

Ancestors & Ale



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Dwarven alcohol is a thing of legend, and every family has their own recipe for any number of ales, lagers, pilsners, porters, stouts, and so on. Some brews are drunk primarily because of the family that brews them, such as the brew of the existing monarch. Others are so satisfying to the dwarven palate that they make the grade regardless. Still others are tradition and, as everyone knows, tradition is something that no dwarf is willing to sacrifice due to silly things like flavor.

One of the most important things about dwarven drinking, particularly among other dwarves, is that every drink is part of a language unto itself. Among dwarves, it is widely known that the language is exceptionally complex and heated debates can be had with never uttering a word. Taking sips versus long pulls, how the drink is swished or swallowed, and (most importantly of all) the type of drink itself. Oftentimes, if a dwarf is set about having a long conversation, they may order a flight of various drinks to convey complex ideas during a conversation.

Dwarven Beers

Below is a list of examples of common dwarven drinks along with some of the details surrounding what specific drinks say about the dwarf drinking it. The types of alcohol should be considered as examples of available drinks within most dwarven institutions. Buying a Crystal Pilsner in a poor establishment versus a lofty one only changes the price, though a particularly wealthy establishment might call the drink a Diamond Pilsner and a particularly poor establishment might call the drink a Quartz Pilsner. Dwarven taverns and inns carry some version of these available drinks, although patrons may find the quality is much better or worse than expected.



Black Beard Bitter (Regular)

Black Beard is for airing a grievance. Dwarves do not bemoan their lot in life to anyone without getting permission first. Drinking this ale informs your companions that you have an issue you want to talk about. However, calling for this ale while another dwarf is talking is a sign that you decidedly disagree.

- Appearance: Golden, hazy, with a foamy white head.
- Scent: Musty and spicy.
- Taste: Earthy and spicy.
- Mouthfeel: Bitter and dry.

Blood and Bone Stout (Strong)

Blood and Bone Stout is a dense, molasses style liquid that is oftentimes substituted for a meal. Dwarves often call for this beer for breakfast or lunch, when they cannot be bothered to step away from their work, even going so far to use it in lieu of rations on long marches or during sieges. The consistency and appearance of the drink is akin to a loaf dark rye bread soaked in stout. While dwarves consider Blood and Bone to be a staple, non-Dwarves can almost never stomach it.

- Appearance: Inky with a thick, yellow foam.
- Scent: Burnt Caramel and mushroom.
- Taste: Smokey - almost burnt - dark malts, and oats.
- Mouthfeel: Thick and grainy with an oily residue.

Coalbound Ale (Regular)

Coalbound is for dwarves in mourning. It is regularly poured for funerals and is a sign that joviality is not appropriate. In a social context, calling for a drink while another dwarf is talking is a sign that you think they subject is in poor taste.

- Appearance: Ruby red and cloudy with pink foam.
- Scent: Wild berries and oak.
- Taste: Sweet, tart, and acidic.
- Mouthfeel: Smooth and crisp with a dry finish.

Crystal Pilsner (Regular)

Crystal is a way expressing interest in entering a deal with someone that does not involve coin. Usually, it is ordered for another person as a way of communicating a desire to have a conversation. Since most drinks come in opaque tankards, only the person ordering really knows what they are drinking.

- Appearance: Clear pale gold with thick white head.
- Scent: Malty, hops, and butter.
- Taste: Bready, mute-hop, slightly mossy.
- Mouthfeel: Watery, vanishes on the tongue.



Doublestone Rye (Strong)

Dwarves who drink Doublestone have a beef with someone and do not mind who knows it. Whereas Black Beard is for a grievance, Doublestone is for all-out war. Anger is the name of the game and dwarves who choose to drink it are on the verge of violence. In a social context, calling for a drink while another dwarf is talking is a sign that you are violently opposed and liable to punch said dwarf in the face.

- Appearance: Deep brown with tall cream head.
- Scent: Caramel, vanilla, and rye spice.
- Taste: Oak, spicy rye, and caramel.
- Mouthfeel: Thick and creamy

Dour Double Bock (Regular)

Dour is drunk by dwarves when they are interested philosophizing. Unlike other drinks that may have a few meanings, Dour is a language unto itself and is usually drunk alongside a host of other beers to provide nuance. The specific methods of drinking this ale can allow you to have a private conversation in public that is difficult to "overhear." Calling for this bock while another dwarf is talking is a sign that you would like to discuss the matter in private.

