

KALEVALA HAMMER
WARHAMMER FANTASY ROLEPLAY
UNOFFICIAL RULE EXPANSION

Alcohol & Tobacco Expansion

by Jackdays



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Warning!

This document contains fictional information about Alcohol and Tobacco products in Warhammer World. Please note that the idea of this document is NOT to encourage the use of alcohol or tobacco in real life (it should not be even healthy for any characters in Warhammer World). This information is only for gaming purposes.

Remember always that Alcohol and Tobacco are very bad for your health and can cause multiple different healthy issues. And also, they are not that cool anyway. Ok?

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Credits & Sources:

Special thanks belong to multiple sources that I try to credit here. Most of the alcohol and tobacco have been gathered from these sources. Most valuable sources have been *Core Rulebook: Equipment* (WFRP2 rulebook), *Old World Armoury* (WFRP2 sourcebook), *Realms of Sorcery: A Brutal Finish* (WFRP2 sourcebook) and *Marienburg: Sold Down the River* (WFRP1 sourcebook). There have been many other official sources with different amounts of information including *Death on the Reik* (WFRP1 sourcebook), *Dwarfs: Stone & Steel* (WFRP1 sourcebook), *Knights of the Grail* (WFRP2 sourcebook), *Middenheim: City of Chaos* (WFRP1 sourcebook), *Plundered Vaults* (WFRP2 sourcebook), *Realm of the Ice Queen* (WFRP2 sourcebook), *Terror in Talabheim* (WFRP2 sourcebook), *White Dwarf Magazine* (WFB) and multiple **Black Library** books (like Genevieve novels by Jack Yeovil, Slayer novels by William King and Nathan Long, Grudgelore by Gav Thorpe & Nick Kyme...). And then probably other sources also even not mentioned here.

Also special thanks to other fans that have helped to gather the information. Then there are many excellent fan-sources that should be mentioned here, for example *Corrupting Influence – The Best of Warpstone* (WFRP1 source) which features “Mule’s Kick” Ale and *The Thousands Islas* (WFRP2 source) by Alexander J. Bateman, which features “Grog”.

1. Alcohol

1.1 More Rules for Alcohol Use

These rules are expansion/extra to use with information found from the *Core Rulebook: Equipment* (WFRP2 rulebook) and also from *Old World Armoury* (WFRP2 sourcebook). Both have prices for alcohol, but here's little more info. Also this document gives more bonuses & penalties for **Consume Alcohol Tests** (check more info from The Effects of Alcohol from either of the books). Info about alcohol is found from multiple different sources (WFRP1 and WFRP2).

1.1.1 How much alcohol is one beverage of alcohol?

Then how much is actually one beverage of alcohol amount that you can consume equal to your Toughness Bonus, before you have to make Consume Alcohol Tests? Well, this is what I taught:

- One beverage of Ale and Beer is measured by Pints (Mug/Tankard).
- One beverage of Wine and Mead is measured by ½ Pints (Cup/Glass/Goblet)
- One beverage of Spirits is measured by ¼ Pints ("Shots"). Note: Cocktails should be measured as ½ pints (Cup/Glass/Goblet) even they are Spirits.

This way Beer is easiest alcohol usually, when you compare Test difficulty. Ale and Wine are same difficulty when it comes to **Consume Alcohol Tests**, but you need to consume Wine only half the amount compared to Ale. And the Spirits are just tough. One quarter of pint is actually little heavy "shot". It is actually two or three shots (how heavy you want to take your alcohol). This amount is just more realistic when you roll Tests.

1.1.2 Consume Alcohol Test bonuses/penalties:

- **+20%:** Very easy to drink, but probably not so tasty. Usually watered version of some light alcohol (Beer, Ale, or even Wine).
- **+10%:** Light Alcohol (probably watered). For most alcohol this usually means bad taste. Normal Liquors (and similar spirits) are this light. As strong as strong Wine.
- **+0%:** Normal alcohol levels.
- **-10%:** Strong alcohol. Commonly tasty for that type of alcohol.
- **-20%:** Very strong alcohol. Even stronger, the taste is probably still better. Notice also that not all strong alcohol is better.
- **2X:** Extremely strong alcohol! For every pint/cup/shot character must make TWO -20% **Consume Alcohol Tests**. Notice that not all strong alcohol is very good tasting.

Optional Rule: Alcohol Points Rule

In the WFRP2 rules *Visit Marienburg: The Pelican Perch* had optional alcohol rules that is based on the Alcohol Points. Every beverage (and alcohol) has certain number of Alcohol Points. Some of the points (especially on Wine) has been little edited higher what you find from the site.

Here's simple rules for those Alcohol Points, based alcohol type and strenght of alcohol listed. Numbers given are ¼ Pint (Shots), ½ Pint (Class), Pint, 2xPint (Bottle):

Consume Alcohol Test Bonus	Beer	Ale	Wine (and Mead)	Spirits
+20%	X / X / 0.25 / 0.5	X / 0.25 / 0.5 / 1	0.25 / 0.5 / 1 / 2	1.5 / 3 / 6 / 12
+10%	X / 0.25 / 0.5 / 1	0.25 / 0.5 / 1 / 2	0.25 / 0.75 / 1.5 / 3	1.75 / 3.5 / 7 / 14
+0%	0.25 / 0.5 / 1 / 2	0.5 / 1 / 2 / 4	0.5 / 1.25 / 2.5 / 5	2 / 4 / 8 / 16
-10%	0.5 / 1 / 2 / 4	0.75 / 1.5 / 3 / 6	0.75 / 1.75 / 3.5 / 7	2.25 / 4.5 / 9 / 18
-20%	0.75 / 1.5 / 3 / 6	1 / 2 / 4 / 8	1.25 / 2.75 / 4.5 / 9	2.5 / 5 / 10 / 20
2X	1 / 2 / 4 / 8	1.25 / 2.5 / 5 / 10	1.25 / 2.75 / 5.5 / 11	3 / 6 / 12 / 24

These rules regarding the effect of consuming alcohol are a slightly more complicated alternative to the ones in the *Core Rulebook* (WFRP2 rulebook) and *Old World Armoury* (WFRP2 sourcebook): When a character drinks the player must keep a running total of the alcohol points consumed. When the total of the alcohol points is divisible by the character's Toughness Bonus, a **Consume Alcohol Test** must be made; the Test Difficulty begins at Routine and increases by one level for each failed test, as per the regular rules, yet there is an additional penalty equal to the running total of alcohol points. For example, a character with Toughness 32 must make a Routine Consume Alcohol Test at -3 when 3 alcohol points have been consumed, producing a base chance of 39% (32+10 for Routine difficulty -3 alcohol points) of the test succeeding; another Toughness Test when 6 alcohol points have been consumed (now with a 36% chance of success – unless the first test failed, in which case the test is now Average, and the chance of success is reduced to 26%); and further tests at 9, 12 and 15 alcohol points - and possibly at larger totals!

The effect of each failed test remains exactly the same as stated in the *Core Rulebook*.

House Rule: Hangover

A hangover is sum of unpleasant physiological effect following heavy consumption of alcohol. The most commonly reported characteristics of a hangover include headache, nausea, difficulty concentrating, erratic motor functions, trouble sleeping, sensitivity to light and noise, lethargy, depression and thirst.

But symptoms also vary very much from person to person and by occasion (how much did person drink and eat, how much person weights, how fast person drank and what...etc). Also different alcohols may cause different types of hangovers. Example: Many suffer from "Red Wine Headache" (Red Wine just gives always headache).

Having a "Hair of the Dog" is term of having another alcoholic drink upon awakening. This will help for hangover, but it will just push the effects of hangover further. Also character probably gets drunk again after the first drink. Also note that this is common way to alcoholism.

