

POP CULTURE CATALOG

ALCOHOLIC DRINKS



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COMPATIBLE

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POP CULTURE CATALOG

ALCOHOLIC DRINKS

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With special thanks to Mika Hawkins for inspiration.

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~ Alexander Augunas

Publisher & Crunchmaster of Everyman Gaming LLC



FANDOM RULES

As you interact with popular culture, you'll no doubt begin to build a repertoire of your favorite brands, media, and entertainment, most of which possess a following of devoted and engaged individuals. Such followings are known as fandoms, and anyone belonging to a fandom is known as a fan. Belonging to a fandom grants you additional benefits and abilities, as described below.

JOINING A FANDOM

To join a fandom, you must engross yourself in the topics covered by the fandom. Most fandoms require that you engage with the fandom's topic for 24 hours. These hours don't need to be consecutive, but each session must be in 1-hour increments and cannot exceed 8 hours. Once you've accrued the necessary amount of engagement, you simply need to declare that you're a member of the fandom in order to join it.

You can belong to a total number of fandoms simultaneously equal to $1 + \text{your Charisma modifier}$ (minimum 1). In addition, for every 5 ranks you possess in any skill, you can join one additional fandom that lists that skill as an associated skill. For example, if you have 5 ranks in Computers, you can join one additional fandom that lists Computers as one of its associated skills. Detailed below is a list of several fandom categories and their associated skills:

- » Adult Entertainment (Culture, Profession [sex worker])
- » Bars (Culture, Life Science, Profession [bartender])
- » Breweries (Culture, Profession [brewer])
- » Distilleries (Culture, Profession [distiller])
- » Movies (Culture, Profession [actor])
- » Musicians (Culture, Profession [musician])
- » Wineries (Culture, Profession [winemaker])

LEAVING A FANDOM

You can leave any fandom that you belong to whenever you want simply declaring that you've left it. Once you leave a fandom, you immediately lose access to its fandom perk (see below). You can rejoin any fandom that you previously belonged to whenever you want, using the rules for joining a fandom as outlined above. When rejoining a fandom, you only need to engage with its topic for 12 hours instead of the usual 24.

FANDOM PERKS

Each fandom possesses a unique benefit that you gain for having engrossed yourself in the fandom's topic. This benefit is known as a fandom perk. Although you can have one fandom perk per fandom you belong to, you may only have one fandom perk active at a time. Each time you take a 10-minute rest to regain Stamina Points, you can choose one of your fandom perks to be your active fandom perk. This causes any previously chosen fandom perks to become inactive until chosen again. Additionally, you can spend 2 Resolve Points as a full action to swap your active fandom perk for a different fandom perk.

ALCOHOL PRODUCERS

An alcohol producer is any establishment that produces goods in the form of alcoholic beverages. Traditionally, most alcohol producers focus on the creation of several specific kinds of alcohol, which are developed into a brand. Alcohol producers are categorized by the type of alcohol they create—this includes (but isn't limited to): breweries, distilleries, and wineries. Breweries and wineries utilize seeping and aging techniques to flavor germinated grain or fruit to product alcohol. By contrast, distilleries use boiling techniques to extract condensed alcohol in a purified state.

This section details a number of popular alcohol providers in the Xa-Osoro System as well as in nearby star systems. Each alcohol provider notes the type of institution it is classified as, their price markup compared to the average values given on page 15 in *Pop Culture Catalog: Vice Dens*, and the planets in the Xa-Osoro System where the alcohol producers can be located.

BARRELCHEST'S TRADITIONAL BREWS

Price Modifier ×2.5; **Location** Tor, Xa-Osoro System; **Type** brewery.

DESCRIPTION



Although the world of craft brewing is fiercely competitive, the name Barrelchest stands out from among hundreds of seasoned brewers. Originally from the Hyperspace Station System, the Barrelchests are a dwarven clan who boarded the starship citadel Ravnopolis during the Nova Age and arrived in the Xa-Osoro System shortly after it ended. In addition to their people's astounding technology and the hybrid marvel that is the Ravnopolis's Cyberverse, the dwarves brought along with them thousands of years of traditional craftsmanship, and in the case of the Barrelchest clan that included thousands of years of craft brewing. While many dwarves chose to occupy their Cyberverse permanently, the Barrelchests left Ravnopolis to explore the Xa-Osoro System and establish a brewery to continue their time-honored traditions. As one might expect from a dwarf brewery, strict adherence to traditional practices is of the upmost important to the Barrelchest brand, and the corporation makes use of the same cereal grains, yeasts, and materials that their families used back in the Hyperspace Station System. The result are powerful, flavorful ales and the most potent stouts a drunkard can find in the entire system.

Today, Barrelchest Breweries are run by a council that includes six Barrelchest family members and five of the top brewers employed by the brewery. To be seated at the Barrelchest council is a high honor for a dwarf, as even the heirs of the clan must prove their worth as brewers to be considered for a position. The 6-5 split between Barrelchest brewers and outsiders is deliberate—it ensures that the Barrelchest clan retains complete control over their family business, but it also ensures that outsiders are not pressured into making the council an echo chamber.

FANDOM PERK

You're a fan of Barrelchest's Traditional Brews, and dwarves think highly of you for your exquisite tastes. You gain a +3

insight bonus to Bluff and Diplomacy checks against dwarves. In addition, whenever you ingest a dose of Barrelchest's beer, you gain a +1 morale bonus to Athletics checks and initiative checks for 1d4 hours in addition to the drug's usual effects; this bonus increases at item level 3 and every 3 item levels of the drug thereafter.

GOLDENBROOKE

Price Modifier ×3; **Location** Tor, Xa-Osoro System; **Type** winery.

DESCRIPTION



The regally designed Goldenbrooke Winery is a marvel of elf architecture, sporting imposing marble walls that tower towards the planet's hazy sky lined with resplendent gold and mithral filigrees. Outside, dozens of ancient trees twice as tall as a human surround the winery, each majestically grown by an arboreal artist and enchanted to produce decadent fruit year-round. While citizens are welcome to help themselves to this fruit, those who attempt to deface the factory itself discover that the trees are both decoration and defense as nearby trees spring to life, grab and switch defacers with their willowy branches, and hurl them away from the property. Within the winery's walls is a paradise, an indoor grove whose environment is precisely regulated using a combination of magic and advanced technology. Elf tenders flit from tree to tree, filling their baskets with fruit while caring for their orchards. The environment is perfectly adjusted for each plant's ideal growing conditions year-round, and the company utilizes experimental chronomancy technology to accelerate the aging processes of their products, allowing the company to put out impossibly large amounts of elfwine on a regular basis. In addition to this famous drink, Goldenbrooke produces dozens of other varieties of brandy and wine. Goldenbrooke heavily advertises their use of magic in the winery process, their slogan being "Within every bottle, a bit of magic."