- Appearance: Dark caramel with a yellowish foam.
- Scent: Toffee and nutty.
- Taste: Mellow and coffeelike.
- Mouthfeel: Silky and flat.

Dross Wheat Ale (Light)

Dwarves do not drink this beer. They offer it to travelers who they think are not worth a real dwarven drink. Alternatively, dwarves intent on gravely insulting an enemy will sometimes order it for another dwarf, but this is incredibly insulting and usually results in a fight.

- Appearance: Hazy yellow with rocky white head.
- Scent: Yeast wheat and hops.
- Taste: Wheat grain and yeast.
- Mouthfeel: Crisp and clean.

Frostbeard Sour Ale (Regular)

Frostbeard is only drank before battle. The manner in which it is drank usually indicates how the warriors anticipate the battle will progress. Chugging the beer indicate that the battle should go quickly with minimal losses, while pouring some or all the beer onto the floor indicates that they do not expect they or their friends will return. Choking or spitting out Frostbeard is considered to be an ill-omen, so much so that some dwarves will settle their affairs in preparation. Whereas most drinks are used to communicate other things, it is considered an insult to use this drink for anything other than pre-battle.

- Appearance: Purplish brown with tan, foamy head.
- Scent: Vinegar and malt.
- Taste: Tart berry, bitter, and slightly sweet.
- Mouthfeel: Thin and spritzzy.

Goldbound Wild Ale (Regular)

Goldbound is for announcing success and excitement. Dwarves drinking this are looking to brag, but no dwarf would ever do so unless asked first. A not-so-subtle way for getting a message to the masses that things are going well. In a social context, calling for a drink while another dwarf is talking is a sign that you agree.

- Appearance: Orange and cloudy with white lacing.
- Scent: Lemon, citrus, and funk.
- Taste: Citrus, vanilla, and sourness.
- Mouthfeel: Medium and dry.

Hangrin's Honey Hop Ale (Regular)

Hangrin's is a celebratory ale to be drank at special occasions. It is used for celebrations or as a way of congratulating another dwarf. Calling for this ale while another dwarf is talking is a sign that you would like to buy them more rounds. This is customary and never refused.

- Appearance: Honey with slight cloudiness.
- Scent: Resin, floral, and hops.
- Taste: Hoppy and sweet.
- Mouthfeel: Effervescent and dry.

Ironjaw Brown Ale (Regular)

Ironjaw is for discussing coin. Sometimes it might mean a dwarf is down on their luck, other times it might mean they are feeling particularly well off. However, most times it is used to open up the conversation to bargaining. When getting ready to bargain, the seller orders first being quite specific regarding the size of the drink. The larger the size, the higher the price. Ordering for your companion as well can indicate a willingness to hear their offer. Ordering multiple drinks each can indicate you are in no hurry to sell.

- Appearance: Red-brown with veins of crimson and a foamy head.
- Scent: Boozy and clovelike.
- Taste: Biscuity with a metallic finish.
- Mouthfeel: Warm and watery.

Stormhammer Porter (Stiff)

Stormhammer is for the dwarves who just want a solid drink to take away their cares after a long day. One of the strongest drinks, it is meant for sipping for a long while, and does not lend itself well to the rapid consumption of other brews. A dwarf drinking it is likely letting anyone else know that he is not in the mood for subtleties and politics. In a social context, calling for a drink while another dwarf is talking is a sign that you are not interested in the conversation. The usual result is that they will not try to pull you further into talk about the given topic.

- Appearance: Dark black with frothy tan head.
- Scent: Dark chocolate, roasted malt, and espresso.
- Taste: Full bodied chocolate, vanilla, and bitter coffee.
- Mouthfeel: Smooth, creamy, and flat.