Here are few simple rules:

- Whenever character gets Stinking Drunk there is change for Hangover. Hangover start after the effects of alcohol fades away (1d10 hours, minimum 4). After that make **Hard (-20%) Toughness Test** to check will character get hangover. *Resistance to Poison* Talent helps in this test.
- Hangover will last about 1d10 hours. If character fails three degrees, or more, in the test, then hangover is really bad and lasts 1d10+9 hours.
- If character gets hangover, then roll how hard it will be (1d10):
 - (1) *Nothing*: There really aren't any bad effects. Character is tired and motor functions (**WS, BS, Ag**) are -10%. Any magic test are done with penalty of -1 also.
 - (2-5) *Mild*: There is definitely hangover. Character is vomiting, is thirsty and just feels bad. Any tests are made with -20% penalty. **Movement** penalty is one. Any magic test are done with penalty of -2 also.
 - (6-10) *Hard*: This is bad! Character probably can't get out of bed. Vomiting, headache, nausea, thirsty... All the works! Movement is either 1 or character just can't move. Any tests are done with -30% penalty. Any magic test are done with penalty of -5 also.
- Special Rule: Some people just don't seem to have hangovers, which is weird. As another rule if character has *Very Resilient* Talent, then he/she will make easier test (with also the normal bonuses to **Toughness**): **Routine (+10%) Toughness Test**.

1.2 Old World Alcohol

Every country is viewed individually. This also includes Elves, Halflings (Moot) and Dwarfs as races.

Special Rules:

[L] *Low*: Commonly not very highly regarded alcohol. Usually cheap and found from the lower-class Inns & Taverns. Poor quality is extremely horrible. Good quality could be considered even tasty and best is just fine enough.

[H] *High*: Commonly considered very quality alcohol and extremely good tasting. This can be seen in the prize also. Even Poor quality version is tasty. Good and Best versions are basically one of the best alcohols in the World.

[1] *Hallucinogenic*: Drinker who gets himself/herself drunk (three failed Tests) gets change for strange visions and unsettling emotional outbursts. Poor Quality gives **Challenging (-20%) Toughness Test**, Common Quality gives **Average Toughness Test**, Good Quality **Easy (+10%) Toughness Test** and Best Quality **Very Easy (+20%) Toughness Test**.

[2] *Alcohol Poisoning*: There is change that this drink is so poorly manufactured, that it will cause alcohol poisoning. Poor Quality has 20% change, Common Quality 10%, Good Quality 5% and Best Quality 1%. If poisoned then drinker must make **Average Toughness Test** or drinker goes blind! If not he/she is has nausea, headaches and vomiting. If Test fails by three degrees drinker dies. This alcohol is usually cheap, but very strong.

[3] *High Alcohol Poisoning*: There is change that this drink is so poorly manufactured, that it will cause alcohol poisoning. Poor Quality has 50% change, Common Quality 20%, Good Quality 10% and Best Quality 5%. If poisoned then drinker must make **Average Toughness Test** or drinker goes blind! If not he/she is has nausea, headaches and vomiting. If Test fails by three degrees drinker dies. This alcohol is usually cheap, but extremely strong.

[4] Causes no hangover!

[5] Extremely rare. Usually very hard to come by, has waiting list, and may cost more than just money.

[6] Drinking a frothy mug of this bolsters a character's resolve, making him immune to Fear. Drinker gains *Fearless Talent* for 1d10 hours.

[7] Causes berserker like rage. Drinking a mug of this drink gives automatically *Frenzy Talent*, which is activated immediately after drinking. If user has *Frenzy Talent* then he gains *Fearless Talent* and also *Frenzy* is activated. User remains *Frenzy* (and *Fearless*) for 1d10+10 rounds.

[8] Drink boosts characters speed Characteristics. Drinking a mug of this drink gives temporary bonus of +1 to **Attack** and **Movement** and also +10% bonus to Initiative. Effect lasts for 1d10+10 rounds.

[9] Drink boosts characters constitution Characteristics. Drinking a mug of this drink gives temporary bonus of +10% to **Strength** and **Toughness**. Effect lasts for 1d10+10 rounds.

[10] True poison! When drinker drinks a full beverage of this liquid stuff he/she must make immediately **Very Hard (-30%) Toughness Test** or drops (and sleeps about 1d10+2 hours). If drinker has Consume Alcohol Skill he/she can make extra Test using that skill if first one fails. After that treat alcohol with normal rules found from alcohols line.

[11] When a Dwarf drinks a full beverage of this fiery brew there is a sudden loud gurgling heard in the pit of his stomach, which builds up to a massive crescendo when the Dwarf finally emits a tremendous belch and flames burst forth from his mouth! Any one standing next to the Dwarf will be hit by automatically by the raging flames which cause Damage 1 hit and ignores all Armour Points. This spew may be dodged but not parried. Anyone else than Dwarf must make **Challenging (-10%) Toughness Test** or lose 1 Damage point.

[12] When consumed a full beverage, the Dwarf who drinks this beer will seem to grow hair all over his body. His blood will feel like it is boiling and he will be possessed with a beast-like courage borne of the Ulfwerener. For a whole turn the Dwarf turns to his feral instincts and gains temporary bonus of +1 to **Attack** and a +10% to **Strength** as he batters his enemies with barely concealed animalistic fury, after which the hairs recede and the Dwarf returns to normal. During this time user also gains *Unsettling Talent* and might easily be mistaken as mutant. Effect lasts for about an hour. Anyone else than Dwarf must make **Challenging (-10%) Toughness Test** or actually gain Were mutation (check details from *Tome of Corruption*).

[13] If any other race than Dwarf or Ogre will drink this stuff make also **Challenging (-10%) Toughness Test** or drinker will gain stomach pains for 1d10 hours. These are hard enough that drinker should remain in bed visiting also regularly the toilet. Any physical tests should be with -10% penalty.

Notes:

- *Quality:* Usually every alcohol type is considered to be Common quality, unless otherwise stated. It is possible that other quality same alcohol is found. For that, adjust just the price and availability (check more from *Core Rulebook* and *Old World Armoury*). Also check **Consume Alcohol Test bonuses/penalties** from above. Weaker quality should drop also the strenght of alcohol. And better quality should rise. GM decision.
- *Cost:* If GM allows, the price of bottle/jug from shop maybe even cheaper than actually buying the bottle from inn or tavern, but just few pennies. Note also that bottle/jug is little cheaper even now. Not all the inns or taverns sell their alcohol in bottles/jugs. This is commonly the price when you buy your alcohol from the shop. For keg of alcohol the price should be about 12 times cost of bottle/jug.
- *Availability:* Places where alcohol is manufactured availability should by Abundant or Plentiful (GM decision), but in the next settlement it might all ready be the normal availability as marked in the following lists. Example Elven Liqueur is Abundant where it is manufacture in the Ulthuan (like in Ellyrion), but Scarce among other provinces and Sea Elves of Marienburg. And when it is imported to the other countries make availability even one more worse. Other countries commonly have one or two levels worse availability (Don't count this to Imported alcohol from Other Lands).
- *Special Wine:* There are extremely expensive types of wines. Even Poor quality Special Wines are still great and more expensive than Best of normal Wines. All should be considered High [H] quality automatically. Most of these Wines have very hard Availability. Note also that there are some types of Wines that are just extremely rare and expensive.
- *Imported:* This gives information how much certain type of alcohol is imported from other countries in Old World. Also gives ideas for Availability.

