

Drinks

When passing a drink to another player, the drink is determined at random by the roll of a d20. Each drink contains four values: Name of the drink, type of drink, strength of a drink (which is decided by a parameter roll, for example: a roll of 4 to 12), and where it is from. If the player rolling a drink rolls a 1, they are accidentally giving the person a break and must roll again to either present the person with coffee or water. If the player rolling the drink rolls a 20, they must roll again to present the person with a Floor Snogger. (I definitely suggest that if you reach your limit from a Floor Snogger that you roleplay it out as passing the fuck out.) The drink roll chart is as follows:

- **Reprieve** - Roll Again (d20)
 - 1 to 13 **Water** - Restore 1d8 to your limit threshold
 - 14 to 20 **Coffee** - Restore 2d6 to your limit threshold
- **That Local Brew, with the weird name** - 2d4 - Beer - Present Location
You know the one! From the brewery three blocks away. The one with the weird logo.
- **The Nanermo** - 2d4 - Mixed - Thanalan
Playfully named after Sultana Nanamo UI Namu. A mixed martini with a hint of banana, typically served with slices of banana instead of olives.
- **Pina Colada** - 2d4 - Mixed - La Noscea
You're traditional drink to have while laying by the beach and soaking in the sun.
- **Seeker's Sweat** - 1d12 - Arak - Thanalan
A tribal Miquo'te drink that is typically mixed with about 2/3rds of its contents being water then poured into a small ice-filled cup.
- **Goobbue's Piss** - 2d4 - Mixed - La Noscea
A popular mixed drink of house vodka and cider. Not a particularly potent drink, though its name may suggest otherwise.
- **John Donald's** - 1d12 - Bourbon - Thanalan
Probably the most popular whiskey around. Even Roe love it, despite it being Hyur-crafted.
- **Buscarron's Classic Mead** - 2d6 - Mead - Black Shroud
A popular bar in the South Shroud and local stop for those that inhabit the region. Was really only a matter of time before he started producing his own drink.
- **The Import** - 1d12 - Unknown - Unknown
A strange clear liquid from an even stranger bottle. Goes down hard with a hint of cinnamon and a coffee aftertaste.
- **Ul'dahn Wagon Bomb** - Roll another drink and chase with a Merc Shot
 - Note:* If you roll a 20, reroll instead of rolling for a Floor Snogger
 - Note:* If you roll another 10, reroll.A popular drink among Brass Blades. You take a glass of another drink and drop a Merc shot into it before downing the entire thing. It's tradition to slam your glass down as soon as you've finished.

- **Pruno** - 1d12 - Wine? - Thanalan

Additional Rule: You cannot deny for the next two turns.

Prison wine. You're not even sure how you got this. Tastes more like piss than wine.

- **Bar Shot** - 3d4 - Mixed - Present Location

A combination of any drinks that have spilled over into the bar mat. Just get it over with.

- **King of Ruin** - 2d8 - Scotch - Ala Mhigo

Additional Rule: You cannot use a Deny ability until this round has completed.

Double shot of Ala Mhigan scotch mixed with Ala Mhigan mustard seeds. A strong drink in design, but moroes in concept. The idea of adding mustard seeds to good scotch is a bit of black humour on the part of the Ala Mhigans and bears particular significance to King Theodric's legacy.

- **Merc Shot** - 2d4 - Whiskey - None

A shot of some decent whiskey. Nothing particularly interesting, but not bad.

- **Ultima's Bane** - 4d4 - Mixed - None

Rum, Vodka, and Whiskey. That's it, no mixer. A drink that has become rather popular in light of the recent triumph over the Garlean's weapon.

- **Coerthas Reserve** - 2d4 - Beer - Coerthas

Additional Rule: Restore one deny point.

A heavy dark beer for those long cold nights. Warms you right up.

- **Gridanian Mint** - 1d12 - Mixed - Black Shroud

A fashionable cocktail made with rum, sugar, mint, lime juice, and tonic. Good for those warm days.

- **Blood of Nidhogg** - 3d6 - Wine - Isghard

An aptly name drink, and quite potent for a wine. Said to be fermented in barrels that have been soaked in dragon blood. Quite popular with Isghardian nobility.

- **The Kupo Cup** - 2d6 - Mixed - Black Shroud

An adorable drink that has a milky white hue to it from the mixing of vodka, cream, and sugar. Served with ice and a little skewered cherry to represent the pom.

- **Floor Snogger** - Roll Again (d20)

1 to 3

The Adventurer - Roll two drinks.

Note: If you roll a 20, reroll instead of rolling for another Floor Snogger.

Not so much a drink as it is an event. They say to be considered a true adventurer, one must be able to double hand a pair of drinks.

4 to 11

The Abalathian Spinecracker - 3d8 - Tequila - The Spine

Said to be spiked with juice from an Ochu sapling. Such a drink has bested even the mightiest of Roegadyn.

12 to 18

Sailor's Delight - 6d4 - Rum - La Noscea

An amalgamation of potent rums. The name has become more of a title for a certain brand of rum mixing, but it's history and iterations have made it all the more of a knock out.

19 or 20

Unfiltered Shroud Spiritmilk - 1d20 - Unknown - Black Shroud

Additional Rule: Skip your next Pass The Drink phase

Few know what goes into this buttery concoction, save those who make it. Best known for its psychotropic effects that may cause minor hallucinations.