Goldenbrooke was founded shortly after the end of the Nova Age approximately 300 years ago by Penelo Valleth, a middle aged elf who continues to lead the company she

founded centuries later. She has spent several human lifetimes not only perfecting her winery processes, but also establishing Goldenbrooke as a wine for the elite, selling exuberant wines at astronomically high prices to those who can afford them. Penelo considers herself an artist rather than a mere maker of wines and is constantly experimenting with new natural flavors for use within her products, pressured to ever improve upon the flavorful experiences to which she has treated generations of aristocrats and emperors alike.

FANDOM PERK

As a fan of Goldenbrooke, you know that there's no better way to fake an air of importance than by drinking expensive Goldenbrooke wines. Whenever you ingest a dose of a Heirlag beer, you gain a +1 morale bonus to Bluff checks to deceive others into thinking that you're of high society and to Disguise checks to change your appearance to that of a person of high social standing, class, and wealth for 1d4 hours in addition to the drug's usual effects; this bonus increases at item level 3 and every 3 item levels of the drug thereafter. If you're actually of high social standing, class, or wealth, add this bonus to Diplomacy checks attempted against an individual of equal or higher class and Intimidate checks attempted against an individual of lower class instead.

MINOS IMBROGLIO

Price Modifier ×2; **Location** Tor, Xa-Osoro System; **Type** whiskey distillery.

DESCRIPTION



Established in 194 AN in Tor's megacity, Minos Imbroglio is the best known distiller of whiskey and scotch in the Xa-Osoro System. A cultural landmark in the city's South District, the Minos Imbroglio factory occupies several city blocks and is immediately recognizable for the jumble of pipes and service centers that haphazardly dot the structure on all sides, creating a complicated mess of aluminum and steel that is unquestionably less confusing than what one finds on the factory's interior. Founded by nuar distiller Gurthog Scotchorn, Minos Imbroglio utilizes a mazelike system of spirit distilleries, fermentation chambers, and flavor infusions to create its Minos whiskey brands, each of which have found interstellar acclaim. Gurthog's labyrinthine system moves higher-and-lower quality spirits in precise patterns of aging barrels, dyes, flavorants, charcoal soaks, and filters that lend Minos whiskey its trademark taste in a literal maze of liquor processing. So precise was Gurthog's work that his crowning achievement, a drink he called water of life, was eventually renamed 'scotch' in his honor. Today, the many regulations placed on what legally qualifies as scotch are based on Gurthog's original recipe.

Minos whiskey comes in a variety of colors and flavors, although all are often described as puzzlingly delicious. The use of the word 'imbroglio' in the company's name was criticized at first due to its negative connotations, but Gurthog asserted

it a bit of fun aimed at himself, a nod not only to the insanely complex systems he used to create his products but also to his customer's tendencies to make embarrassing choices while intoxicated by them. Today Minos Imbroglio consists of over two dozen different varieties of whiskey and scotch, and is praised for its sublime taste.

FANDOM PERK

You find yourself better able to comprehend complex or puzzling thoughts while contemplating the labyrinthine layers of flavor found within each Minos Imbroglio product. Whenever you ingest a dose of a Minos Imbroglio whiskey, you gain a +1 morale bonus to ability checks and skill checks attempted to solve puzzles for 1d4 hours in addition to the drug's usual effects; this bonus increases at item level 3 and every 3 item levels of the drug thereafter. The GM decides what constitutes a puzzle for this purpose, all ciphers, mazes, riddles, and any mechanism that requires ingenuity, creativity, or knowledge to activate.

ROBOGOGO

Price Modifier ×1.5; **Location** 1010 SuperRing; **Type** combination brewery and distillery.

DESCRIPTION



Run by a group of mechanoi using 1010 Robotics assets, Robogogo is a brand of intoxicants that caters to the artificial citizen, be they android or otherwise. Robogogo's chief production site is a massive facility that functions as a brewery, a distillery, and a winery all at the same time, save they use advanced robotics and nanite technology to synthesize alcohol rather than produce it using the time-honored techniques of living organisms. Robogogo products are fresh brewed daily and, like their consumers, are often one-tenth the age of their organic counterparts. This is due to Robogogo's nanotaste technology, in which every drop of Robogogo liquor is infused with nanites who transmire data scripts to artificial consumers, triggering programming within the artificial individual that causes them to experience run errors and glitches that manifest almost identically to the effects of intoxication. This data also includes chemoreceptive data regarding the drink's taste, so while androids, mechanoi, and other constructs find Robogogo products to be delightful tasting and enjoy the artificial intoxication that the products provide, organic creatures often find the taste lacking unless they have some means to receive the appropriate chemoreceptive data from the drink's nanotech components.

Robogogo was founded by Eclipsion Delta, an early-model mechanoi who pitched the initial concept to 1010 Robotic's board of directors in 225 AN as a subdivision of the corporation. The board adored the idea of catering to their increasingly emancipated workers and put Eclipsion in charge of R&D and facility oversight. Today, Eclipsion Delta is mostly run by androids and mechanoi simply because

organic employees can't properly taste the product the way their artificial counterparts can, making it more difficult for them to tell when a batch has gone bad or is otherwise lacking. Robogogo is a primary employer of both free and owned mechanoi on account of its parent corporation being the race's constructor, although more of the work staff is owned by 1010 Robots than is free for this very reason.

FANDOM PERK

Fans of Robogogo products are often artificial beings because Robogogo's products are among the only ones in the galaxy that are specifically designed for artificial enjoyment and conception. If you are a construct or have the constructed racial trait, your construct immunities and constructed racial trait doesn't apply against the effects of any alcohol produced by Robogogo. This allows you to gain both the beneficial and hindering effects of the drug when used. In addition, whenever you ingest a dose of a Robogogo drug that already bypasses your construct immunities such as scramble cider, you reduce the number of minutes that you must rest in order to regain Stamina Points while weakened or further along the drug's Charisma, Intelligence, or Wisdom poison track by 1 minute; this is further reduced by 1 additional minute at item level 3 and every 3 item levels thereafter.

ROTGUT

Price Modifier ×2.5; **Location** Scaleward, Vesk Empire; **Type** vrutloggery.



The vesk are known for two things: their martial prowess and their love of meat. Meat forms the primary dish for every vesk meal, and perplexingly, even many of their beverages. A prime example of this is vrutlog, the primary form of alcohol enjoyed by vesk. Harvested using a combination of brewing and distilling techniques, the vrutlogger adds yeast to caramelized meat so the bacteria can convert the meat's sugars to ethanol. Once the meat has aged, the alcohol is distilled from the rotted meat and bottled for wholesale. The pioneers behind this technique are the vrutloggers at Rotgut, a vesk corporation that specializes in vrutlog production simply because no real competition exists—any that dared were swiftly destroyed, bought out, and folded into the corporate whole as vesk capitalism mandates.

Currently Rotgut is lead by Business General Rakfist Malloware, a businesswoman as shrewd as she is cruel. After securing the vrutlog industry in the Vesk Empire, Rakfist immediately began looking towards other systems to bring to heel by stamping out their alcohol production and replacing them with vrutlog. So far Malloware's ambition has been wrought with setbacks as she's come to realize that most other species use vegetable matter to brew their drink rather than meat, but she has nevertheless devised a strategy of commercial warfare to improve the popularity of her company's products

among outsiders, and her strategy of hedging out smaller businesses and bombarding consumers with ads has shown some success in the Xa-Osoro System. Rotgut's popularity in the system has risen sharply over the past few months, especially after Rakfist managed to secure a role for Rotgut as an official partner and sponsor of Pain Games, an immensely popular staged blood sport streamed live on the infosphere.