1.2.1 Average Alcohol (Any country/location)

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Ale, Poor	Ale	-	-	1p	2p	Abundant	+10%
Ale, Common	Ale	-	-	3p	6p	Plentiful	+0%
Ale, Good	Ale	-	5p	9p	1s 5p	Common	-10%
Ale, Best	Ale	-	1s 4p	2s 6p	4s 10p	Average	-20%
Mead, Poor	Wine	-	-	1p	2p	Common	+10%
Mead, Common	Wine	-	-	3p	6p	Average	+0%
Mead, Good	Wine	-	5p	9p	1s 5p	Scarce	-10%
Mead, Best	Wine	-	1s 4p	2s 6p	4s 10p	Rare	-20%
Beer, Poor	Beer	-	-	1p	2p	Abundant	+10%
Beer, Common	Beer	-	1p	2p	4p	Abundant	+0%
Beer, Good	Beer	-	3p	6p	11p	Plentiful	-10%
Beer, Best	Beer	-	11p	1s 8p	3s 2p	Common	-20%
Wine, Poor	Wine	-	7p	1s	1s 11p	Abundant	+20%
Wine, Common	Wine	-	1s 1p	2s	3s 10p	Plentiful	+10%
Wine, Good	Wine	-	3s 4p	6s	11s 8p	Common	+0%
Wine, Best	Wine	-	11s	1gc	1gc 16s	Average	-10%
Special Wine, Poor	Wine	-	3gc	5gc	9gc	Average	+0%
Special Wine, Comm	Wine	-	6gc	10gc	18gc	Scarce	-10%
Special Wine, Good	Wine	-	17gc	30gc	50gc	Rare	-20%
Special Wine, Best	Wine	-	55gc	100gc	170gc	Very Rare	2X
Spirits, Poor	Spirits	6p	-	-	3s 6p	Plentiful	+10%
Spirits, Common	Spirits	1s	-	-	7s	Common	+0%
Spirits, Good	Spirits	3s	-	-	20s	Average	-10%
Spirits, Best	Spirits	1gc	-	-	8gc	Scarce	-20%
Cocktails, Poor	Spirits	-	2s 6p	-	-	Average	-20%
Cocktails, Common	Spirits	-	5s	-	-	Scarce	-20%
Cocktails, Good	Spirits	-	15s	-	-	Rare	-20%
Cocktails, Best	Spirits	-	2gc 10s	-	-	Very Rare	-20%

1.2.2 IMPORTED ALCOHOL FROM THE OTHER LANDS

Aquavit (or Akvavik): This is Norsca specialty. Kislev Kvas style of clear alcohol done from either potato or grain. It is flavored with herbs such as caraway seeds, anise, dill, fennel, coriander and grain of paradise. Typically caraway is the dominating flavor.

Grog, Normal: Pirates and other seamen, who have little cash to spend and with jobs requiring at least a modicum of sobriety, drink a beverage known as Grog. This is mixture of rum watered down with the ship's supply of stagnant water, occasionally flavored with nutmeg, stored fruit, cheap wine or simply more sugarcane juice. Commonly this drink can be considered Low quality.

Grog, Slayer: Slayer Grog is similar to normal Grog, but it is brewed by the Slayer Pirates of the Dwarfs. Most Humans have little use for this drink, which the Dwarfs heavily "water" with gunpowder and iron filings for flavor, apart from perhaps as an impromptu grenade.

Honey Mead: This is Mead from Norsca. Another alcohol Norse brew better than any other country in Old World. It is moderate strength Mead. Norse make also ones with almost no alcohol. And also stronger.

Mezcal: This alcohol comes from far away Lustria. It is sweet, but very strong alcohol done from certain plants that grow only in continent of Lustria. Seem to taste very good with little salt. Wealthiest sometimes use some fruits (lemon, lime) with this alcohol. But these fruits are as rare and expensive as this alcohol, so this is very uncommon.

Saka (or Sake): Saka comes from far away lands of Nippon and similar alcohol is also found from Cathay. It is alcoholic beverage made from rice (common food in those countries).

Uisce (or Whisky or Scotch): Uisce comes from misty island of Albion. It is distilled twice (or even three times) from fermented grain mash and aged in wooden casks (generally oak).

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Aquavit (Akvavik)	Spirits	2s	-	-	16s	Scarce	-10%
Grog, Normal [L]	Spirits	6p	-	-	3s 6p	Common	+0%
Grog, Slayer [L, 13]	Spirits	8p	-	-	5s	Scarce	-10%
Honey Mead [H]	Wine	-	8p	1s	1s 10p	Scarce	-10%
Mezcal [H]	Spirits	1gc 10s	-	-	11gc	Very Rare	-10%
Saka (Sake)	Spirits	1gc	-	-	7gc	Very Rare	-10%
Uisce (Whisky) [H]	Spirits	10s	-	-	3gc 10s	Rare	-20%

1.2.3 BRETONNIA

Ale & Beer: Not very common in Bretonnia. There are some breweries, but their products are low [L] quality. Only Good and Best quality Ale & Beer can be considered “good enough”. Especially Dwarfs hate Bretonnian Ale & Beer.

Imported: Ale & Beer is imported from the Empire mostly. But because they are not that common drink in Bretonnia, not very large quantities are imported. Make availability two levels harder.

Mead: Mead is done in some extend in Bretonnia. Not that common. But Norse influence in the Northern Bretonnia has made Mead more common in there.

Imported: Hardly any import business. Availability of any other country mead is always Very Rare, even Norsca Honey Mead.

Wine: Most common alcohol type. Every location and settlement in Bretonnia has its own wine-types and brands. Bretonnians are very famous for their wines and it is most common drink there. Peasant usually drink average Poor (watered), Common and even sometimes Good quality wines. There are many Special Wines in Bretonnia. Time to time Bretonnian alcohol (wines and Brandy usually) have been branded illegal by merchant guilds of Empire because competition (or possible bad relations with country at that current time).

Imported: Bretonnians are very proud for their wine-making skills, so there is no market for other lands wines. Because this, the availability for any other country wines is usually Very Rare. Only exception maybe Estalian and Tilean wines. Small amounts of them are imported to southern Bretonnia.

Spirits: Bretonnians make Brandy. Bretonnian Brandy is probably oldest hard alcohol type in the Old World. This is another product they are very proud and anyone can easily see this from the prices and that why average person doesn't usually drink Brandy. Bretonnian Brandy is not that strong Spirit, but very tasty (High quality). Another common product is different Liqueurs. Poor and Common quality Liquors are more common among the peasant and commoners (sometimes even Poor quality Brandy). Nobility and rich usually drinks Good or Best quality Liquors and Brandy (even Good and Best quality Brandy). Time to time Bretonnian alcohol (wines and Brandy usually) have been branded illegal by merchant guilds of Empire because competition (or possible bad relations with country at that current time).

Imported: Bretonnians do buy Spirits. Keep availability for Other Lands alcohol same. For any other Spirits make availability one level harder. Cheaper Spirits have good market in the Bretonnia.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: “Shot”	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Bretonnian Ale [L]	Ale	-	-	3p	6p	Scarce	+0%
Bretonnian Mead	Wine	-	-	3p	6p	Average	+0%
Bretonnian Beer [L]	Beer	-	1p	2p	4p	Average	+0%
Bretonnian Wine	Wine	-	1s 1p	2s	3s 10p	Abundant	+10%
Bretonnian Special Wine [H]	Wine	-	6gc	10gc	18gc	Average	-20%
Bretonnian Brandy [H]	Spirits	13s	-	-	5gc	Average	+0%
Bretonnian Liqueur	Spirits	2s	-	-	15s	Common	+10%
Coctails	Spirits	-	5s	-	-	Very Rare	-20%



Famous Alcohols:

Bordeaux: Red Wine from Bordeleaux dukedom.

Carcassonne Special Reserve: Red Wine from Carcassonne dukedom. Most famous Wine in the country. High quality.

L'Anguille Claret: White Wine from L'Anguille dukedom. Well-known Wine. High quality.

Morceaux Red: Red Wine from Morceaux river valley (River Gilleau). Very famous Wine. High quality.