DRINKS AND DCs

Drink Size	Light	Regular	Strong	Stiff	Cheap	Common	Expensive
Nip	.5	1	2	4	2 cp	2 sp	2 gp
Stub	1	2	3	6	3 cp	3 sp	3 gp
Pint	2	3	4	8	4 cp	4 sp	4 gp
Pipe	3	4	5	10	5 cp	5 sp	5 gp
Pot	4	5	6	12	6 cp	6 sp	6 gp
Nob	5	6	8	14	7 cp	7 sp	7 gp
Jug	6	8	10	16	8 cp	8 sp	8 gp
Grub	12	16	20	32	16 cp	16 sp	16 gp
Sixth Barrel	60	80	100	160	8 sp	8 gp	80 gp
Quarter Barrel	90	120	150	240	12 sp	12 gp	120 gp
Half Barrel	180	240	300	480	24 sp	24 gp	240 gp
Barrel	360	480	600	960	48 sp	48 gp	480 gp

The Monarch's Malt (Regular)

Always drank when toasting the monarch in power, and the exact brew changes with the monarchy (example below). Because some families stay in power for generations, the Monarch's Malt could remain unchanged for hundreds or thousands of years. Those who drink it regularly, do so to express their approval of the current monarch and are willing to put their beards forward for that monarch, if need be. Alternatively, ordering this beer in small quantities, dumping it out, or spitting it out all carry implications of dissatisfaction, anger, and possibly a full-blown uprising.

- Appearance: Yellow with tall snowy head.
- Scent: Toasted grain, caramel, and hops.
- Taste: Earthy hoppiness with herbal aftertaste.
- Mouthfeel: Light, thin, and dry.

Optional Inebriation Rules

The effects of alcohol consumption vary based on an individual's ability to metabolize it. The more quickly an individual drinks alcohol, the more quickly the alcohol affects that individual.

Alcohol and Saving Throws

- **Alcohol Tolerance.** Each creature can drink a number of drinks equal to their Constitution modifier (minimum 1) before saving throws are required.
- **Saving Throws.** After exceeding their tolerance, the creature makes a Constitution saving throw (DC 10 + the number of additional drinks consumed).
 - The DC is cumulative throughout drinking session based on drinks consumed.
- **Resistance and Immunity.** Creatures resistant to poison have advantage on these saves; creatures immune to poison are unaffected by alcohol.
- **Harder, Bigger Drinks.** Use the Drink Table to determine the number of drinks consumed based on the size and strength of the beverage.
 - A Pint of Ironjaw Brown Ale (Regular) is equal to 3 drinks.

Alcohol Effects

On a failed saving throw, the creature advances to the next Drunk Level and gains any associated penalties.

- Failure by 5+ increases drunk level by 2
- Failure by 10+ increases drunk level by 4

Buzzed. You have begun to experience the effects of alcohol, feeling somewhat relaxed and perhaps a little lightheaded.

Tipsy. You may or may not be aware of how much alcohol is affecting you, and are more likely to take actions or make comments that are outside of your normal behavior. Your current emotions, whether positive or negative, are amplified.

Drunk. You are likely unaware of how drunk you actually are. Your speech is somewhat slurred, you are unbalanced, and your judgment is impaired.

Hammered. You are confused, have trouble speaking clearly, staying on topic, or understanding the conversation around you. Your coordination is severely impaired and your emotions are extreme.

Stupor. Your eyes blink independently of each other and you cannot spell your own name. You cannot walk straight, your speech is almost incomprehensible, and you do not know where you are.

Blackout. You have lost consciousness and cannot be woken up. Alcohol poisoning has put your life in danger.

DRUNK LEVELS AND EFFECTS

Drunk Level	Descriptor	Effects
1 (Buzzed)	Relaxed, lightheaded	Disadvantage on Wisdom (Perception) checks.
2 (Tipsy)	Slightly unsteady, emotional	Disadvantage on Dexterity checks and saving throws.
3 (Drunk)	Slurred speech, impaired judgment	Disadvantage on attack rolls and Intelligence checks.
4 (Hammered)	Severely impaired, overly emotional	Movement halved; disadvantage on all attack rolls and saving throws.
5 (Stupor)	Barely coherent, can't walk straight	Incapacitated; movement limited to 5 feet.
6 (Blackout)	Unconscious	Unconscious; must make Death Saving Throws to avoid alcohol poisoning.