FANDOM PERK

You adore the bloody, steak-like taste of Rotgut's vrutlogs; especially the overwhelming surge of predatory emotions that wash over you upon drinking a lager made from meat. Whenever you ingest a dose of a Rotgut vrutlog, you gain a +1 morale bonus to Athletics checks and to damage rolls with melee weapons and thrown weapons for 1d4 hours in addition to the drug's usual effects; this bonus increases at item level 3 and every 3 item levels of the drug thereafter.

UNCLE UGLEE'S

Price Modifier ×1; **Location** Tor, Xa-Osoro System; **Type** combination brewery and distillery.

DESCRIPTION



Based out of Tor's megacity in the Xa-Osoro System, Uncle Uglee's is an alcohol production center that specializes in fast, cheap, manufactured booze. Branding themselves as a supplier of economical alcohol, Uncle Uglee's headquarters may be located on the Toran Strip, but their primary bottling and shipping facility is located in the megacity's rundown West District, where they employs unskilled laborers at fixed, below minimum wage rates. No one's entirely sure how Uncle Uglee's manages to produce the sheer amount of alcohol it ships daily, although common speculation is that they've somehow figured out how to quickly and cheaply use culinary synthesizes to synthesize UBP's into liquor and use a combination of flavorings and coloring dyes to fake the appearance of properly aged alcohol. The emphasis is on appearance, of course, is crucial. No consumer would ever say that Uncle Uglee's products are outstandingly tasteful; the overwhelming opinion on Uncle Uglee's products is that they're adequate, and while the company would never admit it publicly adequacy is their intended quality—good enough that people will drink it, but not good enough that it takes a significant amount of time or money to produce.

Uncle Uglee's is an older brand dating back to 146 AN. Founded by a human farmer named Lee Garm, legend has it that Lee sold his first brew to an invasion squad of gnolls who were looking to abduct Garm and his family and force them into slavery. A farmer by trade, Garm offered the visiting gnolls his homespun ale for their troubles, and the brew was so revulsive that the gnolls fled the planet in an attempt to get the taste off their sensitive tongues. Garm was branded a hero, and locals began purchasing his brews to keep gnolls away out of superstition. It wasn't until Garm's niece, Isabelle Garm, took

over the family business that the company's focus shifted from warding away gnolls and towards producing semi-drinkable fare. She slapped a cartoon version of her old uncle's face on the bottles, rebranded as Uncle Uglee's as a pun on Lee's name, hired some scientists to improve the formula while reducing costs, and launched Uncle Uglee's Good Ale, the company's first reimagined product. Isabelle Garm's efforts paid off, and today Uncle Uglee's is the picture of soulless corporatism, shoveling mediocre products throughout the galaxy and making tremendous profits while doing so.

FANDOM PERK

You're familiar with the history of Uncle Uglee's alcohols, which offers you a bit of familiarity when dealing with gnolls. Reduce the DC to identify gnolls or recall information about gnolls and their society by 5; this doesn't stack with similar benefits from other themes or fandom perks. In addition, whenever you ingest a dose of Uncle Uglee's alcohol, choose one of the following: AC, attack rolls, Fortitude saves, Reflex saves, skill checks, or Will saves. You gain a +1 morale bonus to the chosen statistic against gnolls. At item level 3 and every 3 item levels thereafter, choose an additional statistic to apply this benefit to. If the drug is item level 18 or higher, you instead gain a +2 morale bonus to all six of these statistics. This morale bonus doesn't apply against gnolls whose level or CR is higher than your level or CR.

VIXEN

Price Modifier ×2; **Location** Eogawa, Xa-Osoro System;
Type baijiu and sake brewery.

DESCRIPTION



Formally based on Eogawa, one of Ulo's dozens of moons, Vixen is a brewery that specializes in producing baijiu and sake, both of which are incredibly popular among the residents of both Eogawa and nearby Bantosian. Located on Eogawa due to the

planet's fertile farmland, Vixen grows their own barley, rice, and sorghum that they used in the creation of their products and infuse their spirits with fruit grown in their private orchards. For this reason, Vixen's slogan is "From our fields to your flask."

Vixen is family owned and operated by the Xun clan, a kitsune clan that have worked the land and developed Vixen's drinks for over two centuries. Vixen's founder, Peng Xun, was a three-tailed kyubi who legends claim won the land where her brewery stands to this day in a game of cards with a vanara mogul. The Xun clan were well-known kitsune rights activists in the decades leading up to the signing of the Kitsune Rights Act and offered fair wages and steady work to kitsune who sought it. This has lead to a strong sense of community among Vixen workers, so much so that one of the Xa-Osoro System's rare few kitsune communities sprung up around the factor in the form of Little Xun, a small city that provides services to brewery employees.

FANDOM PERK

Both baijiu and sake have dozens of traditions regarding their

consumption, and as a fan of Vixen brews you're familiar with all of them. You gain a +3 insight bonus to Culture checks to recall information about kitsune, vanara, and all societies native to Eogawa. In addition, whenever you ingest a dose of Vixen baijiu or sake, you gain a +1 morale bonus to change a kitsune or vanara's attitude for 1d4 hours; this bonus increases at item level 3 and every 3 item levels of the drug thereafter.

XIKS-ZAVIN BREWING COMPANY

Price Modifier ×1.5; **Location** Tor, Xa-Osoro System;
Type beer brewery

DESCRIPTION



Based in Tor's megacity, Xiks-Zavin Brewing Company is a well-known corporation that mass produces a variety of lagers that range in color from pale to golden to dark. Collectively, the Xiks-Zavin Brewing Company's brand is Heirlag, or Heir for short. Heirlag is produced using a combination of barley and rice malts, water, hops, and generic yeast that is aged for one year in barrels made from artificial wood. The net result is a beer that has no additive flavor from the aging process, giving the brew a light flavor that most describe as "piss water". While one would think that tasting of piss would result in an unsuccessful product and a failed company, Heirlag is the only known brew that tastes the same to all races from humans to vesks to skittermanders to barathus and beyond, despite all those races and more having dramatically different chemoreceptors for taste. This property combined with the beer's cheap price makes Heirlag a "safe" choice for travelers looking for a drink while visiting other worlds, and Xiks-Zavin markets heavily to tourists and those lacking the financial means to purchase better quality booze.

Xiks-Zavin Brewing Company has been a kobold-run family business for over a century, and today the company is spearheaded by Talis Xiks and Abbermath Zavin. According to company records, the founding Xiks and Zavin started their brewing company while working for the Dragonheir Concordance, where their cheap-tasting swill earned the pair enough money to purchase their freedom and establish Xiks-Zavin on the streets of Tor's megacity. Xiks-Zavin brews remain incredibly popular with kobolds, who prefer the ale's bland taste to higher-quality craft beers and seldom have enough credits to purchase any better. Regardless of any grumbling from so-called beer connoisseurs, Xiks-Zavin is a goliath among breweries and is among the most successful by far.