Morceaux Sparkling: Sparkling Wine from Morceaux river valley (River Gilleau). Very famous Wine. High quality.

Moussillon Dry White: White Wine from Moussillon dukedom.

Quenelles Rose: Red (Rose) Wine from Quenelles dukedom.

Sparkling Vin de Couronne: Sparkling Wine from Couronne dukedom. High quality.

Parravon Crown Reserve Brandy: Finest Brandy (High quality) in Bretonnia from the lands of noble family of Marrennes. Rumour is that less than a dozen bottles reach the required standard in a year. Two of them are given to the King every year. For this alcohol there is a waiting list and the price is rarely just cash.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Bordeleaux Red	Wine	-	2s 10p	5s	9s	Common	-10%
Carcassonne Special Reserve (Best) [H]	Wine	-	35gc	60gc	110gc	Very Rare	2X
L'Anguille Claret [H]	Wine	-	4gc	7gc	12gc	Scarce	-20%
Morceaux Red [[H]	Wine	-	5gc	8gc	15gc	Average	-20%
Morceaux Sparkling [H]	Wine	-	6gc	10gc	18gc	Average	-20%
Moussillon Dry White	Wine	-	2s	3s	5s	Plentiful	+0%
Quenelles Rose	Wine	-	2s 6p	4s	7s	Common	-10%
Sparkling Vin de Couronne [H]	Wine	-	3s	5s	9s	Average	-20%

Parravon Crown Reserve Brandy (Best) [H, 5]	Spirits	8gc	-	-	60gc	Very Rare	-20%
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1.2.4 DWARF

Dwarfen Ale

Note: Text taken from *Dwarfs: Stone and Steel* (WFRP1 sourcebook).

“For Dwarfs, brewing is more than an art, and ale is more than a drink. Dwarf ale is actually one of the most important aspects of their dietary regimen. Dwarf ale is so nourishing that any Dwarf can subsist on this alone for weeks at a time. Each Dwarf settlement of any size has master brewer. He is usually the elder of one of the ale-brewing clans. In addition to ensuring the high quality of Dwarf ale, the master brewers have the responsibility of stockpiling reserves of all varieties. It is said that the abilities and foresight of the master brewer – more than any other Dwarf – is essential to the health of a Dwarf settlement. There were many times during the Goblin Wars when the only thing that stood between the Dwarfs and starvation was their ale. Even their livestock thrived on Dwarf ale during those lean years.”

Ale & Beer: Most common alcohol among Dwarfs, and they are very proud of their brewing skills. Actually Dwarf Ales & Beers are probably best of their kind in all World, but also very strong.

Imported: There is no market for other races Ale & Beer among the Dwarfen kind. They do drink it among the other races, but always remind you how much better real Dwarfen brew is. Usually they consider other races Ales & Beers just too “soft” and “light”. Any imported Ale & Beer availability should be always Very Rare.

Mead: Dwarfs do like mead and manufacture it also. Like all alcohol, Dwarfen Mead is also very strong. Especially Norse Dwarfs have adapted the Mead manufacturing from the Norse. Off course it is not as common alcohol among Dwarfs as Ale & Beer.

Imported: Mead has business among the Dwarfs and they do buy it. Availability for other countries Mead is still two levels harder (even Norse).

Wine: Dwarfs don’t drink wine.

Imported: Some extend of wine is traded to the Dwarfs. Availability for imported wine is always two levels harder.

Spirits: Dwarfs love hard alcohol. They make some alcohol (moonshine type) themselves, especially from the mushrooms. Even these are not very good tasting alcohol; they are still far better quality than human made Moonshine (no poisoning change). But mostly they trade/buy their Spirits. Special: Graging is only common in the Averland area, but also imported to other places. It is strange Dwarf invention from the wine. Check also Grog from Other Lands, this should be considered normal alcohol, not Imported, among the sailing Dwarf and those in the Barak Varn.

Imported: Spirits are good business. Keep availability for Other Lands alcohol same. For any other Spirits make availability one level harder.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: “Shot”	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Dwarfen Ale [H]	Ale	-	-	3p	6p	Plentiful	-20%
Dwarfen Mead	Wine	-	-	3p	6p	Average	-20%
Dwarfen Beer [H]	Beer	-	1p	2p	4p	Abundant	-10%
Mushroom Moonshine [L]	Spirits	1s	-	-	7s	Common	2X

Josef Bugman

Note: Text taken from *Grudgelore* (Black Library sourcebook).

“Perhaps one of the most famous brewmasters of all time is Josef Bugman. His legacy stretches back to the Dragonback Mountain Dwarfs. My researches reveal he was once a resident of the Empire and had a secret brewery located near to the foot of the Grey Mountains, and for a time the people of the Empire enjoyed some of the finest beers ever tasted: **Troll Brew**, **Bugman’s XXXXXX** and **Bugman’s Special Brew** are three of the most notable. This peace and prosperity was not to last, though. After the brewery was raided by goblins and destroyed Bugman took up a reclusive life and was never seen in the Empire again.”

Famous Alcohols:

Bellok’s Ale: Best Ale from Talabheim. Comes from the Hargrinson’s Brewery. Powerful alcohol, made from locally grown hops and barley mixed with the blessed water of the Crater Lake. Make availability one level harder outside Talabheim. Usually found from expensive high-class taverns and inns.

Bugman’s XXXXXX Bitter: First brewed by Josef Bugman, and later distributed throughout the major cities of the Old World. Famous for its ability to reduce fear, but very rare. Dark brew that is the choice in the courts of the Emperor and High King of Karaz-a-Karak. High quality.

Bugman’s Premier Ale: This is perhaps the finest brew ever devised in modern times. It is said to ‘charm’ the throat and slip down like silk. When this beer is drunk and savoured the Dwarf takes on a warm glow and a positively beaming smile. High quality.

Golden Drop, the: One of the purest brews around, the Golden Drop is a fine beverage that is smooth and creamy with a sweet tangy after-taste. When drunk this ale will put a smile on any Dwarf’s face. He will feel light and able. High quality.

Grolin’s Reserve: High quality Ale from famous Dwarf brewer Grolin Bitterstout. His Ale, Grolin’s Reserve, is favorite Ale of Emperor Karl Franz himself.

Zhufbar Ale: High quality Ale. Known for its rich flavor and dark colour, the Ale packs quite punch.

Bellok’s Beer: Beer from Talabheim. Comes from the Hargrinson’s Brewery. Powerful alcohol, made from locally grown hops and barley mixed with the blessed water of the Crater Lake. Make availability one level harder outside Talabheim. Usually found from expensive high-class taverns and inns.

Durgrund’s Hellfire: Famous Dwarfen brew.

Korben’s Finest: Among some of the greatest brews (High quality). Made from pale malt, roasted unmalted barley, and caramel malt.

Lycanthropic Reserve: Brewed with the blood of the Ulfwerener this beer is a deep black in colour and leaves a bitter but not wholly unsatisfying taste in the mouth. When consumed, the Dwarf who drinks this beer will seem to grow hair all over his body. His blood will feel like it is boiling and he will be possessed with a beast-like courage borne of the Ulfwerener. Commonly manufactured only by Norse Dwarfs. Very unhealthy for the other races.

Nordic Original: Said to hail from the icy lands of Norsca and first brewed by the Norse Dwarfs of the northern holds this brew is chilled to perfection but bears the bite of the Northern winds and the fiery temperament of the Norse. As it is consumed the user screws up his face and grits his teeth due to the extreme potency. When the last drop goes down, froth begins to bubble on the user’s lips and he goes totally Berserk just like the Barbarian. He remains in this state until the end of combat.

Old Fortitude: Famous Dwarfen brew.

One-finger’s Tar Drop: Famous Dwarfen brew.

Thengeln’s Golden Preserve: Famous Dwarfen brew.