Random Drinking Effects

For added flavor, you can roll a d10 whenever a creature fails a saving throw to introduce random behavior.

d10 Effect

1	Vomit, reducing Drunk Level by 1.
2	Fall prone; movement halved for 1 minute.
3	Start loudly singing a drinking song.
4	Pick a fight with someone nearby.
5	Attempt to dance, falling prone on a failed DC 15 Dexterity (Acrobatics) check.
6	Forget where you are and wander off aimlessly for 1d4 minutes.
7	Attempt to seduce the nearest humanoid.
8	Give an impromptu and nonsensical speech.
9	Spill your drink, causing mild embarrassment.
10	Collapse into uncontrollable laughter for 1d4 rounds.

Removing the Effects of Alcohol

Alcohol is a poison. Any spell or ability that affects poison also affects alcohol.

Any society or culture that takes drinking seriously is quite aware of magical means of removing the effects of alcohol. Additionally, such societies would impose restrictions on spells and potions that might affect the outcome of important events, such as a drinking contest.

Hangover

Your hangover is represented by exhaustion and your Exhaustion is equal to your Drunk Level, with the exception that death is only being unconscious. Unlike normal exhaustion, each 8 hours reduces the effects of the hangover by 1 level, assuming you are doing nothing but resting. If you are unconscious, you cannot wake up until your exhaustion level is at least a 5.

You may find that you are hungover for up to 48 hours if you had a particularly wild night. Once per 24 hours, you may make a Constitution Saving Throw against poison, where the DC is equal to 8 + (Drunk Level x2). For instance, if you had a Drunk Level of 3, you would be hungover for 24 hours. The DC to reduce that time by 8 hours is a 14. If you succeed, you are only hungover for 16 hours instead.

Brewing Unique Beers

Below are a series of rollable tables to make beers on the fly. These should be effective for creating unique and immersive drinks for characters to consume.

Types of Beer

There are a variety of beer types, and each of them come with their own distinct colors, flavors, bitterness, and alcohol content. While the specific beers above provide examples for how these beers are incorporated into dwarven society, they are an extremely small sampling of the variety of alcohols available. Given the almost limitless number of beer varieties and categories, the list below is meant to help provide inspiration and examples of some of the most common types of beer.

Bock. Amber to brown, with malty and slightly sweet flavors; yeast notes are present but subtle.

Dark Ale. Copper to walnut, with malty, spiced, or dark fruit flavors; mild hops.

Hoppy Pale Ale. Straw to gold, featuring strong citrus or sharp hop flavors balanced by mild malt.

Lager. Straw to gold, with mild flavors; subtle hops, yeast, and occasional light fruit notes.

Pale Ale. Straw to gold, with prominent hop flavors complemented by malt and yeast.

Pilsner. Yellow to amber, crisp and refreshing, with light fruit, spice, and hops; darker pilsners are more bitter.

Porter. Copper to walnut, robust and smooth, with malt, fruit, or spice flavors; less bitter than stouts.

Saison. Straw to gold in color, light and refreshing with fruity esters, mild hops, and spices.

Sour. Yellow to amber, tart and often fruity, with sour and bitter notes balanced by hops or spices.

Stout. Brown to black, bold and robust, with malt, dark fruits, spices, and occasional bitterness or booziness.

Tripel. Yellow to amber, bright and dry, with yeasty fruit and hop flavors; high alcohol content.

Wheat Beer. Straw to gold, with fruity yeast flavors paired with mild hops and spices.

Brewer's Tools

d20	Quality	Rolls
1–4	Basic	Off-Flavors x2, Malt, Hops, Yeast, Shade, Hue, Clarity, Foam
5–8	Fine	Off-Flavors, Malt, Hops, Yeast, Shade, Hue, Clarity, Foam
9–12	Average	Malt, Hops, Yeast, Shade, Hue, Clarity, Foam
13–16	Decent	Malt, Hops, Yeast, Shade, Hue, Clarity, Foam, and Fruit or Spices x1.
17–20	Exceptional	Automatically Complex Malt, Hops, Yeast, Shade, Hue, Clarity, Foam, and Fruit or Spices x2.
21+	Legendary	Automatically Layered Malt, Hops, Yeast, Shade, Hue, Clarity, Foam, and Fruit or Spices x3.

Appearance

Appearance refers to the visible qualities of the beer, including the hue, shade, and clarity of the liquid as well as the shape and color of the foam. When randomly generating a beer, ensure that every aspect of the appearance is taken into account.