FANDOM PERK

As a fan of Xiks-Zavin Brewing Company, you know that no matter where you travel you can find an adequate pint of Heirlag to wash down your troubles. Whenever you ingest a dose of a Heirlag beer or stout, you gain a +1 morale bonus to Diplomacy checks for 1d4 hours in addition to the drug's usual effects; this bonus increases at item level 3 and every 3 item levels of the drug thereafter.

DRUGS

Although many different kinds of substances, including medicinals, are sometimes called drugs, the generally understood definition is a narcotic substance used for recreational purposes or to satisfy an addiction. Drugs can be weaponized by loading a single dose into a weapon with the injection weapon special property or slipped into food or drink to be consumed; slipping a drug into a creature's food requires a successful DC 20 Sleight of Hand check, and the imbiber can attempt a DC 20 Perception check to notice the change in the drugged food or drink.

All drugs detailed in *Pop Culture Catalog: Vice Dens* are assumed to be available at all item levels (1st through 20th), and each drug uses a slight variation of the format used in Chapter 11 of the *Starfinder Core Rulebook*. Higher-level drugs represent substances that are concentrated and refined, enhancing their potency and effects while lower-level drugs are sometimes spliced with other drugs or substances, reducing their potency and cost. More information on drug splicing is provided on page 13.

- » **Base Price:** Each drug notes whether its price is cheap, average, or expensive, as shown on Table 1: Drug Statistics by Item Level. When determining the price to purchase or craft a drug, refer to Table 1 and use the listed price for a drug of the desired item level and price track.
- » **Price Modifier:** When purchasing a drug illegally, increase the drug's cost by the indicated amount \times the drug's item level squared. You don't need to pay this additional fee when crafting drugs or purchasing them legally.
- » **Type:** This entry notes what kind of drug that the drug is and how the drug is taken.
- » **Save:** This entry notes what type of saving throw that the user attempts against the drug if they are unwilling. Willing users don't get a save to negate the drug's effects. Most drugs use the standard save DC associated with their item level, as listed on Table 1: Drug Statistics by Item Level. If a bonus is noted in a drug's entry, add that bonus to the drug's save DC regardless of its item level.
- » **Addiction:** When a user is exposed to a drug, they are also exposed to the addiction disease. The DC for this disease is equal to the drug's save DC, and this entry notes whether the addiction is mental or physical. Some addictions are both mental and physical, while other drugs aren't addictive and don't have an addiction entry as a result.
- » **Track:** When a user takes a drug, they are moved a single step down a specific poison track, which is noted in this entry. Some drugs also include modifications to their associated poison track in this entry.
- » **Effect:** When a user consumes a drug, they gain one or more specific effects in addition to experiencing the sensations noted in the drug's description and moving down the drug's associated poison track. The effects of most drugs are partially determined by the drug's item level, with higher-level drugs having increasingly powerful effects.

ALE

Known for its sweet, full-bodied taste, ale is a popular type of beer brewed from a variety of fruity starches. Ale comes in a dizzying array of varieties that utilize many different kinds of fruits and bittering agents to create unique, palatable flavors. Among the oldest of alcohols, ale has long provided nutrition, hydration, and inebriation at an affordable cost.

Price cheap; **Price Modifier** 1d4

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to saves against emotion effects for 5 minutes \times the drug's item level; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter. In addition, drinking ale counts as drinking water for the purpose of staving off dehydration.

BAIJIU

Distilled from fermented barley, rice, sorghum, or wheat grain, baijiu is a clear alcohol that is known for having an unusually dark flavor more akin to whiskey than other clear spirits like rum or vodka. Baijiu has an extremely high proof and is categorized into over 12 different classifications based upon the spirit's aroma. It's believed that drinking baijiu brings prosperity and good luck to the drinker, and it's a favored alcohol for business gatherings and toasts.

Price average; **Price Modifier** 1d20

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** While the user is weakened or further along the drug's Intelligence poison track, they can add a +1 morale bonus to any once attack roll, saving throw, or skill check. This bonus can be added before or after the roll or check is made. The morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

BAIJIU, DRAGONFIRE

Dragonfire is a specific type of baijiu that is distilled from red sorghum and infused with dragon fruit, lychee, and flame drake chili peppers grown only on elementally-wrecked Halameth in the Xa-Osoro System. This combination of ingredients greets the drinker's mouth with a pleasant sweetness followed by a bitter, intense heat. When sipped slowly, the drink can be enjoyed for all its flavor and unique contrast. Daredevils who chug the drink in a single gulp experience an unfortunate side effect of the flame drake chili pepper—it produces a very real, very dangerous blast of elemental fire in the drinker's mouth.

Price expensive; **Price Modifier** 1d4+4

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Constitution; **Effect** The user gains resistance to fire equal to the drink's item level for $1d4 \times 10$ minutes. If the user drinks an entire dose of the drug in a single gulp as a standard action, they instead gain the ability to spit a blast of fire at an enemy until the end of the user's next turn. This

TABLE 1: DRUG STATISTICS BY ITEM LEVEL

Item Level	Cheap Price	Average Price	Expensive Price	Save DC
1	75	100	250	12
2	175	500	750	13
3	250	1,250	1,400	14
4	325	2,000	2,000	15
5	445	2,650	3,000	15
6	625	4,000	4,200	16
7	975	5,500	6,200	17
8	1,400	8,500	9,200	18
9	1,950	12,000	13,000	18
10	2,650	17,000	18,000	19
11	3,625	23,000	24,500	20
12	5,300	32,000	35,000	21
13	7,250	46,000	49,000	21
14	10,800	62,500	70,500	22
15	16,750	94,000	107,000	23
16	25,000	145,000	162,000	24
17	38,000	220,000	244,000	24
18	56,000	325,000	264,000	25
19	84,000	500,000	550,000	26
20	125,000	725,000	815,000	27

functions as a ranged attack made with a flame pistol with an item level equal to the drug's item level. If the user rolls a natural 1 on an attack with this fire blast or fails to attack with it at least once before the end of their next turn, they take fire damage as if they had hit themselves with the fire blast.

BARATHU VAPORALE

As its name implies, barathu vaporale is a unique beverage in that it is consumed as an inhaled gas, a perfect intoxicant for the inhabitants of a gas giant planet. Barathu vaporale is bottled like liquid alcohol and consumed by holding the bottle close to one's nose or mouth and inhaling deeply, much like a humidifier that releases mist made from booze rather than water. The vapor itself is heady and flavorful, with many drinkers of liquid alcohol claiming the beverage is thick and leaves a fruity flavor on one's tongue and in one's nostrils. Barathu vaporale comes in dozens of different flavors, most based on the alien fare of the barathu, and leaves consumers feeling giggly and light-bodied because of the gas's buoyancy.

