



GREYHOGG'S GUIDE TO GROG, CRAFT BREWING & REVELRY

DRINKS & DEBAUCHERY

A GUIDE TO GROG & OTHER AMAZEMENTS BROUGHT
TO US THROUGH THE PROCESS OF FERMENTATION

WRITTEN BY HAGGARD CLINT

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PAIRS BEAUTIFULLY



This pairs beautifully with Haggard Clint's previously released 1st-tier adventure, The Great Grog Games which can be located at the following address:
<https://www.dmsguild.com/product/231448/The-Great-Grog-Games--2nd-Tier-Adventure-5e>

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Art by Adriaen Brouwer - The Bitter Potion, Eduard Von Grutzner - 1909, Poseschenie Cellar, Schastlivy Monk, and George Roessler - München Monks drinking Beer

INTRODUCTION

MORE THAN JUST ALES

EVERYONE LIKES TO HAVE A GOOD TIME, OF THAT THERE CAN BE NO QUESTION. IN THIS CRAZY WORLD OF MAGIC, MAYHEM, AND MYSTERY, WE ADVENTURERS NEED A MOMENT OF DOWNTIME TO REFELCT AND REJOICE OVER OUR TRIALS, TRIUMPHS, AND TRIBULATIONS.

IT IS WITH THIS IN MIND THAT THIS GUIDE HAS BEEN WRITTEN, SO THAT WE MAY BETTER UNDERSTAND BOTH WHY WE CELEBRATE, AND WHY WE NEED TO. LIFE IS MEANT TO BE ENJOYED AND REVELLED IN! COMPLETE WITH GODS, RECIPES, AND GAMES OF CELEBRATION, THIS GUIDE WILL HOPEFULLY FERRY YOU THROUGH THE JOYS BROUGHT TO US BY FERMENTATION AND FUEL YOU WITH FESTIVITY FOR THE FUN AHEAD. CHEERS!

INTRODUCTION

Hello and welcome to the Greyhogg's Notes on Grog, Craft Brewing, and Revelry! Within the following pages we will be covering both the brewing and effects of grog and grain, but also looking at the risks and benefits of consumption. For the master brewer to be, or the tavern owner just seeking a little more knowledge over their best product, this is the guide for you!

WHAT IS GROG?

If we're to start at the beginning, let's first answer the most pertinent question, what is grog? Grog itself is a colloquialism in the Common language, used in place for just about alcoholic beverage, but often used to mean Beer or Ale. It's assumed that if you're reading this guide you know what Beer and Ale is so we won't get bogged down in details for now, but suffice to say, Grog is arguably the most requested beverage across all taverns and taphouses in Faerun.

MORE THAN JUST ALES

There are actually several types of grog to encounter across Faerun. Though typically listed as Ale in many pubs and taverns, ale is but one small member of the Grog family. There are 10 total members of the Grog family, each one containing similar ingrediants but different processes of fermentation. Fermentation is everything to the brewer.

FOR THE HOMEBREWERS

To the unitiated, all grog tastes the same, these people are heathens and should not be trusted for an opinion on anything. Grog is full of different flavors and subtleties to be discovered by even the most beginner of palattes!

As the arguably most requested beverage of all time, homebrewers the world over have all at one time or another tried their hands at brewing their own grog, with varied success.

When attempting to brew your own grog, you'll need to at least be proficient in Brewer's Tools and have the correct ingrediants. The table provided below has been supplied to aid you in the quick brewing of the most basic of beverages using your Brewer's Tools.

Brewer's Table

Item	Cost per Gallon	Weight
Ales	2sp	8 lbs
- Brown Ale		
- Dark Ale		
- Pale Ale		
Lagers	2sp	7 lbs
- Pale Lager		
- Pilsner		
- Dark Lager		
Stouts or Porters	4sp	9 lbs
Root Beer	1sp	7 lbs

EVERYTHING IN MODERATION

FROM THE WELL-RESPECTED TAPHOUSE TO THE DINGIEST DIVE, MANY A REVELLER HAS TILTED-AN-ELBOW THE WORLD OVER. CONCOCTIONS OF HONEY, BARLEY, WHEAT, YEAST, CORN, AND MORE ARE BREWED AND STORED OVER TIME, CREATING A BEVVY OF LIBATIONS. THE EFFECT OF CONSUMING THESE BEVERAGES SHIFTS THE MOODS OF MOST CREATURES. AT FIRST, THIS CAN BE FOR THE BETTER, PROVIDING JOY, DANCING, AND MERRIMENT BUT WITHOUT MODERATION, ITS JUST A MATTER OF TIME UNTIL THE PARTY ENDS.

CONSUME WITH CAUTION

From dusk til dawn, lovers of the grog (alcoholic beverages) have enjoyed it's mild and magical effects upon the mind and body. Concoctions of honey, barley, wheat, fruit, yeast, corn, and more are brewed and stored over time, creating a bevvy of libations.

Drinking, in of itself however, can be a dangerous act. The effect of consuming these beverages shifts the moods of most creatures. At first, this can be for the better, providing joy, dancing, and merriment. With each new drop, the effect of these drinks grows strong, leading to the lowering of inhibitions. Creatures under the influence of grog can find themselves disadvantaged in most acts, losing balance, stumbling over their words, helpless. For even the most casual observer, it's easy to spot when a creature has consumed a little too much.

Eventually, the merriment must end, as the body battles against the overwhelming physical and mental effects of the fermentation process so common in these drinks. Though some creatures are more capable than others in withstanding the effect of these drinks, many more magical concoctions persist to aid them in keeping with the festivities, even too much so.

IS DRINKING HEALTHY?

Alcohol can have a number of uses in the fields of medicine, and poison. It is unique in this fact, that it can be used to heal and harm, but like all things, it should be used in moderation. It is not recommended that any creature partake in the act of bingeing their beverages. Like all thing however, it is perfectly fine in moderation.