Volcano Brew: The fabled Volcano Brew is perhaps one of the most potent beers known to all Brewmasters. It is a fiery and vibrant draught that is said to make beards bristle and hair stand on end such is its strength. The warrior is challenged by a Brew-master to drink a full tankard of Volcano Brew and remain standing after the experience! If the warrior is successful in supping the Volcano Brew then he may have a rune inscribed on his axe for free by a Runesmith who witnessed the event and was impressed by his courage.

Volcanus Hellfire: A heady brew with a much longer fermentation and run off period than most brews. Its actual brewing process is something of a secret but some say it is a magical concoction enhanced with the aid of Runesmiths who have a passion for brewing. When a Dwarf drinks this fiery brew there is a sudden loud gurgling heard in the pit of his stomach, which builds up to a massive crescendo when the Dwarf finally emits a tremendous belch and flames burst forth from his mouth! Unhealthy for the other races.



Gragrint: Dwarfen "Wine" from Averland. Originally invented by Dwarf brew master Elmador Rorekson who found a way to use leavings of the used grapes (stems, pits, partial vines, and eventually the juiceless husks). Gragrint is no way a Wine. It is Spirit and a strong one.

Grog, Slayer: Check Grog from Other Lands, this should be considered normal alcohol, not Imported, among the sailing Dwarfs and those in the Barak Varn.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Bellok's Ale (Best)	Ale	-	2s	3s	5s	Average	-20%
Bugman's XXXXXX Bitter [H, 6]	Ale	-	14gc	27gc	50gc	Very Rare	-20%
Bugman's Premiere Ale [H, 6, 9]	Ale	-	20gc	35gc	65gc	Very Rare	-10%
Golden Drop, the [H, 8]	Ale	-	2gc	3gc	5gc	Scarce	-10%
Grolin's Reserve [H]	Ale	-	3p	4p	7p	Common	-20%
Zhufbar Ale [H]	Ale	-	3p	4p	7p	Average	2X

Bellok's Beer	Beer	-	2p	3p	5p	Common	-10%
Durgund's Finest	Beer	-	3p	4p	7p	Average	-20%
Korben's Finest [H]	Beer	-	4p	7p	1s	Common	-10%
Lycanthropic Reserve [12]	Beer	-	4s	7s	12s	Very Rare	-10%
Nordic Original [7]	Beer	-	1s	2s	3s	Rare	-20%
Old Fortitude	Beer	-	3p	4p	7p	Average	-20%
One-finger's Tar Drop	Beer	-	3p	4p	7p	Average	X2
Thengel's Golden Reserve [H]	Beer	-	5p	9p	1s 4p	Average	-20%
Volcano Brew [10]	Beer	-	3s	5s	9s	Rare	X2
Volcanus Hellfire [11, 13]	Beer	-	4s	7s	12s	Rare	-10%

Gragrint	Spirits	1s	-	-	7s 8p	Plentiful	-20%
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1.2.5 ELVEN

Ale & Beer: Not very common drink and Elves do not manufacture (brew) Ale or Beer.

Imported: There is no business trading Ale & Beer to the Elves. Mostly because Elves are so isolated (Ulthuan and Wooden realms), but also because they do not use. Sea Elves of Marienburg may still trade Ales & Beers. Mostly other countries products are not found among the Wood- or High Elves, but Marienburg Elves may use listed availability.

Mead: Common drink among the Elves. It is sweeter than human Mead. Some say elven Meads have magical traits, and it is true that many experience strange vision while drinking heavily Elven Meads. Elves do not get this Hallucinogenic effect, only other races.

Imported: There is no business trading Mead to the Elves. Mostly because Elves are so isolated (Ulthuan and Wooden realms). Sea Elves of Marienburg may still trade Mead. Mostly other countries products are not found among the Wood- or High Elves (they like their own better), but Marienburg Elves may use listed availability.

Wine: Common drink among the Elves and they are actually excellent wine-makers. Their wines are sweeter than humans. Elves have Special Wines also. Some regard High Elven Wines best in the world. High Elven Wines come commonly from the realm of Eataine. A fine Elven Wine is rumored to have magical qualities and it is said that Elves sometimes drink Special Wines before battle to become immune for fear (these Special Wines just are not that common especially among the other races).

Imported: There is no business trading Wine to the Elves. Mostly because Elves are so isolated (Ulthuan and Wooden realms). Sea Elves of Marienburg may still trade Wines. Mostly other countries products are not found among the Wood- or High Elves, but Marienburg Elves may use listed availability.

Spirits: Elves do not usually drink Spirits, but they do have very strong and sweet Liqueurs. Some say these have magical traits, and it is true that many experience strange vision while drinking heavily Elven Liqueurs. Elves do not get this Hallucinogenic effect, only other races.

Imported: There is no business trading Sprits to the Elves. Mostly because Elves are so isolated (Ulthuan and Wooden realms), but also because they do not use. Sea Elves of Marienburg may still trade Spirits. Mostly other countries products are not found among the Wood- or High Elves, but Marienburg Elves may use listed availability.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Elven Mead [H, 1]	Wine	-	8p	1s	1s 10p	Scarce	-20%
Elven Wine [H]	Wine	-	1s 1p	2s	3s 10p	Plentiful	-10%
Elven Special Wine [H, 6]	Wine	-	6gc	10gc	18gc	Rare	-20%
Elven Liqueur [H, 1]	Spirits	5s	-	-	1gc 18s	Scarce	-10%

Famous Alcohols:

Sea Elven White: White Wine from Marienburg. Truth is that the grapes come from Ulthuan and Wine has sweet Elven Wine taste. High quality.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Sea Elven White [H]	Wine	-	2s 6p	4s	7s	Scarce	-20%

1.2.6 EMPIRE, THE

Ale & Beer: Very common alcohol in the Empire. There are many breweries and usually every settlement brews its own local brew (however not all that good).

Imported: A lot of Ale & Beer is imported inside Empire, even from long distances. Empire folk love Dwarfen strong Ale & Beer and also Marienburg brews (and even Halfling Ales & Beers). Availability for Dwarf and Moot Ales & Beers should be as listed. Any other one level harder.

Mead: Mead is more common drink in the Northern Empire (probably because strong Norse influence/heritage in that area).

Imported: Mead is good business and is imported. Norsca Honey Mead has availability as listed; Mead from any other country should be one level harder. For any Dwarf and Moot Mead use listed availability.

Wine: Wine is as common drink as in Bretonnia. It is made everywhere in the Empire. Few Special Wines are made, but they are not as common as in Bretonnia. People in the Empire favor lighter and sweeter grapes.

Imported: Very much wine is imported from the other countries. People in the Empire like very much Tilean, Estalian and especially Bretonnian wine. Still Availability should be one level harder. Time to time Bretonnian alcohol (wines and Brandy usually) have been branded illegal by merchant guilds of Empire because competition (or possible bad relations with country at that current time). For any Moot Wine use listed availability.

Spirits: All kind of spirits are common in the Empire. Empire has its own Brandy, which has great competition against famous Bretonnian Brandy. Common Empire manufactured Spirits are Schnapps, which are basically different Liqueurs. Other common alcohol include cheap (and bad tasting) Gin and very strong and foul tasting (also dangerous) Moonshines and Rotgut whiskey. Especially Talabecland is famous for its Rotfire Moonshine. Mixed alcohol, Cocktails, are probably most common in the Empire than any other Old World country. Example for this is Middenheim's Templar's Arms "Heroes Drink".