Price average; **Price Modifier** 1d6

Type drug (inhaled depressant); **Save** Fortitude; **Addiction** physical

Track Wisdom; **Effect** +1 morale bonus to Athletics checks to jump for 1d4 hours; this bonus increases by +1 at item level 3 and every 3 item levels thereafter. In addition, the user gains the following spell-like ability while weakened or further along the drug's Wisdom poison track: 1/day—*flight* (1st-level). Drinking a new dose of the drug causes the user to regain this spell-like ability if it was previously cast, and the spell-like ability's caster level is equal to the drug's item level. Once the user returns to healthy on the

drug's Wisdom poison track, they lose this spell-like ability.

BEER

Among the oldest and most widely consumed alcoholic beverages, beer is brewed from fermented cereal grains, with malted barley, maize, rice, and wheat being the most commonly used. Beer is usually brewed with hops for bitterness, natural flavor, preservatives, and stabilizing agents. Consumed both by the bottle and on draught, beer comes in hundreds of varieties and is so prevalent in some cultures that a rich culture exists around its consumption, including beer festivals, pub crawling, and pub games.

Price inexpensive; **Price Modifier** 1d6

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to skill checks attempted as part of a contest skill challenge for 5 minutes × the drug's item level; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

BEER, LICHBREW

Developed separately on the elebrian home world in the Hyperspace Station System and on Uramesh in the Xa-Osoro System, lichbrew is a unique type of beer that is created using fermented grains that have been exposed to raw necromantic energies, giving the drink a delightful aftertaste for undead creatures while choking the living. Lichbrew is often infused with additional flavors that undead drinkers claim are to die for: blood fusion for vampires, fresh meat for ghouls, pickled souls for ghosts and wights, and similarly ghastly ingredients.

Price expensive; **Price Modifier** 1d12

THE EFFECTS OF INTOXICATION

In the *STARFINDER RPG*, intoxication is represented by the poison tracks associated with each type of alcohol, as noted in the track entry of that alcohol's description. Most types of alcohol are ingested drugs, so they take 10 minutes or longer to take effect. A character with Constitution 10 typically takes 30 minutes to be affected by ingested alcohol; this is reduced by 5 minutes per point of Constitution below 10 (minimum 1 minute). A character with a Constitution higher than 10 can delay the onset of any alcohol they consume by 1 minute per point above 10.

For each dose of alcohol taken, a character is progressed one step further along each of the alcohol's tracks. Note that progressing along a drug's poison track never deals Hit Point damage to a character. The following is a general description of how a character behaves while drunk based on their position on the Charisma, Intelligence, or Wisdom poison track.

1. At weakened, a character is tipsy or buzzed. They act normally, but their inhibitions are looser.
2. At impaired, a character is drunk. They likely have slurred speech or have trouble standing.
3. At animalistic, confused, or pliable, the character is hammered. They have trouble thinking clearly and act simply.
4. At catatonic or comatose, the character blacks out.
5. At dead, the character dies from overdosing.

Type drug (ingested depressant); **Save** Will; **Addiction** mental

Track Charisma; **Effect** The user gains spell resistance equal to $6 +$ the drug's item level for $1d4 \times 10$ minutes. If the user is living, they take a -1 penalty to saving throws against death effects; this penalty increases by -1 at item level 3 and every 3 item levels thereafter. If the user is undead, the drug's poison track bypasses any poison immunity they possess.

BEER, STOUT

Stouts are a type of bitter, dry beer that are both dark and strong-tasting. Stouts come in a variety of flavors and styles and generally have a higher alcohol content than other beers, even if only by a small margin. All stouts have a similar flavor that results from the fermented grains having been roasted during the brewing process.

Price average; **Price Modifier** 1d10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** $+1$ morale bonus to Dexterity- and Strength-based skill checks attempted as part of a skill challenge for $5 \text{ minutes} \times$ the drug's item level; the morale bonus increases by $+1$ at item level 3 and every 3 item levels thereafter.

BEER, DWARVEN STOUT

Brewed using a combination of roasted barley, roasted oats,

and psychoactive mushrooms, dwarven stout is by far the darkest, richest variety of stout available. Brewed using a hundred dwarven generations of expertise and refinement, dwarven stouts are favored for their potency, and dwarves claim that dwarven stouts are peerless among brews. That having been said, dwarven stouts are also 99% alcohol, and often cause those who aren't used to their potency to pass out.

Price expensive; **Price Modifier** 1d10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** While the user is weakened or further along the drug's Intelligence poison track, the user gains DR $5/-$ against nonlethal damage. Each dose of the drug can prevent a total amount of damage with this DR equal to $5 + 1-1/2 \times$ the drug's item level, after which the effect ends.

BRANDY

Brandy is a spirit obtained by distilling wine, and has a fruity flavor and delightful bubble. Like wine, once brandy has been distilled it is traditionally left to age for anywhere from a few weeks to decades at a time but this process can be simulated with caramel coloring and sugar. Brandy is usually imbibed as an after-dinner spirit and is classified by the type of fruit used to make it. The majority of classifications simply include the name of the fruit in the beverage's name, such as peach brandy, but several variants have unique names, such as applejack or grappa while brandy made from multiple types of fruits is simply fruit brandy.

Price average; **Price Modifier** 1d8

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** $+1$ morale bonus to Bluff and Diplomacy checks, -1 penalty to Intimidate checks for $1d4$ hours. The morale bonus increases by $+1$ and Intimidate penalty increases by -1 at item level 3 and every 3 item levels thereafter.

CIDER

Cider is a fermented juice made exclusively from fermented apples. Compared to other alcoholic drinks made from fermented fruit, such as brandy or wine, cider has a uniquely potent flavor because of the high amounts of starch sugar found naturally within apples. Although cider can be made from any kind of apple, specific species known as cider apples are widely considered the best for this purpose. More important than the type of apples used, however, is the selection of yeast for the drink's fermentation, as different strains result in ciders of widely varying fragrances and tastes.

Price average; **Price Modifier** 1d10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Dexterity and Intelligence; **Effect** $+1$ morale bonus to Fortitude saves against disease and poison while weakened or further along the drug's Intelligence poison track; the morale bonus increases by $+1$ at item level 3 and every 3 item levels thereafter.

CIDER, SCRAMBLE

Scramble cider is a unique cider that is formed from unique apples whose cells are actually biotechnological nanites whose bodies are biodegradable. When imbibed, the nanites enhance the alcohol's effects on the drinker's body, and can even upload a mild computer virus into a construct's body that simulates drunkenness. As a result scramble cider is among the few alcoholic beverages that can be consumed to an intoxicating effect by androids and other artificially constructed beings. Scramble cider has a pleasurable apple taste derived primarily from its component nanites perfectly stimulating the drinker's chemical receptors for "apple"; living creatures without taste buds or similar chemical receptors complain that the drink tastes strongly of rust.

Price expensive; **Price Modifier** 1d8

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Constitution and Intelligence; **Effect** The user gains blindsense (scent) 30 ft. while weakened or further along the drug's Constitution poison track. If the user already has blindsense (scent), it increases by 5 feet instead. The range of this effect increases by 5 feet at item level 3 and every 3 item levels thereafter. In addition, construct immunities and the constructed racial trait do not apply against the drug.