Moderation allows for a creature to enjoy the festivities and activities around them, and continue to celebrate the joy of togetherness that such beverages can bring. Too much of a good thing though, and you run the risk of acting the fool.

ACTING THE FOOL

Anyone can party as long as there is respect and appreciation for the reason people are there. There is nothing worse than when someone goes too far during an event and starts to make the event all about them.

Be it a bard's concert where a heckler starts interrupting the show or a celebration in a local tavern where some fool trashes the bar, nobody likes that person. Alcohol is a likely culprit in situations like this occurring but sometimes the fool is just that, a fool.

Every fool should be reminded, by any means necessary, that they aren't the reason people are here to celebrate, unless of course they are the reason, then quietly help them to their wagon and pay for their ride home. It's the right thing to do.

NOT ALL FUN & GAMES

With each new sip of the cup, the effect of the drink grows strong, leading to the lowering of inhibitions. In almost all cases, sadly, the merriment must end, as the body battles against the overwhelming physical and mental effects of the fermentation process so common in these drinks. Though some creatures are more capable than others in withstanding the effect of these drinks, many more magical concoctions persist to aid them in keeping with the festivities, even too much so.

The following section outlines two new conditions one might sercomb to in the event of too much consumption.

THE EFFECTS OF ALCOHOL

INTOXICATED

Condition: Poisoned

Save: Constitution 10 + Number of drink consumed in the last hour

Duration: 1 hour + 1 hour for each drink consumed after failed save

Effect: When a creature consumes too many alcoholic beverages over an hour long period, they run the risk of becoming intoxicated. Intoxication is a form of poisoning that can effect the judgement, balance, and fine-motor skills of a creature. A save is called when the number of drinks a creature consumes in an hour exceeds the creatures Constitution modifier.

On a failure, the creature suffers from the poisoned condition for one hour, increasing the effects duration by one hour for each drink consumed after failing this saving throw.

A creature that has become Intoxicated who continues to drink can run the risk of passing out or becoming violently ill. When an Intoxicated creature has consumed a number of drinks equal to twice their Constitution modifier they must make another save against being Intoxicated. On a failure, the creature is incapacitated for 1d4 rounds as they expel their stomachs contents from the alcohol's effect.

If a creature continues to consume any number of drinks after becoming incapacitated from intoxication, they must make another save against Intoxication for each beverage they consume. On a failure, the creature

falls unconscious.

Additionally, while a creature is at any level of intoxication they are at disadvantage when required to make a saving throw to prevent being knocked prone.

HUNGOVER

Condition: Exhausted

Save: Constitution 10 + Number of drinks had since becoming Intoxicated before last long rest

Duration: 8 hours or until the creature next eats a greasy meal or finishes a short or long rest

Effect: When a creature has become Intoxicated prior to their next long rest, the creature runs the risk of being Hungover and must make a saving throw. On a failure, the creature suffers one level of exhaustion.



PART II

NECTAR OF THE GODS

FROM COAST TO COAST ACROSS THE COUNTRY, TAVERNS AND FESTIVAL HALLS ARE FILLED WITH REVELLERS AND CREATURES LOYAL TO THE GODS OF PARTYING. BE IT CELEBRATING A WEDDING, GOOD HARVEST, OR ANY EXCUSE AT ALL, DRINKING AND DANCING HAS BECOME SYNONYMOUS WITH CELEBRATION. THIS CHAPTER SEEKS TO EXPLORE THE NATURE OF REVELERY AND IT'S RELATIONSHIP WITH THE COPIOUS INDULGENCE OF DRINK.

THANK THE GODS

Without the sun, without grain, without seed, without the very soil we stand upon, beer and many other drinks could not exist. We thank the gods day and night for their blessings upon our lives and pray we find favor in their embrace when our time comes. In dance, song, and spirit, the celebrations of the gods and their fine works have rattled the halls of many a tavern. For many creatures over the world, they find their prayer and worship in celebration itself. The following section talks specifically of the major gods and goddesses of revelry.

ERIDANI GOD OF CELEBRATION

The giant Eridani may take a place among the gods on this list, but he sees himself as no grand deity. Worshippers talk legend of his ability to withstand any amount of ale and call for his blessing when stepping into their own grand ale-laden adventures. He was the planner of the “The Gods Twilight”, a celebration of the end of the world. At the end of heroes journey, should they find favor among the gods, they find their next life a guest at the endless Twilight Hall. Wine, ale, and all other methods of consumption are shared as former champions and brave combatants celebrate and share their triumphs and follies.



CHAUNTEA GODDESS OF AGRICULTURE

The Grain Goddess, or Great Mother, Chauntea, is one of the eldest gods in Faerûn. Though not specifically a being of revelry, through her blessing many a harvest has benefitted brewers across the world. At the end of a hard day in the fields, many a dedicated cleric would find themselves at prayer and thanks. The quiet consumption of their efforts in hand, they quietly and respectfully celebrate into the eve. Compared to other faiths though, Chauntea benefits from a widely recognised holiday festival during Greengrass. As depraved and indulgent as it can get, the consumption of fermented barley, hops, fruits and potato crosses into excess. Inhibition vanishes and couples spend their nights in fields, celebrating fertile soils and souls.

LLIIRA GODDESS OF FESTIVITIES

Our Lady of Joy, the Mistress of Revels, and the Joybringer. A bare-footed, raven-haired young maiden whose followers delighted in the planning of festivities. Followers of Lliira were called Llirrans and were known to adorn themselves in bright colored outfits. The ruby and the sapphire was sacred to Lliira, and any seen wearing them would find themselves blessed by passing clergy. Creatures of almost perpetual joy, they were friendly and nary seen without a smile pasted upon their face. Lliira abhorred violence at celebrations and withheld her blessing from any celebration marred by it.