Liquid Shade

Saturation or hints of other colors. For example, if you roll a shade like Ruby on a Copper beer, then the red color should be particularly deep.

d8	Liquid Shade
1	Light
2	Medium
3	Deep
4	Dark
5	Reddish
6	Purplish
7	Ruby
8	Brown

Liquid Hue

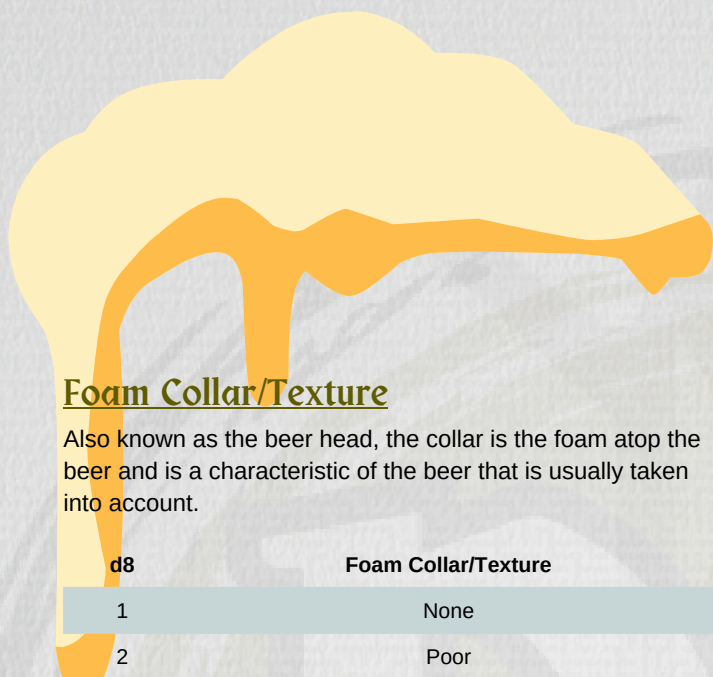
Saturation or hints of other colors. For example, if you roll a shade like Ruby on a Copper beer, then the red color should be particularly deep.

d8	Liquid Hue
1	Straw
2	Yellow
3	Gold
4	Amber
5	Copper
6	Brown
7	Walnut
8	Black

Liquid Clarity

Clarity is usually only evident with lighter beers. Brown, Walnut, and Black beers are usually dark enough that the clarity is not required or evident.

d6	Liquid Clarity
1	Brilliant
2	Clear
3	Slightly Hazy
4	Hazy
5	Cloudy
6	Opaque



Foam Collar/Texture

Also known as the beer head, the collar is the foam atop the beer and is a characteristic of the beer that is usually taken into account.

d8	Foam Collar/Texture
1	None
2	Poor
3	Moderate
4	Good
5	Thin
6	Wispy
7	Fluffy
8	Mousse-like

Foam Hue

Like the color of the liquid, the color of the foam is usually determined by the type of beer to some degree. Lighter beers should not have darker foams and vice versa.

d8	Foam Hue
1	White
2	Cream
3	Tan
4	Yellow
5	Brownish
6	Reddish
7	Roll Liquid Hue
8	Roll again x2

Scent

The scent of the beer is usually a reflection of the taste. As you are determining or rolling taste attributes, consider how it might smell. For instance, if you roll smoky malt and pine hops, the smell might be woody or foresty. If you roll lemony hops and peach fruit, the smell might be fruity or fresh.

Taste

The flavor of beer can vary widely based on the ingredients used during brewing. Different types of beers tend to contain certain flavors, and while a variety of flavors are provided below, they are by no means the limit in beer flavoring. Additionally, depending on the type of beer, the flavors below may have no place. For instance, fruit flavors are not present in a large number of beers, and the specific level of malt or hop flavoring is also expected to vary between beer types.

Malt

Malt is the grain that is used for brewing, such as wheat, rye, spelt, barley, or similar grains. Different grains impart different flavors and are absolutely essential to brewing beer.

d20	Malt
1	Malty
2	Biscuity
3	Bread-like
4	Grainy
5	Rich
6	Deep
7	Roasted
8	Coffee
9	Caramel
10	Toffee-like
11	Molasses
12	Smokey
13	Sweet
14	Autumnal
15	Burnt Cream
16	Oatmeal
17	Rustic
18	Scalded Milk
19	Complex (Roll twice)
20	Layered (Roll twice)