GIN

Gin is a fermented drink whose primary ingredient is fermented juniper berries that have been distilled and infused with other ingredients chosen specifically to enhance the beverage smooth taste. Gin was originally developed as an herbal medicinal and later evolved into a popular spirit. Gin is often flavored with other botanical herbs and spices, floral infusions, and fruity flavors to enhance its taste.

Price average; **Price Modifier** 1d6

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** While weakened or further along the drug's Intelligence poison track, if the user has the sickened condition they reduce the penalties imposed by that condition by half if the drug's item level is equal to or greater than the source's caster level (for spells and spell-like abilities), class level (for class features), character level (for feats), CR (for creature abilities), or item level (for gear).

GIN, WARPFLESH TONIC

Officially known as warpflesh tonic, this alcohol is a potent form of gin and tonic that is brewed using gin that has been distilled with a *spell ampoule* of a *polymorph* spell. As one might expect, part of the experience of consuming a warpflesh tonic is the sensation of having one's body transmute from one form into another. Though the form assumed when using a warpflesh tonic is determined when the spirit is distilled, artisan brewers normally choose forms with chemical receptors that enhance the experience of consuming the drink; for example, a brew using ingredients that are extra palatable to a skittermander

might be brewed using a *spell ampoule* that transforms the drinker into a skittermander so they can enjoy the unique sensation that a skittermander would experience.

Price expensive; **Price Modifier** 1d20

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Constitution; **Effect** When a warpflesh tonic is created, its brewer assigns a polymorph form to the tonic, as per the *polymorph* spell. The spell level for this form is equal to 1st level + 1 spell level at item level 3 and every 3 item levels thereafter. Upon using the drug, the user transforms into the assigned polymorph form for $5 \text{ minutes} \times \text{the drug's item level}$. Unlike a polymorph effect, the user's gear and equipment does not meld into their body; gear that no longer fits the user's body causes them to be entangled until the gear is adjusted or removed as appropriate.

HORILKA

A traditional wedding drink in some cultures, horilka is an alcoholic beverage that is commonly distilled from a mixture of grain, honey, and starchy tubers such as beets and potatoes. Horilka is traditionally aged for several months, wherein the alcohol is bleached by sunlight. Horilka comes in several varieties, with the most common additions being home-made maple syrup and chilli peppers, the former yielding a potent alcohol and the latter giving the drink a spicy kick. Horilka is known for making its drinkers exceptionally merry and playful, quickly removing inhibitions.

Price average; **Price Modifier** 1d6

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Wisdom; **Effect** +1 morale bonus to saves against compulsion effects and emotion effects involving negative emotions, such as anger or fear, for 1d4 hours. -1 penalty to saves against emotion effects involving positive emotions, such as laughter or joy. The morale bonus increases by +1 and positive emotion penalty increases by -1 at item level 3 and every 3 item levels thereafter.

JAMBOOZAL JUICE

Jamboozal juice is a form of improvised liquor that consists of numerous mixed alcohols and fruit juices. The improvised cocktail owes its name to the Radiant Imperium soldiers who were dispatched to Bantosian in the Xa-Osoro System to defeat catfolk natives who interfered with the Imperium's mission to harvest the planet's bantic crystals. These soldiers concocted alcoholic cocktails from whatever they could find in Bantosian's jungles in order to make the horrors of war more bearable for themselves, and even after the Treaty of Jamboozal was signed and the war ended, these soldiers brought recipes dozens of alien cocktails with them, which became named "jamboozal juice" as a pun on the words "Jamboozal" and "booze". Different jamboozal juices have dramatically different ingredients and flavors, but all are united by their overwhelming alcoholic potency.

Price inexpensive; **Price Modifier** 1d3

Type drug (ingested depressant); **Save** Fortitude +2; **Addiction** physical

Track Constitution and Intelligence; **Effect** Each dose of the drug progresses the user 2 steps along each of the drug's poison tracks instead of the usual one step per dose.

LIQUEUR

Liqueur is a type of alcoholic drink that is traditionally flavored by a combination of fermented grains that are infused and flavored with a combination of cream, flowers, fruits, herbs, nuts, and spices. Compared to other kinds of alcohol, liqueur is heavily sweetened and un-aged beyond a brief resting period during production. Liqueurs are common components in a variety of cocktails and can also be served straight, over ice, with coffee, and are even used in cooking to enhance a dish's flavors. Liqueurs are commonly consumed with dessert and come in an overwhelmingly large array of varieties.

Price average; **Price Modifier** 1d6

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** While the user is weakened or further along the drug's Intelligence poison track, if the user has the fatigued condition they reduce the penalties imposed by that condition by half if the drug's item level is equal to or greater than the source's caster level (for spells and spell-like abilities), class level (for class features), character level (for feats), CR (for creature abilities), or item level (for gear).

LIQUEUR, LIQUID PERSUASION

Liquid persuasion is a smooth liqueur that shines like molten gold. Distilled from happyoat, a grain native to Tenguholme in the Xa-Osoro System that's infamous for its psychoactive properties, liquid persuasion is famous for its ability to make its drinkers happy and complacent, enveloping them in a warm sensation that makes the drinker feel safe and secure. The more thoroughly distilled the liqueur is, the more potent these effects are, with high-proof liquid persuasion possessing the ability to force compliancy on the drinker. For this reason, even low-proof variants of liquid persuasion are generally banned from public consumption, as too much of the drink leaves the drinker mentally malleable and at the whim of others.

Price expensive; **Price Modifier** 1d10+10

Type drug (ingested depressant); **Save** Will; **Addiction** mental

Track Charisma; **Effect** While the user is weakened or further along the drug's Charisma poison track, their attitude towards all creatures is friendly and they act as if all creatures had charmed them (see *charm monster*). In addition, the user takes a -1 penalty to opposed Charisma checks attempted by a character who is attempting to convince them to do anything it wouldn't ordinarily do, as per *charm monster*. The opposed Charisma check penalty increases by -1 at item level 3 and every 3 item levels thereafter.

LIQUEUR, MIND ERASER

Mind eraser is a rich, mocha-colored liqueur brewed from fermented coffee beans that have been genetically enhanced with vast amounts of caffeine and various nanotechnological agents that inhibit memory formation. This combination of depressants and stimulants inhibits the imbiber's ability to form memories, and those who consume the drug often find themselves forgetting hours on end, giving the liqueur its name. Although mind eraser was once considered a recreational drug, many governments have since banned its consumption due to the drink being used by nefarious organizations to commit heinous crimes.

Price expensive; **Price Modifier** 1d8

Type drug (ingested depressant); **Save** Will; **Addiction** mental

Track Intelligence; **Effect** +1 morale bonus to saves against mind-affecting effects for 5 minutes × the drug's item level; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter. In addition, the user cannot form long-term memories while under the drug's influence. After the user's next 8 hour rest, they lose all memory of any time spent at impaired or further along on the drug's Intelligence poison track.