MAXILLIUS GOD OF VICE

The Man at the Crossroads has, at times, been confused with much greater deities than himself. Something that Maxillius feels no need to correct, Maxillius uses his penchant for style and cunning to bewitch and entice. Promising good feeling and joy through him, Maxillius is the God of Vice in all its forms. A purveyor of sin, he addicts his victims into hopeless followers and fanatical worshippers. Depicted as a rufescent teifling of blackened rams horns and riding upon a pale white horse, he finds those “at the bottom” or “low” in their life, and offers them sustenance in the forms of flesh and foamy beverages. From the moment their lips touch, the contract is sealed and the follower finds themselves struggling to cease the consumption of their vice for all their days.

THE GREEN MAN GOD OF REVELLERS

Represented as a face adorned or made from leaves, the deity known as “The Green Man” (and sometimes rumored as “The Traveller”) is more myth than a true divine being. Found in carvings among druidic and dwarven communities, tales tell of intoxicated revellers waking from a previous evening, worse for wear, but thankful for the Green Man’s guiding of them home. Considered a symbol of rebirth, the Green Man is looked upon as a protector for those deserving a second-chance. A protector from regret, it is said the Green Man “helps you forget”, and “grants you memory in time.” Some scholars have suggested that the Green Man is not a singular man at all, but rather a collective of forest dwelling creatures, dedicated to the safety of all mortals who might celebrate life “a little too hard”.



DRINKING FESTIVALS

The calendar of Harptos is most commonly used in Faerün. It follows a 12 month cycle, each consisting of 30 days. Within these days, several festivities take place where citizens drink to the gods, the seasons, and other important moments in the city's history.

HAMMER

High Festival of Winter. Known to commonfolk as Deadwinter Day, the 15th of Hammer marks the coldest point of the season. During this time plans are made of the rest of the year and gifts of goodwill are exchanged. A solemn time of the season, this time shares the marker of "festival" in name only as most citizens either leave the city, or remain indoors from the blistering frost.

The Longest Dance. A rare jewel in this chilling time of the year, The Longest Dance is an evening of ice-dancing held by the worshipers of Auril, the Frostmaiden and Goddess of Winter. A lively time of celebration, members of all faith are encourage to join in the festivities food, drink, entertainment, and drink.

ALTURIAK

Great Weave. Not to be confused with the fabled weave of magic from legend, the Great Weave is a day-long festival celebrating the fine art of cloth-making and weaving. The Most Excellent Order of Weavers & Dyers, and the Order of Master Tailors, Glovers & Mercers believe that all materials made during this day to present sacred qualities.

CHES

Fleetswake. Rounding out the final week of Ches, this festival celebrates the city's return to the sea. With winter letting up enough to allow ships passage into the harbor, the sea trade is reinvigorated and livelihoods are returned. The great gods of the sea are celebrated during this time with much of the activity being located in the Dock Ward, or through the Fiery Flagon in Sea Ward. The Shipwrights' House holds the Copper Cup during this time of festivity, culminating with the annual Shipwrights' Ball! Docking fees are waived during this time also, though captains are requested to make a donation before leaving the harbor.

Fair Seas Festival. Taking place over two days towards the end of Ches, this festival signifies the end of Fleetswake. On the first day, seafood feasts are held in every corner of the city, largely hosted upon temporary structures that stretch over the water, allowing the sharing of meals and drink with sea elves and mermen.

On the second day, a strange tradition is held with the sacrifice of treasure. Over the week of Fleetswake, several waterfaring guilds donate to the coffers of Umberlee's Cache. At the end of this week, the chests are all gathered and thrown into the harbor. It's estimated that 2,500,000 gold pieces now reside at the bottom of the harbor in the area known as Umberlee's Cache. A dedicated guard watch over this offering place and rumors speculate that it is protected by a powerful, god-like, magic.

TARSAKH

Waukeentide. Probably one of the largest festivals of the year, Waukeentide takes place from the 1st to the 10th of Tarsakh and celebrates a centuries old tradition of free trade. Starting with All Coins Day, the first night of the festival sees merchants and the direct worshippers of Waukeen partake in massive sales in their shops and many donations to Waukeen charities. Caravance on the 2nd is a day of gift-giving and usually signifies the arrival of the first caravans into the city. Gifts are hidden during this time, with noble and peasant families encouraging their young ones to seek gifts left behind by a mythical old peddler they call Old Carvas. The 5th sees festival of Goldenight, an extremely expensive evening where young women and companions adorn themselves in golden wears and gold dust. Businesses operate all evening during this time also. Guildsmeet on the 7th follows, bringing together all the guilds of the city into one massive gala festival. They dance from dawn til dusk across from the Market to the Fields of Triumph. The Spheres takes place on the 10th and celebrates the tradition of generosity. The day begins in the nobles district where several glass orbs are filled with gems and coin gathered at Highcoin Ball (an event for nobles that takes place at the end of the Fair Seas Festival). These orbs are enchanted to become to glittering dust upon impact, removing the damage of such practice. After this, many drinks are shared by hosts and celebrants alike.

The Vernal Trousseau Festival. The premiere fashion event of the season, the Vernal Trousseau Festival is where tailors and seamstresses showcase the latest fashions for the spring and summer seasons. An incredibly tasteful affair, this event is frequented competition for several guilds within the city.

GREENGRASS

Greengrass Festival. One of the biggest drinking events of the year, spring has arrived and with it comes fresh harvest. Flowers line the streets and adorn the doors of many taverns and domiciles during this time of year. The city is scented with sweet florals and fresh tidings. Travelers from far and wide descend upon the city for the impending Lady's Revels, a debauchorous and hedonistic festival of fertility.

The Lady's Revels. A celebration in the name of Chauntea, The Lady's Revels is a hallmark upon many citizens calendar for the year. On this night inhibitions are thrown to the wind and creatures partake in all styles of hedonistic entanglements. The consumption of food and drink can nearly starve the city. Most of the celebration actually takes place beyond the city walls, with a pilgrimage to the major Chauntean abbey within Goldenfields taking place at the end of the festival.