Imported: Spirits are good business. Keep availability for Other Lands alcohol same. For any other Spirits make availability one level harder. In northern Empire (Middenland, Nordland, Ostland) Kislevian alcohol (Kvas or more commonly known in Empire as Vodka) should be same availability as in Kislev. Kvas is very much liked and imported to the Empire. Also in Reikland Bretonnian alcohol should have same availability as in Bretonnia. Time to time Bretonnian alcohol (wines and Brandy commonly) have been branded illegal by merchant guilds of Empire because competition (or possible bad relations with country at that current time). Even Bretonnian Brandy is very expensive it has good market in the Empire. For any Dwarf and Moot Spirits use listed availability.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Imperial Ale	Ale	-	-	3p	6p	Plentiful	+0%
Imperial Mead	Wine	-	-	3p	6p	Average	-10%
Imperial Beer	Beer	-	1p	2p	4p	Abundant	+0%
Imperial Wine	Wine	-	1s 1p	2s	3s 10p	Plentiful	+10%
Imperial Special Wine [H]	Wine	-	6gc	10gc	18gc	Scarce	-20%
Imperial Brandy	Spirits	10s	-	-	4gc	Average	+0%
Imperial Gin [L]	Spirits	6p	-	-	3s 6p	Plentiful	+0%
Rotgut whiskey [L, 3]	Spirits	1p	-	-	7p	Plentiful	2X
Schnapps or Imperial Liqueur	Spirits	1s	-	-	7s	Plentiful	+10%
Thunder Water (Moonshine) [L, 2]	Spirits	2p	-	-	1s 2p	Common	2X
Cocktails	Spirits	-	5s	-	-	Scarce	-20%

Famous Alcohols:

Altdorf Rotsrich Spiced Ale: Very strong, but good tasting spiced Ale from Altdorf.

Hammer: Strong and specially flavored Ale from Middenheim. This Ale was originally invented by Uli Breitner, the keeper of Templar's Arms. It is said, that there was some Dwarfen help when inventing this Ale. It has very much Dwarf style/taste in it. Also it is very strong. Even Dwarfs like this one.

Mule's Kick, the: Strong Ale from Nuln. It is specialty of The Mule's Kick tavern near to the Teamster's headquarters.

Talabheim Special "Troll Squirt": Low quality Ale from Talabheim. Called also "Bitter Brew" or "I be done Swill". It is ruddy complexion and a harsh metallic taste. This is because it uses water from the Talabec.

Sweet Brew Mead: Notorious Mead brew from Middenheim. Though it has a rich amber color and a delicious taste, occasional batches are known to contain a few contaminants that elicit strange vision and unsettling emotional outbursts.

Dark Maiden Stout: Popular Beer from Grey Mountains. Dark Maiden is brewed by Leoricans (The Monastery of Dark Maiden. Myrmidian monastery). Beer is thick, black and has metallic taste. Popular in Wissenland and in Nuln (especially among the army).

Seamus Lager: Popular Beer from Middenland. It has a smooth, crisp taste and a clean finish.

Annaliese: Extremely rare Wine which is cultivated in Sylvania. It supposedly comes from a small vineyard that dwells under the shadow of the World's Edge Mountains. Rumor holds that it is turned once every Hexensnacht for a decade and tender by a vintner who is one of the Restless Dead. It is whispered to have a taste like burning cinnamon with a distinctly iron finish.

Aulenbacher: Straw-colored Wine from a small vineyard in Black Mountains. Vineyard is run by Sigmarite monks and bottles of Aulenbacher are marked by twin-tailed comets. Regular drinkers typically insist that when drinking the Wine in right glasses (marked with Sigmar's symbols) Wine brings forth its inner richness.

Gewürztraminek: Red Wine from Stirland. Extremely sweet Wine.

Grenzstadter: White Wine from Averland. Very famous throughout the Empire and also popular in Marienburg (keep Availability same there). It carries the faintest hint of apple along with a subtle earthy undertone. Another specialty for this wine is, that it doesn't cause hangover?!

Loningbruck "Ruby": White Wine from Averland. It has red color. That is where its nickname comes. This comes actually from Averland Longhorn cattle blood, which is added to the fermentation vats from which it springs.

Manann's Own: Wine from Grey Mountains. A legendary vintage (and very rare), brewed by the renowned hermit Gotthold Koch from grapes only to be found in a field he prepared high in the Grey Mountains. Supposedly, the grapes were never exposed to the light of the sun. Manann's Own is rumored to have a near ghostly bouquet; the Wine supposedly almost evaporates on the tongue, leaving only the delightful breath of its passage.

Pritzstock Reisling: Wine from Middenland. It is a light delicate Wine that is gaining in popularity throughout the Western Empire.

Reikland Hock (White): White Wine from Reikland. Respected Special Wine (High quality).

Heroes Drink: Special cocktail from Middenheim. Inventor of cocktail is Uli Breitner, the keeper of Templar's Arms, but rumor is that it was actually few adventurers (one from Norsca) who came up with the idea and presented that to Uli. Heroes Drink is tasty and cheap cocktail, but extremely strong mix. Recipe is secret, but has definitely Kvas or Aquavik based alcohol, with special flavor.

Talabecland Rotfire (Moonshine): Hard alcohol from Talabecland. Very common and cheap drink. Also dangerous and very bad tasting (Low quality).



Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Altdorf Rotsrich Spiced Ale [H]	Ale	-	7p	1s	1s 10p	Common	-20%
Hammer	Ale	-	2p	4p	7p	Scarce	-20%
Mule's Kick, the	Ale	-	2p	4p	7p	Scarce	-10%
Talabheim Special "Troll Squirt" [L]	Ale	-	1p	2p	3p	Plentiful	+0%
Sweet Brew Mead [1]	Wine	-	4p	6p	11p	Common	-20%
Dark Maiden Stout	Beer	-	2p	4p	7p	Common	+0%
Seamus Lager	Beer	-	1p	2p	4p	Plentiful	+0%
Annaliese [H, 5]	Wine	-	2gc	3gc	4gc	Very Rare	-20%
Aulenbacher	Wine	-	8p	1s	1s 10p	Common	+0%
Gewürzaminek	Wine	-	2s	3s	5s	Plentiful	+0%
Grenzstadter [4]	Wine	-	2s 4p	4s	7s 6p	Plentiful	+10%
Loningsbruck "Ruby"	Wine	-	8p	1s	1s 10p	Plentiful	+0%
Manann's Own (Best) [5]	Wine	-	140gc	250gc	450gc	Very Rare	2X
Pritzstock Reisling	Wine	-	1s 1p	2s	3s 10p	Plentiful	+0%
Reikland Hock (White) [H]	Wine	-	2s	3s 6p	6s	Common	+0%
Heroes Drink Cocktail	Spirits	-	4s	-	-	Scarce	2X
Talabecland Rotfire (Moonshine) [L, 2]	Spirits	1p	-	-	7p	Common	2X



1.2.7 ESTALIA

Ale & Beer: Estalians like to drink Ale & Beer, but it is not as common alcohol as Wine.

Imported: Some Ale & Beer is imported to the Estalia. Mostly famous Dwarf Ales & Beers, but also Imperial Ales & Beers have good reputation. Dwarfen and Imperial Ales & Beers have one level harder availability, others two levels.

Mead: Mead is very rare alcohol.

Imported: Mead is good business, because it is rare and Estalians do like Mead. Even so, Mead has one level harder in availability. Keep Norsca Honey Mead availability same.

Wine: Wine is as common drink as in Bretonnia. It is made everywhere in the Estalia. Also there are many Special Wines in Estalia. Estalians are very proud of their Wines. Lean towards red vintages. Note also that cork's for Wine bottles come from Estalia.

Imported: Unlike Bretonnians Estalians still import Wine from Tilea and Bretonnia (even rivals in this business). They would never say Bretonnian or Tilean Wine is better than their own (even Bretonnian probably is). Wine from Tilea and Bretonnia should be one level harder. Any other Wine two levels.

