100 Bar Drinks

AN ASSORTMENT OF ALCOHOL
for use with your Role-Playing Games

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Introduction

Whether it's writer's block or lack of time, game masters need help coming up with ideas, or more to the point, they need help coming up with the spark of an idea. Most game masters (GMs) can turn a spark into what they need, but it is the spark or the starting point that can be tough.

This supplement is intended to do just that, supply you with the spark(s) to get you up and going. This book could never rewrite your whole world; but is only intended to give you a starting point that you can build on or fill a gap that you haven't had the time to handle. Use the pieces that work for you; ignore the rest! That's what cheap supplements are all about!

General Comments

First off, this is a generic supplement and therefore has to cover multiple game rules. Because we are only talking about drinks here, we doubt that anything here will conflict with your game system rules, but it might. (Maybe some of the magical drinks?) We tried to be general about everything listed in here, without pushing towards or away from any gaming system. With very minor modifications, we hope you can easily rectify any glitches.

We did include where the drinks originate in the World of Fletnern, mainly as a benefit for those already using that world. By no means should this book be considered dependant on that world. If you are interested, then by all means check out the **FREE** World of Fletnern at the linked site.

The Chart

Sequence or "**Seq**." - completely unimportant but if you wanted to roll for a random drink, this should work nicely with a d100. Drinks are sorted by their cost.
Name - This is typically a brand name for the product. You may want to change these to better fit your world.
Type - The type of booze this is. In some cases these will be modern descriptions that might not match "olden times" but hopefully this will make them more easily understood by most readers.
Common - Simply how common and easily acquired the drink is. C = Common, U = Uncommon, R = Rare, VR = Very Rare, and M = Magical. Depending on your world, magical drinks may be rare or very rare.

Strength - This is the basic kick of the alcohol content. This rating is shown as ## = #. The first amount is the number of ounces in a "standard drink" or what would normally be served. The second number is the number of "drinks" that this amount equals. See the Appendix for details on how the definition of a "drink" and how this works.

For example, the **Strength** column in the chart typically reads "16=1" for beer drinks. This means that the standard drink size would be 16 oz. or a pint, and that would be the equivalent of one drink. Likewise, the Strength column for most of the wines reads something like "6=1". Simple math will get you where you need to go. If your bars are more generous, then simply apply the ratio. For a 3 oz. shot of whiskey (2=1), the person would be assumed to have consumed 1.5 drinks.
Quality - This is simply a "star" rating. One star means poor taste, while four stars would be a best in class.
Origin - This only matters to those people using the World of Fletnern. Any one else can ignore this column.
Details - This will be a short series of notes describing the drink and anything interesting about it. The goal is to give you a little understanding, so you can describe it or use it as fits your campaign. There are also comments here about the marketing or general opinion of the various drinks. This too might help you or your players decide what fits best in certain circumstances.
Value - This is the cost in silver coins as described in our **Grain Into Gold** book. The cost is listed for a single serving of the drink in the area it was crafted in. The Strength column defines what a standard sized drink would be. Importing may dramatically increase the price. You do not need **Grain Into Gold** to understand this value. You can easily determine what is "normal" in your world and apply the values as a ratio.

The price is also based on where this drink would be served. Extremely fancy inns will not serve rot gut rum. Obviously more expensive drinks will be served in the more expensive establishments. This has all been factored in. The chart has been sorted by the value column, least to most.

ANNOUNCEMENT: Neither Board Enterprises nor the writers of this book are condoning the abuse of alcohol. This book is intended to give fantasy games more variety and encourage role-playing. Nothing else!