MIRTUL

The Presentation Ball. A special, but sometimes unsettling, time of year where short lived creatures present their children's recent coming of age. Young noble men and women are presented now as old enough and "acceptable" to society. The event consists of dancing and first time drinking with the now accepted young men and women.

KYTHORN

The Steel Revels. A celebration of military might, many houses gather small groups of mercenaries and pay them to battle it out for their entertainment up the Fields of Triumph. Wagers are made over winners and losers during this time with the noble who's champions did best on the day inviting their combatants in to their home for celebrations.

Brightbuckle. A parade of Waukeen faithful don their best to walk the streets, ending in a grand feast featuring inspirational talks

and celebratory toasts to good fortune. Many Waukeen faithful attempt to turn non-followers during this event, with varied success.

FLAMERULE

Founder's Day. Taking place on the 1st of the month, this once grand celebration isn't practiced much anymore. Commemorating the city's founding, what celebration that does take place can often be found at the Field of Triumph where a grand illusion show features the local heroes and grand moments in history. A number of taverns and halls celebrate this time with costume contests that require competitors to dress as great heroes of history.

Waukeener. This three-day festival sees the laying down of swords and grudges by the city. Travellers and envoys are encouraged to visit the city during this time to partake in treaties and new agreements. Wine is the drink of choice during this time of new beginning and negotiation. The final night of the festival sees a grand ball thrown by the Open Lord for the new diplomats of the city. Noble houses and ambassadors never miss this event.

Theatre Season. From the 11th til the 20th, the city is inundated with entertainment from the many actor's and performer's that occupy Waterdeep. Street corners and alleys become filled with "pop-up" theatrics including illusionists, minstrels, plays, and much more. Many bards find their next permanent position during this week and commoners are lucky to witness these fresh talents before they are lost to high society and their noble houses.

Siamorphe. Celebrated in the Sea Ward and North Ward, nobles would don themselves in ridiculous costume and dance down the streets while throwing copper and silver coins to commoners. Outragous voices would accompany them as they address each other by their full titles in over-the-top deliveries. At the end of this grand parade a massive party is held and a Pagent King and Pagent Queen are declared by the years previous King and Queen.

Midsummer Night. A fantastic event that runs deep into the evening, several faithful demoninations celebrate this day and night in different ways for their different gods. For the followers of Beshaba, it is a day of masked mischief and mayhem where they are purposefully rude, loud, and in many cases, drunkenly disorderly. They hide their identities

during this time, an act which puts them under strict surveillance from the city Watch. For the Tymora faithful, it is a night of free spirited tomfoolery as they engage in romantic interludes and wild revelry. The Grand Revel held by the Milil faithful is perhaps one of the better events during this time, bringing with it large feasts and drink, but notably, new music from the colleges within the city walls.

ELEINT

The Pankration. Occuring on the 22nd of Eleint is the boxing and wrestling event, The Pankration. Taking place annually, this highly visited event sees citizens from all over the city descend upon the Fields of Triumph to witness bare-knuckle boxing and wrestling in the traditional nude and oiled style of old. Several bouts take place over this day with the evening culminating in a grand party that spans the entire field.

The Feast of the Stags. Taking place during the High Harvesttide Festival (yet another day of feasting and self-congratulatory back patting from the guilds), this event sees Malarite faithful parade through the streets wearing bear, boar, wolf, and stag heads, celebrating their recent kills. This procession is part of the Peace of the Table, a tradition which dictates the welcoming of outsiders to the faith and that the faithful will hunt for those who cannot through the winter ahead.

MARPENOTH

The Autumn Trousseau Festival. Like it's spring predecessor, the Autumn Trousseau Festival celebrates the lines of fashion for the coming fall season. The finest artists from the many tailor and seamstress guilds showcase their wares during this time, especially the Solemn Order of Recognized Furriers & Woolmen.

UKTAR

The Five Feathers Event. Another great sporting event of the year, this four-day long affair sees competitors partake in archery, hawking, and equestrian events. Betting takes place among the noble houses with many developing fierce rivalries over the amount medals one by competitors during this time. At night, an open door party takes place upon the fields, allowing the rare mixing of nobles and commoners.

Feast of the Moon Festival. The last great festival of the year marks the arrival of winter. It is a day for the dead, where those lost are remembered and their lives celebrated. The Rememberance Revel takes place on this day, with hundreds to thousands of city folk donning skeleton like make up and bright floral arrangements as they parade to the City of the Dead. With the impending winter, many nobles begin packing for warmer waters the next day, closing their villas and mansions for the foreseeable season.

NIGHTAL

Auril's Blesstide. Though the name of this event can sometimes vary throughout the citizenry, it's purpose is steadfast. Held for more preventative reasons than celebrative, Auril's Blesstide pays homage to the Goddess of Winter and the hope of a short winter. A flock of griffon-riders fly low over the city, signifying the first frost and beginnings of winter. Men and women cloak themselves in white on this day and line the borders of the Cliffwatch in the North Ward. A respectful but still baffling pastime during this event sees young nobles and peasants stripping to the nude and throwing themselves into cold waters of the Sea of Swords.



PART III

CREATURES OF CELEBRATION

WE ALL LIKE TO PARTY, SOME MORE SO THAN OTHERS. FOR THESE ARCHETYPES WE EXPLORE THE CHARACTERS FOR WHOM PARTYING IS MORE THAN A PASTTIME, IT'S A WAY OF LIFE.

THIS CHAPTER CONTAINS 2 NEW SUBCLASSES FOR THE BARBARIAN AND CLERIC.

PATH OF THE BROUHAHA

Primal Path for Barbarians

For some barbarians, the use of a weapon ruins the purity of battle. The Path of the Brouhaha is taken by barbarians who find the ferociousness in festivities, and choose to settle their disputes right there, right now! When entering a rage they see through the chaos to choose their target and deliver devastating blows that leave opponents rocked and ruined. Found in taverns and gladiatory fields the world over, these pissed off pugilists are the bane of anyone unfortunate enough to be near them when the brouhaha goes down.