Hops

Hops are a plant from which the flowers or cones are extracted and added to the beer. Hops can be a bittering agent for many beers, but can also be more subtle, adding freshness and aroma. Additionally, hops play an important role in the size and stability of the foam.

d20	Hops
1	Pine
2	Citrus
3	Earthy
4	Musty
5	Spicy
6	Grassy
7	Bright
8	Fresh
9	Herbal
10	Juniper-Like
11	Lemony
12	Floral
13	Spring-like
14	Minty
15	Spruce-like
16	Orangey
17	Zippy
18	Brilliant (Roll again)
19	Pungent (Roll again)
20	Sharp (Roll again)



Fruit

Fruits can be added to beers to increase the sugar, sourness, or bitterness of a beer based off of the type of fruit added. Fruits are not always added to the brew; depending on the type of beer, it may be seen as an off-flavor.

d20	Fruit
1	Citrus
2	Lemon
3	Orange
4	Cherry
5	Strawberry
6	Blueberry
7	Blackberry
8	Wild Berry
9	Apricot
10	Rhubarb
11	Apple
12	Blackcurrant
13	Peach
14	Red Plum
15	Blue Plum
16	Date
17	Gooseberry
18	Cranberry
19	Fig
20	Sour (Roll again)



Spices

Hops are a plant from which the flowers or cones are extracted and added to the beer. Hops can be a bittering agent for many beers, but can also be more subtle, adding freshness and aroma. Additionally, hops play an important role in the size and stability of the foam.

d20	Spice
1	Pepper
2	Clover
3	Anise
4	Woodruff
5	Cinnamon
6	Vanilla
7	Radish
8	Nutmeg
9	Ginger
10	Fennel
11	Saffron
12	Juniper
13	Maple
14	Heather
15	Hibiscus
16	Coriander
17	Elderflower
18	Peppermint
19	Roll 2x
20	Roll 3x

Yeast

Yeast flavors usually exist in every type of beer because yeast is necessary to the brewing process. However, if the beer was not brewed correctly or was contaminated, the yeast flavor can be off.

d12	Yeast
1	Earthy
2	Woody
3	Musty
4	Nutty
5	Buttery
6	Butterscotch
7	Estery (Fruity)
8	Bready or Bread-like
9	Biscuity or Biscuit-like
10	Yeasty
11	Banana-like
12	Roll Off-Flavors

Off-Flavors

Off-flavors are flavors that are usually undesirable in beer, flavors that can be desirable only in certain types of beer, or flavors that are acceptable in small quantities, but can quickly become overwhelming. Rolling on this table should usually only occur if you want the beer to taste bad.

Roll on the Off-Flavors Table in the following scenarios:

- When a player fails a Brewer's Supplies check.
- For lower-quality or hastily made commercial brews.
- When using questionable or spoiled ingredients.
- A unique brew, in which the off flavor is a feature, not a failure

d12	Off-Flavors
1	Medicinal
2	Chemical
3	Rotten
4	Barnyard
5	Rancid
6	Muddy
7	Clove
8	Green Leaves
9	Sweat
10	Buttery
11	Vinegary
12	Peanut-like

Mouthfeel

Mouthfeel is the texture of the beer as it hits the tongue, gums, and throat. Beers can vary widely in this regard, as some are clean and crisp from their hops, while some are thick and creamy from their malt. The mouthfeel affects the overall sensation and flavor of the beer, as a thin, sharp cherry flavor with a clear finish is much different than a balanced, round cherry flavor with a sticky finish.

2d12	Mouthfeel
2	Thick
3	Creamy
4	Watery
5	Balanced
6	Full
7	Heavy
8	Medium
9	Light
10	Dense
11	Viscous
12	Thin
13	Crisp
14	Flat
15	Round
16	Sharp
17	Silky
18	Prickly
19	Wispy
20	Velvety
21	Delicate
22	Spritzzy
23	Robust
24	Hot



Afterfeel/Finish

Yeast flavors usually exist in every type of beer because yeast is necessary to the brewing process. However, if the beer was not brewed correctly or was contaminated, the yeast flavor can be off.

d12	Afterfeel/Finish
1	Astringent
2	Sticky
3	Smooth
4	Dry
5	Oily
6	Bitter
7	Warming
8	Vanishes on the Tongue
9	Effervescent
10	Clean
11	Gassy
12	Tingy

