Brewer's Supplies

Beer has been around for almost as long as bread has, and one could argue that it has a greater effect on society (at least in the evening). This favorite drink is created by steeping cereal grains in water and letting that ferment into a sweet flavored beverage with yeast.

The yeast, grains and adjuncts help define the drink and its complicated flavoring, and it also allows you to add in alchemical and magical ingredients to help give your drinks a better punch.

While it typically takes Beer, Ale, Lagers and so many other drinks weeks or even months to fully develop; with these small batch drinks you’ll be up and drinking in just a few days!

Brewer's Supplies

Brewer's Supplies include a mash tun, copper kettle, piping, a siphon, a series of mesh filters, a small fermenting vat, and basic malt, hops and spices.

Proficiency with Brewer's Supplies allows you to add your Proficiency Bonus to any check you make for brewing.

These supplies cost 30 gp and weigh 50 lbs.

Brewing

When brewing an item, you must know its recipe, have access to the requisite materials and spend the amount of days needed for it to process and ferment. Anytime a check is called for in brewing this beverage, you must make an Wisdom check, and if you are proficient in Brewer's Supplies, you may add your Proficiency Bonus to the check.

Brewed Recipes

Every brewed beverage requires a recipe to make. This recipe lists out any special ingredients you need, the number of days required to ferment and the difficulty of the beverage. Some special ingredients may require you to purchase them in town, or to go on quests to find them.

You can learn new recipes by visiting other brewers, travelers or in faraway monasteries that guard their brews and recipes. You can also make a Brewer's Supplies check if you encounter a brewed beverage and you want to determine how you could craft it yourself.

You can only have one recipe brewing at a time in your fermenting vat. To brew more, you must purchase another Brewer's Supplies. Each brew is enough to create one use, or one bottle, of that recipe. If you wish to create in bulk, that would be up to the GM's discretion.

The Process

When determining what beverage you wish to brew, you must gather the requisite ingredients first for the recipe. After that, you can then begin the process of brewing by creating your mash and then boiling that mixture of grains and spices, this can be done in a short or long rest. You will then make a Brewer's Supplies check based off of the DC of the recipe you are attempting, if you fail the check the fermented beverage does not have any Effects.

There are only two checks required when creating the brew, after boiling of the Mash and once fermentation has been completed.

Imbibing

While your brewed goods do have alcohol, you don’t need to worry about intoxication unless the GM decides that the character has had too much. A character can only benefit from one Brewed Beverage per short rest, if they drink any more they gain no additional benefits and retain the benefits, even if they have run out, of the first drink.

If your brew isn’t consumed immediately, you can bottle your brew for a later use. Each bottled brew weighs half a pound and can last for several months before its no longer fit to be drunk.

If you wish to buy these, you may be able to find them sold at specialty breweries, their costs can range from two to ten times their Ingredient costs.

Example Recipes

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**Brewed Recipes**

**Dwarven Courage**
This simple beer has a hoppy finish that gives you the inner strength needed to face your fears. When ingested, you have advantage on all saving throws against the *Frightened* condition for the next hour.

- **Fermenting Time:** 3 Days
- **Brew DC:** 13
- **Special Ingredients:** N/A
- **Ingredient Cost:** 10 gp
- **Effect Duration:** 1 hour
- **Effect:** Advantage on saving throws against the *Frightened* condition

**Boulder Beer**
This dark and extra foamy beer has more alcohol in it than a Dwarven bar. When ingested, you have 10 minutes where blades, arrows and other weapons seem to barely slow you down, though for some reason you are now fighting twice as many people as before. During these 10 minutes you gain resistance to Bludgeoning, Piercing and Slashing weapons, but you have the *Poisoned* condition. If the *Poisoned* condition is removed early, it also removes your resistance to Bludgeoning, Piercing and Slashing weapons.

- **Fermenting Time:** 5 Days
- **Brew DC:** 15
- **Special Ingredients:** Barley, Wheat
- **Ingredient Cost:** 15 gp
- **Effect Duration:** 10 Minutes
- **Effect:** Resistance to Bludgeoning, Piercing and Slashing weapons, gain the *Poisoned* condition until the effect ends

**Dragon's Porter**
This fiery porter creates a delightful burning sensation in your mouth and your throat. While ingested, you have the ability to breath magical fire on your enemies. As a bonus action on your turn, you can belch out fire in a 5 foot cone. All creatures in the area must make a Dexterity Saving Throw or take 2d6 fire damage. You can belch out fire a number of times equal to the Brewer's Wisdom Modifier.

The DC for this check equals 8 + Brewer’s Wisdom Modifier + Brewer’s Proficiency Bonus.

- **Fermenting Time:** 7 Days
- **Brew DC:** 20
- **Special Ingredients:** Jalapeno Peppers
- **Ingredient Cost:** 25 gp
- **Effect Duration:** 1 Minute
- **Effect:** Breath fire in a 10 foot cone a number of times equal to the Brewer’s Wisdom Modifier, dealing 2d6 fire damage on a failed Dexterity Saving Throw

**Icecap Ale**
This ale is crafted by adding sour fruits and then partially freezing it during the fermentation process and removing the ice. This freezing and removal of ice happens a dozen times to increase the potency of this brew. When ingested, this ale causes your muscles to tense up tight and you gain advantage on all Constitution and Strength based saving throws for 10 minutes; you also gain a number of temporary hit points equal to half the Brewer's level (rounded up). After the 10 minutes are up, your body is exhausted and you gain one level of *Exhaustion* until you take a short rest or a spell like *Greater Restoration* is cast on you.

Your temporary hitpoints do not end after the 10 minutes.

- **Fermenting Time:** 5 Days
- **Brew DC:** 15
- **Special Ingredients:** Sour Fruits, Ice
- **Ingredient Cost:** 15 gp
- **Effect Duration:** 10 Minutes
- **Effect:** Advantage on saving throws against the *Frightened* condition and Strength saving throws, and gain a number of temporary hit points equal to half the brewer's level. The temp HP doesn't end early.

**Sugared Ale**
Who says that sweet drinks are only for chicks? This extra sweetened ale will lighten your tongue and help you in the toughest of situations. When ingested, for the next hour you have advantage on all Charisma checks and you have advantage on saving throws against being *Charmed*.

- **Fermenting Time:** 5 Days
- **Brew DC:** 15
- **Special Ingredients:** Raw Sugar
- **Ingredient Cost:** 15 gp
- **Effect Duration:** 1 Hour
- **Effect:** Advantage on all Charisma check and saving throws against the *Charmed* condition

**Morning Stout**
Some people start the morning out with a cup of coffee, but you don't see why you can't add that into your favorite evening drink. This dark, and almost decadent drink, makes your senses feel alive and you can swear your hands are barely even trembling. When ingested, this stout increases your movement by 5 feet and you have advantage on all Dexterity saving throws for 1 hour.

- **Fermenting Time:** 7 Days
- **Brew DC:** 20
- **Special Ingredients:** Coffee, Chocolate
- **Ingredient Cost:** 25 gp
- **Effect Duration:** 1 Hour
- **Effect:** Advantage on all Dexterity Saving Throws and your base movement speed is increased by 5 feet