PISSED PUGILIST

At 3rd level, nothing satisfies your rage more than using your bare hands. While raging, your unarmed strikes increase to 1d6.

At Higher Levels. At 6th level, your unarmed strikes increase to 1d8. At 10th level, your unarmed strikes increase to 1d10. At 14th level, your unarmed strikes increase to 1d12.

MAKE IT A DOUBLE

Also at 3rd level, you can add your Rage Damage bonus twice to any unarmed attack you make while raging. Additionally, when you are grappled with a target, you can use your bonus action to make an unarmed attack using a free hand against the target.

FERMENTED FORTIFICATION

At 6th level, your awareness on the battlefield is heightened. When you are hit by a weapon or spell attack from a hostile creature while raging, you can use a bonus action to focus on that creature (maximum of 1) and focus all your ferocity on them. While focussed, your AC increases an amount equal to your Rage Damage bonus for any attack made by that creature until the beginning of your next turn.

CHASER

At 10th level, you can take a bonus action to take the Dash action. When using this ability, if you move more than 10 feet in a straight line, you are unaffected by difficult terrain and do not suffer a movement penalty when attempting to pass through another creature's space.

LEAVE 'EM PUNCH DRUNK

At 14th level, the strength behind your blows leaves enemies punch drunk. When you hit a creature, you can activate this ability to force the creature to make a Constitution saving throw. The DC for this saving throw is 8 + your Strength modifier + your proficiency bonus. On a failed save, you stagger the creature, leaving them disorientated. The creature's movement is halved and they are at disadvantage on all attack rolls and ability checks until the end of their next turn. You have uses of this ability equal to your Constitution modifier and regain all uses of this ability at the end of a long rest.

LIBATIONS DOMAIN

Divine Domain for Clerics

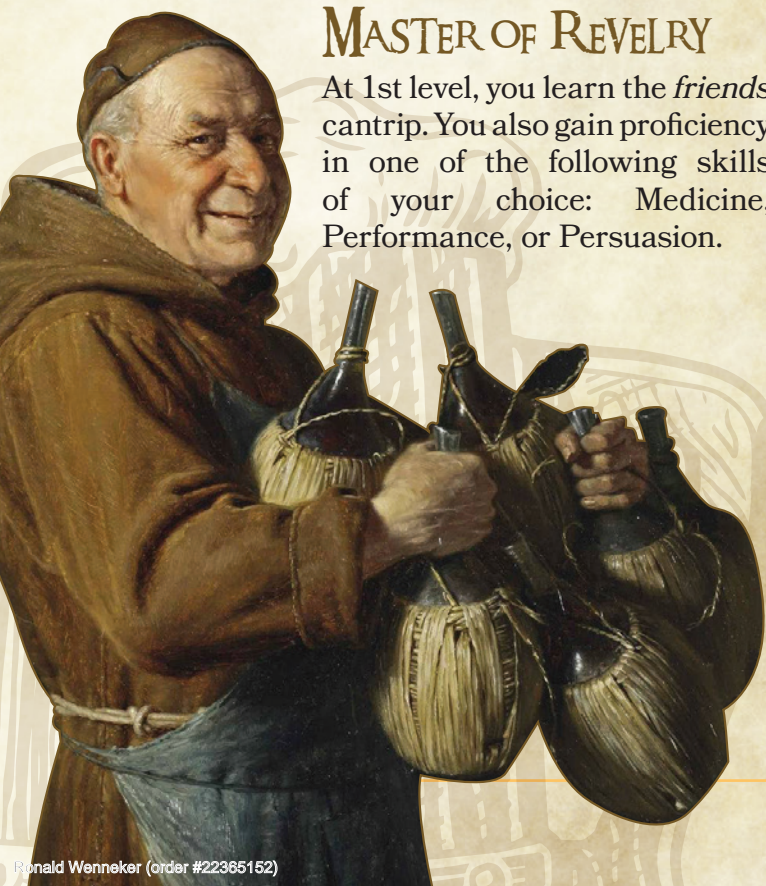
The gods whom prefer the worship of Libations include the Eridani, Chauntea, Lliira, Maxillius, and The Green Man (also sometimes known as The Traveller). Together and separate, they watch over grand displays of revelry and spirited celebration. In some pantheons, these particular gods preside over the harvest and conversion of grain, the strength and courage granted by ale, and generosity and love that is shared during times of good tiding. Libarations however, are necessarily good. Any deity of any alignment could appear as a god of libations, as the act of drinking and celebration is not exclusive to those of good heart. These gods send forth their clerics as the planners of events, the sobering reminders, the town fools, and the party animals. Charged with inspiring fellowship through drink and song, common folk flock to these clerics for their skill with the drink, both in brewing and putting it away.

LIBATION DOMAIN SPELLS

Cleric Level	Spells
1st	<i>comprehend languages, heroism</i>
3rd	<i>blur, enthrall</i>
5th	<i>catnap, water breathing</i>
7th	<i>confusion, staggering smite</i>
9th	<i>modify memory, skill empowerment</i>

MASTER OF REVELRY

At 1st level, you learn the *friends* cantrip. You also gain proficiency in one of the following skills of your choice: Medicine, Performance, or Persuasion.



BONUS PROFICIENCIES

At 1st level, you gain proficiency with *brewer's supplies*. Your proficiency bonus is doubled for any ability check you make that uses those supplies.

CHANNEL DIVINITY: FERMENTATION OF THE FAITHFUL

At 2nd level, you can use your Channel Divinity to manipulate the process of fermentation, even in creatures.

As an action, you present your holy symbol and invoke the transformative properties of fermentation. Until you next use this Channel Divinity feature, when you brew a beverage using your *brewer's supplies*, the time it takes for crafting them is halved.

Additionally, you are able to decipher the effects of Madness and deception, seeing the true intent behind a creature's actions and words. You gain a bonus equal to your Wisdom modifier on all Insight checks for next hour.