Spirits: Estalians manufacture many kinds of hard alcohol and they are actually all very good. After Bretonnia Estalians are probably best Brandy manufacturers, also their Gin is usually very high quality (unlike Imperial Gin), but their specialty is still Sherry.

Imported: Spirits are good business and there is a lot trade between other countries and Estalia. Keep availability for Other Lands alcohol same. For any other Spirits make availability one level harder.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/Goblet	Cost pint: Mug/Tankard	Cost 2x pint: Bottle/Jug/Quart	Availability	Consume Alcohol Test Bonus
Estalian Ale	Ale	-	-	3p	6p	Average	+0%
Estalian Mead	Wine	-	-	4p	7p	Very Rare	+0%
Estalian Beer	Beer	-	1p	2p	4p	Common	+0%
Estalian Wine	Wine	-	1s 1p	2s	3s 10p	Plentiful	+10%
Estalian Special Wine [H]	Wine	-	6gc	10gc	18gc	Scarce	-20%
Estalian Brandy	Spirits	10s	-	-	4gc	Average	-10%
Estalian Gin	Spirits	10p	-	-	6s	Plentiful	-10%
Estalian Sherry [H]	Spirits	2s	-	-	15s	Common	+10%
Cocktails	Spirits	-	5s	-	-	Rare	-20%

Famous Alcohols:

Bilbali Red: Red Wine from Bilbali. Well-Known Red Wine.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/Goblet	Cost pint: Mug/Tankard	Cost 2x pint: Bottle/Jug/Quart	Availability	Consume Alcohol Test Bonus
Bilbali Red	Wine	-	2s	4s	7s	Common	+10%



1.2.8 KISLEV

Ale & Beer: Kislevian like very much Ale & Beer, so brewing Ale & Beer is common. Still distilling Kvas Spirit is even more common.

Imported: Trade of Ale & Beer is very common in Kislev, because they do like other countries Ales & Beers (especially Imperial) and don't have that much breweries. Imperial and Marienburg Ales & Beers can use normal listed availability, any other has one level harder availability.

Mead: Mead is common alcohol, probably because close Norse/Norsii influence. It is still not as common as Ale & Beer.

Imported: Trade with Mead is good as any other alcohol. Make availability one level harder. Rise Norsca Honey Mead availability to Average.

Wine: Wine production is very limited in Kislev and their wines are not really that good anyway.

Imported: Most of the wines are imported from other countries (and this is a lot) and most commonly from the Empire. All Wines have availability one level harder, except any Wine produced in the Northern Empire (Nordland, Middenland, Ostland). They should have normal listed availability.

Spirits: Kislevian love strong alcohol (Spirits). Their own specialty is different kinds of Kvas, clear distilled Spirit. There is another word in Kislevian language to this alcohol: Vodka (this is more common name in other countries). Every settlement usually manufactures their own Kvas and it is most common alcohol in the country (used even for medicine purposes). There are many different flavors and alcohol is very cheap (even cheaper than Ale & Beers), but still very good (and better quality than Imperial Moonshine). Another specialty is Koumiss, which is strong Spirit made from fermented mare's milk. This is originally Ungol creation and very popular in the Oblast (cheap and strong).

Imported: All Spirits are excellent trade-goods in Kislev. Make their availability one level harder, except any Spirits produced in the Empire of Marienburg. They should have normal listed availability. Keep availability for Other Lands alcohol same, except Norse Aquavit. Raise that one level to Average.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Kislevian Ale	Ale	-	-	2p	4p	Common	+0%
Kislevian Mead	Wine	-	-	3p	6p	Average	-20%
Kislevian Beer	Beer	-	-	1p	2p	Plentiful	+0%
Kislevian Wine [L]	Wine	-	11p	1s 8p	3s	Average	+0%
Koumiss	Spirits	1p	-	-	6p	Common	-20%
Kvas (Vodka)	Spirits	2p	-	-	1s 2p	Plentiful	-10%
Cocktails	Spirits	-	4s	-	-	Rare	-20%

Famous Alcohols:

Chesnochnaya (Garlic Kvas): Garlic spiced hard alcohol from Kislev. It is famous and strange tasting drink. Legends tell that Vampires do not attack those who drink this alcohol. Maybe that why it is so common, especially during the dark winter times.

Jewel of Kislev: Brand of Kvas made in the Jewel of Kislev distillery in Kislev (found by Stola Ormanoff). Both Jewel and Stola are famous and Jewel is imported to many countries.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Chesnochnaya (Garlic Kvas)	Spirits	1s	-	-	7s	Common	-10%
Jewel of Kislev	Spirits	10p	-	-	6s	Plentiful	-10%



1.2.9 MARIENBURG/WASTELAND

Ale & Beer: Ales & Beers are very common alcohol in Wasteland area. Many brewers in Marienburg adopted the brewing techniques of Bretonnian bremaesters, resulting in a variety of fine ales with hearty, robust, and fruity flavor.

Imported: Marienburg lives on trading. Everything can be found from the city! Use listed availability for every alcohol.

Mead: Mead is common alcohol, probably because close Norse/Norsii influence. It is still not as common as Ale & Beer.

Imported: Marienburg lives on trading. Everything can be found from the city! Use listed availability for every alcohol. Imported alcohol (from outside Old World) maybe even half their normal price!

Wine: Wine production is very limited in Wasteland and most of their wines are imported.

Imported: Marienburg lives on trading. Everything can be found from the city! Use listed availability for every alcohol.

Spirits: Rum is Wasteland specialty. Usually cheap and not as good as Tilean Rum. Check also Grog from Other Lands, this should be considered normal alcohol, not Imported.

Imported: Marienburg lives on trading. Everything can be found from the city! Use listed availability for every alcohol. Imported alcohol (from outside Old World) maybe even half their normal price!

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Marienburg Ale	Ale	-	5p	9p	1s 4p	Common	+0%
Marienburg Mead	Wine	-	-	4p	7p	Rare	+0%
Marienburg Beer	Beer	-	4p	7p	1s	Plentiful	+0%
Marienburg Wine	Wine	-	1s 1p	2s	3s 10p	Average	+10%
Wastelander Rum	Spirits	1s 6p	-	-	10s	Common	+0%
Cocktails	Spirits	-	5s	-	-	Scarce	-20%

Famous Alcohols:

Marienburg Pale: Most famous Ale from Marienburg.

Braakbroew Ale: Very strong Ale from Marienburg.

Blozenbroew: Good tasting normal Beer made in the Long Dragon Inn in Marienburg. This is actually very tasty and also costly.

Boekbier: Good tasting very strong Beer made in the Long Dragon Inn in Marienburg. This is actually very tasty still.

Alte Geheerentode Rum: Notorious very strong Rum from Marienburg.

Grog, Normal: Check Grog from Other Lands.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Marienburg Pale	Ale	-	-	3p	6p	Plentiful	+0%
Braakbroew Ale	Ale	-	1s	1s 9p	3s 5p	Common	-20%
Blozenbroew	Beer	-	6p	10p	1s 6p	Common	+0%
Boekbier	Beer	-	1s	1s 10p	3s 6p	Average	-20%
Alte Geheerentode Rum	Spirits	3s	-	-	17s	Scarce	2X



1.2.10 MOOT/HALFLING

Ale & Beer: Halflings do use Ales & Beers. Also they do brew their own also, but commonly they are not that good in brewing business.

Imported: Most Ales & Beers that Halflings/Moot use are imported from the Empire. With alcohol from the Empire use normal listed availability. Alcohol from anywhere else should have two levels harder availability.

Mead: Mead is rare alcohol, but some halflings do make it.

Imported: Some Mead is imported to Moot. With alcohol from the Empire use normal listed availability. Alcohol from anywhere else should have two levels harder availability.

Wine: Wine is as common drink as in the Empire and Halfling grow and make Wines. They do not have Special Wines.

