fact and seek to expand their skills in pursuit of the dream that all hop heads seek: the crafting of the world's most delicious and slaking alcoholic beverage.

YOUR TOOLS AND INGREDIENTS

Whether you're running a tavern with your own signature brew on tap, or just keeping your own personal stock on the road, brewing drink requires a basic set of specialized equipment and skill.

To attempt the brewing of such drinks, you need to have proficiency with a brewer's set. Each brewer's set comes with standard affair for the preparing of such potent potables: a mash paddle, long spoons, some measuring cups and scales, muslin bags for holding the hops or spices, a sieve, a funnel, and an small array of fermenting buckets and specially sealed containers.

Brewing will require a number of raw ingredients, which will differ depending on what you wish to brew. Most base ingredients can be purchased at prices of 1cp to 5cp per pound, depending on type. Additional ingredients will include spices and flavorings of varying cost, dry yeast, and water.

HOW DO YOU BREW?

To begin brewing, you must take a minimum of 4 hours to prep your brew. This time can be considered a downtime activity or performed during a sufficiently timed short rest. To prepare your brew, the player will need to roll a DC 10 Intelligence Check, adding your proficiency bonus with your brewer's set to the roll. If you are in a place unfit for proper brewing (out in the wilds, in a cave or dungeon, etc.), roll the check with disadvantage. This time will be spent prepping the mash, sparging the wort, boiling it with your hops and spices, adding the yeast before it is left to sit.

The brew will sit for one week in a dimly lit place as it ferments, after which it will be moved to a smaller container and left for an additional two weeks. Once this waiting period is over, the ale can be distributed to a personal cask, a keg, or bottles if one has the proper equipment. After yet another two week waiting period, the ale will be officially fit to drink.

Potent spirits, such as brandy, grain whiskey, absinthe, and others, require an additional 4 hour period after necessary fermentation and a DC 15 Intelligence check to properly distill. It will also require special equipment that is not included with a basic brewer's set, costing 30gp (50gp for both sets together). It includes rudimentary thermometers, copper stills, special kegs, and transfer tubing. Once distilled, this can be drank immediately as moonshine or made into a simple liquor. Distilling causes loss of total yeild, converting 1 gallon (8 pints) into 2 pints (8 four ounce shots).

Because of the long process and necessary equipment involved in brewing, it is largely impractical to make any great amount while traveling about. However, after finding a suitable base for party operations or even a wagon with enough room to keep your casks in, it's not impossible to keep a small personal supply of alcohol within camp's reach.

BASIC FERMENTED DRINKS

Drink	Ingredients
Ale, Beer, Lager	wheat, barley, oats, rye, corn, rice
Wine, Cider, Brandy	grapes, fruits
Mead	honey

DISTILLED SPIRITS

Drink	Ingredients
Brandy	fruits
Whiskey, Vodka	grains, potatoes
Rum	cane sugar, molasses, honey
Absinthe	wormwood, sweet fennel, green anise
Gin	juniper berries

SPECIAL RECIPES FOR SPECIAL BREWS

Though ales and wines are quite simple in their basic creation, there are many special additives and signature seasonings to set their unique brew above the typical drought. Such special herbs, berries, grains, spices, and various other additions can be sought and purchased from specialty shops or harvested in their proper places in small yet ample supply.

However, not all ingredients are created equal. While some may merely add a distinct flavor, others of rarity may bestow special properties to your drinks. When using a special ingredient of such caliber, the DC of your brewing check will raise by the values determined by your DM. Preparing, measuring, and adding the right amounts at the right times may also involve other checks depending on what is being added at your DM's discretion. The provided table gives several suggestions for rarer additives that can be obtained and the kinds of effects they can imbue. Additional ingredients can be determined by your DM or suggested for experimentation by you, the player. Just remember that not all things thrown into the mash will be beneficial, and common sense should be exercised.

If you're lucky, you may even come across written recipes that eliminate some of the guess work in the measuring and handling of harder to find ingredients. Using one of these recipes while brewing will eliminate any detrimental DC modifications associated with the brewing of special ingredients.