CHANNEL DIVINITY: RALLY

At 6th level, you can use your Channel Divinity to inspire joy and good health in others.

As an action, you present your holy symbol and invoke the name of your deity. Each creature that you can see within 30 feet of you that you choose receives temporary hit points equal to your Cleric level + your Wisdom modifier + your proficiency bonus. The temporary hit points last for 10 minutes.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon 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 poison damage to the target.

When you reach 14th level, the extra damage increases to 2d8.

LEAD LIVER

At 17th level, you gain the ability to withstand even the harshest effects of alcohol and poison. You gain resistance to poison damage and are immune to the poisoned condition.

Additionally, you cannot suffer more than one level of intoxication, and you are never hungover from the ingestion of alcohol.

PART IV

RECIPES FOR REVELRY

IF YOU'RE GOING TO SAY CHEERS TO THE GODS, YOU'RE GOING TO NEED TO HONOR THEM WITH A PROPER BEVERAGE. TO DO THIS, YOU'RE GOING TO NEED TO KNOW WHAT YOU'RE DOING.'

IN THIS SECTION WE'LL BE LOOKING AT THE PROCESS OF BREWING USING YOUR BREWER'S SUPPLIES, AS WELL AS HOW INGREDIENTS AND FERMENTATION CHANGES YOUR RECIPE.

THE RIGHT STUFF

Brewing grog doesn't just happen overnight. In fact, it takes some time and effort to get things right. True brewers know that all good beverages need the right ingredients, the right tools, and patience. Patience is the fuel of fermentation, which is the transformative time in which a newly cooked grog needs time to become its best.

INGREDIENTS

Anybody can use anything in brewing grog, but not everything gives the brew an amazing flavor or fantastic effect. In fact, many will down right stink and possibly make people sick.

Before you go brewing you're going to need to collect the right ingredients. Rather than specific recipes that will teach you how to make just one thing, this chapter will show you what happens when many ingredients are used in your grog brew, and the effects it can create.

First of all, all grogs require the basic ingredients of Hops, Brewer's Yeast, and Purified Water, but for the aficionado of brewing, more obscure ingredients can be used. When brewing using your Brewer's Supplies, you must first establish the type of grog you're intending to make: Ale, Lager, Stout.

ALES

Brew Time: 1 hour

Ferment Time: 2 weeks in warm temperature

Description: There are four members of this particular arm of brewing (brown, dark, pale, and red). They are the most prominently found brews in the south and coastal parts of Faerun.

Brown Ale. Brown ales require that the recipe contain brown malt. It has a sweet, caramel-like taste with a lower alcohol content. Its coloring ranges from deep amber colorings to browns. It is the most popular ale of Comyr.

Dark Ale. Dark ales contain a lot more hops than other ales. It has a bitter taste with a regular alcohol content. Its coloring ranges from light amber colorings to amber reds.

Pale Ale. Pale ales bitter flavor and golden colours are what most people associate with when they speak of ale. It is very popular on the coasts and anywhere outside of Comyr.

LAGER

Brew Time: 1 hour

Ferment Time: 4 weeks in cool temperature

Description: There are three members of this particular arm of brewing (pale, pilsner, and dark). They are mostly found in the northern and in-land parts of Faerun.

Pale Lager. Pale lagers contain only the most immaculate of hops, usual from noble lands. It features a lean, dry, and crisp taste, with a pale-to-golden coloring.

Pilsner. Pilsner is actually a type of pale lager with a robust maltiness flavor and a light straw to golden colour. It is possibly the most common of the lagers depending on what side of the north you stand.

Dark Lager. Dark lager is made from dark malts that lack any roasting. They range from deep reds to black colors and produce a similar tasting to chocolate or licorice-like flavor.

STOUTS & PORTERS

Brew Time: 1 hour

Ferment Time: 4 weeks in cool temperature

Description: Stouts and porters share enough similarity for a single entry here. Sometimes referred to as the “Dark Beer”, they typically contain dark, rich brown colorings and heavy malt flavorings. The stout porter is one of the strongest of the grog family, increasing the DC to prevent intoxication by 1 with every mug consumed.

BREWING

To brew your unique grog, you’ll need to use your Brewer’s Supplies in combination with your ingredients. This is done like any other crafting, only your ingredients can create different effects in your ales, lagers, and stouts.

BREWER'S SUPPLIES

Expanded on from Xanathar’s Guide to Everything

Cost: 30gp

Weight: 35lbs

Brewing is the art of producing beer. Not only does beer serve as an alcoholic beverage, but the process of brewing purifies water. Crafting grog can take weeks of fermentation, but only a few hours of work.

Components. Brewer’s supplies include a large glass jug, a quantity of hops, brewer’s yeast, varied spices, a copper kettle, a siphon, one gallon fermentation barrel, and piping.

History. Proficiency with brewer’s supplies gives you additional insight on Intelligence (History) checks concerning events that involve alcohol as a significant element.

Medicine. This tool proficiency grants additional insight when you treat anyone suffering from alcohol poisoning or when you can use alcohol to dull pain.

Persuasion. A stiff drink can help soften the hardest heart. Your proficiency with brewer’s supplies can help you ply someone with drink, giving them just enough alcohol to mellow their mood and calm them.

Potable Water. Your knowledge of brewing enables you to purify water that would otherwise be undrinkable. As part of a long rest, you can purify up to 6 gallons of water, or 1 gallon as part of a short rest.

DULLING THE PAIN

While grog has been known to dull the pain of some, it actually provides no benefit whatsoever. If anything, it only prevents a creature from realising just how much pain it’s really in.

FERMENTATION

The process of fermentation can be a long and arduous one but the results often speak for themselves. Once a brewer has gone through the process of physically brewing a concoction, it must go through a process of fermentation. This can take a number of weeks depending on the key ingredients used.

The table on the following page indicates the number of weeks added to the process of fermentation for the beverage, as well as the duration of the beverages effect. In the event of a saving throw being required for the beverages effect, the DC for the saving throw is 8 + the listed saving throw modifier + your proficiency bonus.