MEZCAL

Mezcal is a distilled alcoholic drink made from the roots of a fermented desert-dwelling plant called agave. Unlike other alcoholic drinks, infusions are not used when distilling mezcal; the drink's flavor is left solely on the fermented agave. Despite the restriction, dozens of different kinds of mezcal exist, as the agave plant has over 200 different subspecies for brewers to select and experiment with. Mezcal is traditionally consumed straight and advocates for this spirit claim that it makes everything bad better and everything good fantastic.

Price average; **Price Modifier** 1d10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Wisdom; **Effect** +1 morale bonus to attack rolls, skill checks and saving throws against fear effects while the user is weakened or further along the drug's Wisdom poison track. If the user is shaken, frightened, or panicked, they instead reduce the penalties imposed by that condition by half if the drug's item level is equal to or greater than the source's caster level (for spells and spell-like abilities), class level (for class features), character level (for feats), CR (for creature abilities), or item level (for gear).

MEZCAL, SKITTERSEQ

A particularly unusual variant of mezcal hails from the skittermander home world, where plants biologically identical to the agave have evolved as a common plant found in nearly every biome on the planet in a bizarre case of parallel evolution. Skittermanders use their home world's native agave to brew a drink that is colloquially known as skitterseq, a sugary drink

that is commonly infused with native fruits and is as brightly colored as the skittermanders themselves. Skitterseq is best known for causing drinkers to become extremely hyper for a short period of time before causing them to suddenly crash as the depressants kick in. Skittermanders often use skitterseq to keep themselves energized at long parties or to get lots of work done in a short period of time.

Price expensive; **Price Modifier** 1d4

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** While weakened or further along the drug's Constitution poison track, the user can choose to gain the benefits of a *haste* spell for 1 round + 1 round at item level 3 and every 3 item levels thereafter, provided the user isn't staggered. After using this ability, the user is staggered for 1d10 rounds.

MEZCAL, TEQUILA

The most well-known variety of mezcal, tequila is distilled from the blue agave plant, which grows primarily in volcanic soil. Like the agave from which it is produced, Tequila is significantly sweeter than other types of mezcal and lacks the herbaceous fragrance of other variants. It ranges in color from a clear liquid to dark amber or brown based upon the aging process and type of wood used for storage—by far clear tequila (also called silver tequila) is the best known variant.

Price average; **Price Modifier** 1d10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Constitution and Wisdom; **Effect** +1 morale bonus to Fortitude saves against disease and pain effects while weakened or further along the drug's Wisdom poison track; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

OGOGORO

Ogogoro is a regional drink distilled from the palm wine harvested from brazilla pods. Traditionally a home brewed drink, ogogoro has only recently been commercialized, which has resulted in a plethora of variants that are infused with large quantities of fruit. This is to reduce the proof of the drink, as naturally fermented brazilla pods often hits 30%–60% proof if not properly infused.

Price inexpensive; **Price Modifier** 1d4

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** While weakened or further along the drug's Constitution poison track, if the user has ability damage to their Dexterity or Strength score, they ignore 2 points of Dexterity damage and Strength damage. This increases by 1 point at item level 3 and every 3 item levels thereafter.

RATSHINE

Brewed primarily by ysoki, ratshine is distilled from dozens

of different kinds of fermented fruit that is boiled for several days. Once the boiling process is complete, condensed water is removed from the boiler, leaving only pure alcohol behind. Ratshine production is outright banned in most systems because ysoki never adhere to what would deem a "safe" means of production—the end product consists of so many different kinds of alcohols that most batches are unsafe even for ysoki themselves to drink, let alone members of other races.

Price expensive; **Price Modifier** 1d20

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Same as all types of alcohol chosen, see effect; **Effect** The crafter chooses up to four different kinds of alcohol. The resulting ratshine provides the effects of all alcohols chosen, but also moves the user a step down the poison tracks associated with each type of alcohol chosen. If a single poison track is associated with multiple types of alcohol, the user moves one step down that track for each alcohol that the poison track is associated with.

REET

Reet is an alcoholic drink that consists of distilled alcohol that is milked from creatures called gigaxella, colossal single-celled creatures that resemble horse-sized bacteria that dwell in the upper layers of Ulo's atmosphere in the Xa-Osoro System. Gigaxella "milk" is a milky liquid comprised almost entirely of alcohol—despite their immense size, gigaxella use ethanol-based cellular respiration for energy production and the alcohol is a by product of that process. Reet's color and flavor depends heavily on the subspecies of gigaxella that the alcohol was milked from, with gigaxella farmers manipulating the spirit's flavor by controlling their gigaxella's diets.

Price average; **Price Modifier** 1d20

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Strength and Intelligence; **Effect** +1 morale bonus to saving throws against mind-affecting effects for 1d4 hours. In addition, the user gains a fortification ability which gives the user a percentage chance that a critical hit is treated as a normal attack, dealing normal damage and not applying any critical effect. This chance is equal to $1\% \times$ the drug's item level. The user rolls their fortification percentage chance before the critical hit's damage is rolled. This fortification ability lasts 1d4 hours and discharges immediately after preventing a critical hit or after the user is critically hit.

REET, UNSPEAKABLE

Unspeakable is a unique version of reet that is formed by feeding gigaxella a diet consisting exclusively of ketamine, a drug infamous for relaxing its users muscles so thoroughly that they are rendered unable to speak. Unspeakable retains this quality, and upon consumption the user is unable to verbally communicate while its psychoactive effects overwhelm the user's chemical receptors with an overwhelmingly satisfying taste.

Thus unspeakable derives its name—its deliciousness physically cannot be spoken of while it is consumed. Despite a strong market demanding unspeakable, the drug is illegal because of the criminal potential inherent in rendering users temporarily mute.

Price expensive; **Price Modifier** 1d20

Type drug (ingested depressant); **Save** Will +2; **Addiction** mental

Track Intelligence and Wisdom; **Effect** The user gains a +1 morale bonus to saving throws against language-dependent effects and senses-dependent effects for 1d4 hours. This bonus increases by 1 point at item level 3 and every 3 item levels thereafter. In addition, while the user is impaired or further along the drug's Wisdom poison track, the user cannot speak, use telepathy, or otherwise communicate with other creatures.

RUM

Rum is an alcoholic drink made from distilled sugarcane, resulting in a clear liquid that is usually aged in oak barrels. Runs range in grade from "light" to "golden" to "dark", and are colored accordingly. Rum is commonly consumed with mixers, especially cola beverages, and is often blended with various fruits and spices to alter the drink's flavor.

Price inexpensive; **Price Modifier** 1d3

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to attack rolls attempted as part of a combat maneuver and Sleight of Hand checks and a -1 penalty to Acrobatics checks and to saving throws against sleep effects for 1d4 hours. The morale bonus increases by +1 and the penalties increases by -1 at item level 3 and every 3 item levels thereafter.

SAKE

Sake is an alcoholic drink made by fermenting rice that has been polished, removing its bran. Although sake is sometimes called rice wine, the process for distilling the beverage is more akin to that of beer and involves converting starch into sugar that ferments into alcohol over the course of nine to twelve months. Water is an extremely important part of distilling sake, and waters with different mineral composition are used to alter the taste and fragrance of the final product. Sake is traditionally served in small porcelain cups from a porcelain jug.