You can even experiment and record your own mixtures into recipes, lessening the chances of failure to brew a specific result you found favorable in a previous stock. When using a homemade recipe, the DC is only altered by -1, but this modifier recieves an additional -1 everytime it is repeated and refined, reflecting the practive and experiance gained each brew.

SPECIAL INGREDIENTS AND ADDITIVES

Ingredient	Description	Effects	DC Modifier	Cost per Brew
Ungart Yeast	A specially cultured yeast favored by dwarves and renowned for doubling the rate of fermentation.	Time spent fermenting is reduced by half.	+2	10gp
Ambrosia Berries	An elven ingredient that is grown and picked in secretive sylvan groves. Enchanted with goodberry spells, the preparation of these berries is a jealously guarded secret.	Provides the nourishment needed to sustain a creature for 1 day.	+3	15gp
High Hill Hops	The highest grade of spices for the most potent of halfling beers, rumored to have an almost magical effect on one's banter and personality.	Increase Charisma Score by 1 for the next 2 hours.	+2	15gp
Cloves o' Jaim	A gnomish additive that stimulates the body and eases the mind. Typically used by tinkers and engineers for long nights working and drafting in the labs.	Allows one to gain the full effects of a long rest with only 4 hours of rest.	+4	10gp
Cave Fisher Blood	Collected from the fresh corpses of subterranean crustaceans, this flammable liquid can be drank alone or added to other brews to increase their alcoholic potency.	Brew has twice the alcohol content and half the burn.	+3	30gp per bottle
Brown Mold Extract	Though dangerous when stumbled upon unaware, some have found methods of cultivating and containing this heat stealing hazard for preserving perishable goods.	Produces a drink that is always ice cold, no matter the exposure to outside temperature.	+4	50gp
Feydrake Buds	Growing in soil where faerie dragon corpses decompose, this budding plant brings a delightful and giddy sensation to those who partake. It is just as fun brewed as it is smoked.	Depending on the amount used, can be used to enhance inebriation or incapacitate with euphoria.	+6	40gp
Myconid Rapport Spores	Released by the fungal denizens of the Underdark, these spores allow one to reproduce the effects of myconid "melding" between minds.	For one hour, any who drink from the some brew can telepathically communicate with eachother when within 30 feet.	+6	60gp

MAGIC ALE?

Even mad wizards need a drink, too, and why not throw a little familiar taste in there like a potion or two? Though some would consider it a waste of time, effort, and expensive potions, some brewers have spent their lives concocting sure-fire recipes to add magical elements to their stock.

Adding a potion to one's drink will require the brewer to make a separate Intelligence (Arcana) check, The DC of which is 15 plus additional modifiers determined by the type of potion being used. If the brewer has a willing assistant with proficiency in Arcana, then they may allow the assistant to add the potion and make the roll with their own ability score and proficiency.

If you wish to add the benefits of a healing potion to your brew, you'll need one potion for each gallon of drink you wish to make (refer to the container capacity table, PBH p.153). Adding a potion to any drink will increase the DC of the brewing as follows:

- Normal Potion of Healing... +2
- Potion of Greater Healing... +4
- Potion of Superior Healing... +6
- Potion of Supreme Healing... +8

When using a different kind of potion other than healing, such as a potion of water breathing or heroism, one must use two potions of the same kind per 1 gallon of liquid you wish to imbue. Potions of this nature raise the brewing check DC by +5.

After meeting the Arcana check and waiting the full cycle of fermentation, the potency of the magic is determined by adding your proficiency modifier to the difference of the Arcana skill check and the DC for said check. This will determine how many consecutive servings will carry the full effect of the potions you mixed. A serving, in this case, will be 1/8th the total yield of the brew. For example, a gallon contains eight pints, so the roll will determine the amount of pints will carry the effects.

INT (Arcana) Check - Skill Check DC + Proficiency Mod

The effectiveness of the magic is only felt when imbibing a full serving of the brew, a minimum of 1 pint (a full tankard or bottle) if brewed into ale or wine, or 4 ounces (a vial or shot glass) if made into a hard liquor.

If mixing multiple potions of differing effects, results can be determined by applying the Variant: Mixing Potions table from the DMG (p.140) after rolling everything else detailed.