INGREDIENTS

The procurement of ingredients is necessary for the proper process of brewing. One of the great benefits of spellcasting is a level of access to certain components that produce magical effects. Unfortunately, unlike spellcasting, the process of brewing absolutely consumes the components used in the brewing process. This results in most master brewers needing to constantly resupply their works.

On top of resupplying, one the biggest issues is the storage of their concoctions. Most brews require secure and still storage, meaning that insuring the protection of the brew during the process of fermentation is required to insure it will last. Because of this, most, if not all brewers secure their brews within their own home distilleries and other domiciles.

LIST OF INGREDIENTS

Ingredient	Effect	Duration from Fermentation		
		4 wks	5 wks	6 wks
Adamantine dust	Grants invulnerability to critical hits	10 mins	1 hr	8 hrs
Amber, crushed	Grants resistance to lightning damage	1 min	10 mins	1 hr
Animal fat	Grants disadvantage to saving throws against being disarmed	10 mins	1 hr	8 hrs
Ash, wood	Grants resistance to fire damage	1 min	10 mins	1 hr
Bat fur	Grants the ability see normally in magical darkness	1 min	10 mins	1 hr
Berries	You gain 1 hit point at the start of each of your turns	10 secs	1 min	10 mins
Bitumen	Grants the ability to climb on any solid surface	1 min	10 mins	1 hr
Blood, humanoid	You see illusionary demons	10 secs	1 min	10 mins
Blood, dragon	Grants resistance to the damage type associated with the dragon's blood	1 min	10 mins	1 hr
Blood, umber hulk	Grants temporary hit points equal to your Constitution score	1 min	10 mins	1 hr
Blood, vampire	Make a Constitution save or gain darkvision, disadvantage when in daylight, and take 20 radiant damage when you start your turn in daylight	1 min	10 mins	1 hr
Bloodhound fur	Grants advantage on tracking animals, plants and creatures you know	6 hrs	12 hrs	24 hrs
Bone dust	Grants advantage on death saving throws	10 secs	1 min	10 mins
Brimstone, crushed	Grants resistance fire damage	10 mins	1 hr	8 hrs
Bugbear fur	Gain 1 extra die of damage on an attack	10 secs	1 min	10 mins
Butter	Grants disadvantage to saving throws to prevent being disarmed	10 secs	1 min	10 mins
Carrots, dried	Grants or extends darkvision up to 15 feet	1 min	10 min	1 hr
Charcoal dust	Make a Constitution saving throw or cough uncontrollably	1 min	10 min	1 hr
Crickets	Make a Constitution saving throw or fall asleep	1 min	10 min	1 hr
Crystal powder	Make a Wisdom saving throw or become incapacitated	10 secs	1 min	10 mins
Diamond dust	Returns your hit points to their maximum level	—	—	—
Eggs	Grants advantage on Wisdom (insight) checks	1 min	10 min	1 hr
Eggs, rotten	Make a Constitution saving throw or vomit uncontrollably	10 secs	1 min	10 mins
Eggs, snake	Make a Constitution saving throw or become poisoned	1 min	10 min	1 hr
Eggs, spiders	Grants the ability to climb on any surface	1 min	10 min	1 hr
Fireflies	Causes your mouth to emit bright light up to 10 feet and dim light up to 20 feet while it remains open	1 min	10 min	1 hr
Gold dust	Grants the benefits of a long rest	—	—	—
Guano	Grants the ability to cast <i>fireball</i> from your butt as an action	10 secs	1 min	10 mins
Herbs	Grants resistance to radiant damage	10 secs	1 min	10 mins
Holy Water	Grants +1d4 to any roll you make	10 secs	1 min	10 mins
Honeycomb	Grants the ability to throw your voice up to an amount of feet equal to the Fermentation duration in seconds	10 secs	30 secs	1 min
Hot peppers	Make a Constitution saving throw or immediately spit a firebolt	—	—	—
Incense	Grants advantage on Charisma checks	10 mins	1 hr	8 hrs
Iron powder	Grants resistance to non-magical bludgeoning, piercing, and slashing damage	1 min	10 mins	1 hr
Licorice root	Grants the ability to take the Dash action as a bonus action	10 secs	1 min	10 mins
Limes	Make a Constitution saving throw or be petrified	10 secs	1 min	10 mins
Mandrake root	Make a Charisma saving throw or scream uncontrollably	1 min	10 mins	1 hr
Nuts	Make a Constitution saving throw or suffer the effects of the <i>confusion</i> spell	10 secs	1 min	10 mins
Octopus tentacle, pickled	Grants advantage to escape or prevent being grappled or restrained	10 mins	1 hr	8 hrs
Salt	Make a Charisma saving throw or become enraged at the closest person	—	—	—
Seesame seed	Grants the ability to whisper any phrase into any lock and unlock it	1 min	10 mins	1hr
Silver dust	Grants the benefits of a short rest	—	—	—
Snaketongue	Make a Charisma saving throw or do whatever anyone tells you to do	10 secs	1 min	10 mins
Soil, cursed	Gain resistance to necrotic damage	1 min	10 mins	1 hr
Soil, hallowed	Gain resistance to radiant damage	1 min	10 mins	1 hr
Squid ink	Make a Constitution saving throw or be blinded	10 secs	1 min	10 mins
Sugar	—	—	—	—
Sulfur	Make a Constitution saving throw or take 1d6 fire damage	—	—	—
Sweet oil	Make a Charisma saving throw or do whatever anyone tells you to do	1 min	10 mins	1 hr
Tallow	Make a Constitution saving throw or take 1d4 fire damage	—	—	—
Yew leaf	Immediately vomit and be cured of all poison and disease	—	—	—

PART V GREAT GROG GAMES

FOR A NEAR DECADE THE GREAT GROG GAMES HOSTED BY THE MYSTERIOUS PROPRIETOR HOGGLE GREYHOG HAVE BEEN CONSIDERED THE ABSOLUTE PINNACLE OF DRINKING CHAMPIONSHIPS. DUBBED BY SOME AS THE GROG OLYMPICS, THIS 5 PART TOURNAMENT OF ROTATING DRINKING CHALLENGES HAS SERVED TO TEST THE BODIES, HEARTS, AND MINDS OF EVEN THE MOST SEASONED DRINKERS. THE FOLLOWING IS A LIST OF JUST SOME OF THE GREAT GAMES THAT COMPETITORS CAN EXPECT WHEN COMPETING IN THE GAMES.