Price average; **Price Modifier** 1d6

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Wisdom; **Effect** Whenever the user attempts an ability check, attack roll, saving throw, or skill check, they can choose to roll twice and use the higher result. This effect lasts for 1 hour \times the drug's item level. If either result is a natural 1, that result must be used. Each dose of the drug allows this ability to be used once per dose, plus one additional use at item level 3 and every 3 item levels thereafter. A user cannot benefit from this ability more often than 1 + their Charisma bonus times per day.

SCHNAPPS

Extremely inexpensive to make and incredibly varies, schnapps is a type of alcoholic drink made from fermented grains and infused with fruit flavors. These fruits may themselves be fermented, and can take the form of herbal infusions, sugary syrups, spices, or artificial flavorings. Schnapps often have a low alcohol content and are consumed straight as various shots, though the fact that they're cheap and can taste like virtually anything with the proper combination of flavors and infusions makes them essential components to a massive library of shots and cocktails.

Price inexpensive; **Price Modifier** 1d6

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to initiative checks for 1d4 hours; this morale bonus increases by 1 point at item level 3 and every 3 item levels thereafter.

VODKA

Sometimes called fire water, vodka is an alcoholic beverage that can be produced from any fermented plant product, though traditionally it's made from distilled grain. At its core, vodka is roughly four parts water to every 10 parts vodka, with the remaining six parts being pure ethanol. Vodka is commonly flavored with various infusions ranging from fruit flavors to more exotic ones like cream or cotton candy and it is popular for being relatively inexpensive to purchase.

Price inexpensive; **Price Modifier** 1d4

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to saves against effects that cause Dexterity or Constitution damage or drain for 1d4 hours; this morale bonus increases by 1 point at item level 3 and every 3 item levels thereafter.

VRUTLOG

Brewed using fermented meat products, vrutlog is a vesk alcohol whose name translates to "gut punch" in the Veskarium language. Vrutlog is traditionally made from rykles, a type of herd animal native to the vesk home world known for its high fat content. The yrtlook is cooked at searing temperatures, caramelizing the meat while its juices are collected and aged with yeast. After approximately 12 months, the vrutlog is baked at searing temperatures, causing the alcohol to evaporate and condense within special machinery where it is collected. Vrutlog tastes of smoke and steak, and dozens of different variants using a medley of spices are used to further flavor the drink.

Price average; **Price Modifier** 1d8

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Constitution and Intelligence; **Effect** Increase the user's Stamina Point total by 2 \times the drug's item level while the user is weakened or further along the drug's Constitution poison track. This effect does not stack; when a new dose of the drug is consumed the previous dose ends.

WINE

An alcoholic drink made from fermented fruit, wine is a traditional beverage known for its low alcohol content and its rich, fruity flavors. Most wines are made from grapes, but cherry, currant, elderberry, pomegranate, and plum wines are also popular. Aging is a crucial part of the production of wine, as the aging process allows flavor to seep from its cask into the drink itself. As a result, older wines are said to be better-tasting and are significantly more expensive as a result. Wines play a significant role in many religious and social gatherings; its tradition for many religions to attribute symbolic meaning to wine and many cultures use wine for everything from christening starships to toasting to good health and long life during major celebrations, such as weddings.

Price average; **Price Modifier** 1d20

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to Fortitude saves against disease and mind-affecting effects while weakened or further along the drug's Wisdom poison track; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

WINE, ELF

Elfwine is a delicacy among wines, distilled using ancient practices using the best fruit the galaxy over. Elven brewers often use grapes that have been infused with magic in their wine crafting, each of which possesses a unique name based on the school of magic that the grapes have been infused with. One distilled, properly made elfwine must age for no fewer than 500 years, but many artisans use chronomancy to age entire casks of the popular beverage in a single night. Because of the simplicity in aging the drink, elves consider a wine's ingredients to be of far more importance than its age and delight in delicate hints of floral infusions and specific mineral compositions that further enhance the drink's flavor.

Price expensive; **Price Modifier** 1d20+10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Strength and Intelligence; **Effect** While the user is weakened or further along the drug's Constitution poison track, the user can take a 10-minute rest to regain Stamina Points without spending any Resolve Points. When resting in this manner, the number of Stamina Points that the user regains is limited to $1d8 \times$ the drug's item level. A drinker can only rest in this manner once per dose of the drug, and no more than once per day per point of Constitution bonus the drinker possesses.

WHISKEY

Whiskey is an alcoholic beverage that is produced from fermented grain mash and enhanced with additional grain malts, such as with barley, corn, rye, and wheat. Like wine, whiskey is aged in wooden casks that are often charred before

they're used and sometimes has additives that provide additional flavor or color. Whiskey production is strictly regulated due to the potency of the alcohol produced and comes in many classes and types that are usually regionally based.

Price average; **Price Modifier** 1d10+4

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to Bluff and +1 morale bonus to Fortitude saves against disease for 1d4 hours; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

WHISKEY, IGNAN

As its name suggests, ignan whiskey is a drink native to the Elemental Plane of Fire, where it was produced by the native efreeti in their legendary city using a combination of obsidian wheat and infused with firestarter cinnamon. These ingredients work together to give the ignan whiskey its signature burn with a delightful cinnamon aftertaste. Ignan whiskey is an immensely popular drink and is often consumed straight or diluted with water. Although some daredevil mortals attempt to drink ignan whiskey and sometimes even enjoy it, the efreeti recipe is difficult for creatures who aren't born of fire to keep down. As a result, variants of the drink that use ordinary wheat and cinnamon exist and are considered much more palatable to most races.

Price average; **Price Modifier** 1d10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Constitution and Intelligence; **Effect** +1 morale bonus to Intimidate checks and fire resistance equal to the drug's item level while weakened or further along the drug's Constitution poison track; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

WHISKEY, SCOTCH

Scotch is an elitest variant of whiskey separated only by its rich taste and the strict list of requirements used in its classification. To qualify as a scotch, the drink must be processed at a distillery located in an approved brewery from water and malted barley that have been made into mash, converted into a fermentable substrate using only endogenous enzymes, fermented only by adding yeast, and distilled with an alcohol strength of at least 94.8%. Once these requirements have been met, a scotch is only considered such if it is matured for a minimum of three years and contains no additional substances other than water and plain caramel coloring. Despite the difficulty in producing the product, scotch is an extremely popular beverage and the media associates it with wealth and class.

Price expensive; **Price Modifier** 1d20+10

Type drug (ingested depressant); **Save** Fortitude; **Addiction** physical

Track Intelligence; **Effect** +1 morale bonus to Diplomacy and Intimidate checks for 1d4 hours; the morale bonus increases by +1 at item level 3 and every 3 item levels thereafter.

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A man with short brown hair, wearing a green tank top and blue jeans, is kneeling on the ground and working on the side of a large, red and white mecha robot. The robot has a metallic, angular design with red panels and white highlights. The man is focused on his task, and the background shows a futuristic, metallic structure with blue lighting.