Imported: Some Wines are imported from other countries (naturally from the Empire). With alcohol from the Empire use normal listed availability. Alcohol from anywhere else should have two levels harder availability.

Spirits: Halflings specialize in Sherry. Not as good as Estalian Sherry, but good.

Imported: Some Spirits are imported from other countries (naturally from the Empire). With alcohol from the Empire use normal listed availability. Alcohol from anywhere else should have two levels harder availability.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Halfling Ale	Ale	-	-	3p	6p	Common	+0%
Halfling Mead	Wine	-	-	3p	6p	Average	-10%
Halfling Beer	Beer	-	1p	2p	4p	Plentiful	+0%
Halfling Wine	Wine	-	1s 1p	2s	3s 10p	Average	+10%
Halfling Sherry	Spirits	1s	-	-	7s	Common	+10%

Famous Alcohols:

Keigel's Natural Pig Swill: The most notorious Beer from Mootland. Only the worst low-life scum and thirstiest Halfling would ever deign to put this vile concoction to the taste. Worse, the after-effects of this vile brew are painful and accompanied with much vomiting. It is common export still because cheap prize.

Whistler's Finest Rosy White: White Wine from Moot. Produced by the Whistler clan. A rosy white Wine with a subtle flavor reminiscent of flowers with a faint taste of mint. Wine is a delightful round offering. All Whistler Wines are exclusively pressed by the feet of the Whistler Halflings and their relatives instead of any machine, a fact they're extremely proud of. Correspondingly, a fair number of wine connoisseurs won't touch the stuff. Whistler children hand paint all the bottles, covering them in flowers and various creatures.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/ Goblet	Cost pint: Mug/ Tankard	Cost 2x pint: Bottle/ Jug/Quart	Availability	Consume Alcohol Test Bonus
Keigel's Natural Pig Swill [L]	Beer	-	-	1p	2p	Common	-20%
Whistler's Finest Rosy White	Wine	-	1s 8p	3s	5s 6p	Average	+0%



1.2.11 TILEAN

Ale & Beer: Tileans do not commonly drink Ale & Beer, but some breweries are found in the country. Usually Tilean Ales & Beers are very low quality.

Imported: Most Ales & Beers that Tileans use are imported from Dwarfs and from the Empire. Dwarfen and Imperial Ales & Beers have one level harder availability, others two levels.

Mead: Mead is very rare alcohol.

Imported: Mead is good business, because it is rare and Tileans do like Mead. Even so, Mead has one level harder availability. Keep Norsca Honey Mead availability same.

Wine: Wine is as common drink as in Bretonnia or Estalia. It is made everywhere in Tilea and most common alcohol. Also there are many Special Wines in Tilea. Tileans are very proud of their Wines. Lean towards red vintages.

Imported: Unlike Bretonnians Tileans still import Wine from Estalia and Bretonnia (even rivals in this business). They would never say Bretonnian or Estalian Wine is better than their own (even Bretonnian probably is). Wine from Estalia and Bretonnia should be one level harder. Any other Wine two levels.

Spirits: Tileans specialize in Rum. Dark Rum is very expensive alcohol, but White (clear) Rum is more common among the peasants (even expensive still). Check also Grog from Other Lands, this should be considered normal alcohol, not Imported.

Imported: Spirits are good business and there is a lot trade between other countries and Tilea. Keep availability for Other Lands alcohol same. For any other Spirits make availability one level harder.

Average Alcohol:

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/Goblet	Cost pint: Mug/Tankard	Cost 2x pint: Bottle/Jug/Quart	Availability	Consume Alcohol Test Bonus
Tilean Ale [L]	Ale	-	-	3p	6p	Average	+0%
Tilean Mead	Wine	-	-	4p	7p	Very Rare	+0%
Tilean Beer [L]	Beer	-	1p	2p	4p	Scarce	+0%
Tilean Wine	Wine	-	1s 1p	2s	3s 10p	Plentiful	+10%
Tilean Special Wine [H]	Wine	-	6gc	10gc	18gc	Scarce	-20%
Tilean Dark Rum	Spirits	14s	-	-	5gc 5s	Common	-10%
Tilean White Rum	Spirits	6s	-	-	2gc 5s	Common	-10%
Cocktails	Spirits	-	5s	-	-	Rare	-20%

Famous Alcohols:

Tilean Fizzy Red: Red Wine from Tilea. Well-Known Red Wine. Very strong Red Wine.

Tilean Policella White: White Wine from Tilea. Well-Known White Wine.

Grog, Normal: Check Grog from Other Lands.

Alcohol	Type	Cost 1/4 pint: "Shot"	Cost 1/2 pint: Cup/Glass/Goblet	Cost pint: Mug/Tankard	Cost 2x pint: Bottle/Jug/Quart	Availability	Consume Alcohol Test Bonus
Tilean Fizzy Red	Wine	-	2s 4p	4s	7s	Scarce	-20%
Tilean Policella White	Wine	-	1s 7p	3s	5s	Average	-10%

2. Tobacco

Use of tobacco is very common in the Old World and also in other lands surrounding the Old World. In Araby it is even more common, and even the fierce Norse from the north like to use of tobacco (if they get any on their hands). Different races have smoked tobacco-type of plants for thousands of years also, Dwarfs and Halflings for example. Even Ogres like to smoke.

There is probably no real knowledge were it all started. Halflings off course want to take full credit. The others say smoking was common in the lands of Araby in time of ancient Khemri long before halflings started. But truth may actually be, that it was Dwarfs that invented the bad habit. Even so, best tobacco comes from other places than Dwarfen realms. Most exotic tobacco in Old World comes either from Araby or from the jungles of Lustria (which is rarer and very much wanted).

Following list is expansion for equipment. Tobacco is usually sold in large quantities (about 300 usages/smokes), which don't really weight that much (it is actually very small amount of tobacco plant). There can be different variations about mentioned types of tobacco.

Tobacco/Tabac (in Old World)

Average Tobacco (300 uses)	Cost	Enc	Availability	
Average Poor	2gc	1	Common	
Average Common	4gc	1	Average	
Average Good	12gc	1	Scarce	
Average Best	40gc	1	Rare	
Famous Tobacco (300 uses)	Cost	Enc	Availability	
World Edge Mouldy Leaf	2gc	1	Common	Common quality
Moot Halflynge Weede	3gc	1	Average	Common quality
Arabie Blacke	4gc	1	Scarce	Common quality
Lustria Tabac	5gc	1	Rare	Common quality
Other Products				
Chewing Tobacco, Ounce (15 uses)	4s	-	Scarce	Moot or Mouldy, Common quality
Snuff, Ounce	10s	-	Rare	Moot, Common quality
Arabian Cigars, 4 cigars	6gc	1	Rare	Arabie Blacke, Common quality
Pipe	10s	1	Common	Common quality
Arabian Waterpipe	5gc	2	Rare	Common quality

World Edge Mouldy Leaf: Very common wild tobacco plant. Lives in the mountain ranges and found especially in the World Edge Mountains. Not very good tasting tobacco and considered low quality, but Dwarfs love it. It is famous and cheap enough. Taste is very sharp and strong. They consider Halfling tobacco too "soft". Also plant survives very well in cold environment.

Moot Halflynge Weede: Most common homegrown tobacco type in the Old World. Grown in the Moot area, but there are few smaller places/fields around the Old World where halflings live. Plants survive in cold environment.

Arabie Blacke: Famous and very strong, but smooth tasting, tobacco that is cultivated in the Araby. Arabians specialty is rolling Cigars from this tobacco plant leaves. Plants don't survive very well in cold weather of Old World.

Lustria Tabac: The best tobacco plants found in the world. They have strange, but very good, aromas. Plants don't survive cold weather of Old World.

Arabian Cigars: Arabie Blacke rolled in the leaves of same tobacco plant creating ready cigars.