THE MONSTER

In this straight-up tournament it is not the competitors whom find themselves at odds, it's a lowly deck of cards.

HOW TO PLAY

This game is played by 4 players representing 4 teams. Before the game begins, players will choose one member of their team to represent their squad. Once selected, each chosen member of the competing teams sits before each other and one standard 52 deck of cards.

As each player is representing their team, so to are they represented by a suit within the deck of cards. When a player has been chosen, they must also choose a suit from the deck of cards to represent themselves by.

Using the same standard drink, the competing players will each take their turn drawing a card from the deck and choosing whether to return the card or drinking that card's value. The cards represent a "monster" that must be "slain" by drinking a number of times equal to the cards value, as indicated in the Monster Game table in the next column.

HOW TO WIN

Each player takes their turn drawing a card from the deck and choosing whether to drink the cards value or hold the card for themselves to be played later on their turn. At no point should a player reveal what card they have drawn.

A player can hold up to 5 cards, but may only hold a card that belongs to their suit. An

Monster Game Table

Card	Name	Drink
Ace	"The Dragon"	1 Mug
King	"The Giant"	1/2 Mug
Queen	"The Mage"	1/3 Mug
Jack	"The Devil"	1/4 Mug
10	"The Golem"	10 sips
9	"The Treant"	9 sips
8	"The Hydra"	8 sips
7	"The Ape"	7 sips
6	"The Wyvern"	6 sips
5	"The Hag"	5 sips
4	"The Ghost"	4 sips
3	"The Werewolf"	3 sips
2	"The Captain"	2 sips

opposing player can accuse another player of "lying" when the player attempts to hold a card they claim as theirs. When a player is accused, they must reveal their hand. Any card they hold in their hand that is not of their suit, they must now drink. If a player holds cards of their own suit, the accusing player must drink the accused players hand.

Once a card has been "drunk", the card is discarded and cannot return to the game. Once all cards have been drunk, the deck is empty and whomever has had the least drinks wins!

MASTERS OF THE BLUFF

Competitors with the ability to outsmart their opponents benefit greatly in Monster. The best choice for a team is the player with the highest Insight, Persuasion, or Intimidation.

THE PARTY

In this game, players will roll dice to be the first to put together an adventuring party.

HOW TO PLAY

This game is played by 4 players representing 4 teams. Before the game begins, the player representing their team will need 6d6 that they will roll to fill a hypothetical adventuring party made up of a Basher, a Healer, an Explorer, a Talker, and a Mage.

Rolling at the same time, every player will attempt to roll a result as outlined in the Party Table below to fill their party.

Party Table

Party Member	Result	Die Pattern
Bruiser	2 twos	☐☐
Healer	3 threes	☐☐☐
Explorer	4 fours	☐☐☐☐
Talker	5 fives	☐☐☐☐☐
Mage	6 sixes	☐☐☐☐☐☐

When a player rolls a result which returns no member of the party being filled, they drink. If, however, a player rolls a number on a die they wish to keep, they can put that dice aside and add it to their result in the next round. If a player rolls a 1, they must discard any kept dice and start over. Once every player has resolved their roll, they roll again and repeat the process.

HOW TO WIN

The first player to have a complete party wins!

THE LIAR

More a drinking song than a pure drinking game. In this game, players will have to listen to their fellow singers and try not to be eliminated.

HOW TO PLAY

This game is played by 4 players representing 4 teams. Before the game begins, the player representing their team will line up in a circle around the table. A large horn filled with mead or similar grog will be passed around between the players.

The goal is for players to rhyme a lie about themselves that the rest of the participants can call them out on. At the start of every participants turn, they take a big drink and sing their line.

For example, one player might start by singing, "My name is Patrick and I'm 12 feet tall, took on 10 ogres, and I slayed them all!" And participants will all sing back the chorus:

"Oh you're a liar, you're a liar, you're full of shit! Sit the hell down, you're so full of it!"

The next player along then takes a big drink and sings their own lie. "My name is Rhogarr and I once met Chauntea, she said I was handsome and tried to bed me!" and the participants sing the chorus again.

This continues until a player cannot rhyme a line and continue the song, usually resulting in the rest of the participants pouring their drinks over them and booing them profusely before continuing the song.

HOW TO WIN

Once all but one player has been eliminated the game is over and the remaining player is declared the winner!

ALTERNATE LIAR RULES

Not every participant in this game may enjoy attempting to sing or rhyme their way to victory. It is suggested that should this be the case, do not force the player, rather, allow them to roll Performance checks, factoring in Intoxication rules as outlined earlier in this notebook.

CHEERS TO YOU, ADVENTURERS

Greyhogg's Guide To Grog, Craft Brewing & Revelry is a welcomed reference for every Dungeons & Dragons roleplayer who seeks to understanding the mysteries behind brewing your own ales, lagers, and more.

It contains rules and recipes for brewing your own nectars of the gods, notes on the dangers of intoxication, and two new subclasses for the Barbarian and Cleric! It also includes excerpts on the many gods that revel in revelry, offering joy and good times for all seek life and it's celebrations.

This guide immerses you in a world of beverage-bolstered good times. Learn the secrets of taverns, breweries, and stills. Battle intoxication while searching for legendary relics of old. Gain experience and power as you crawl across town til the early morning with your companions.

It's time to drink up, hero!

Will you answer the call?



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