

Shudder Mountain Restoratives

Type of Restorative	Hit Die Roll Bonus	Cost per draught (~8oz)
Average Wine/Beer	+0	4 b.b
Shudfolk Moonshine	+1	8 b.b
Plainland Kumis	+1	1 c.p
Dandelion Wine	+1	2 c.p
Halfling Berry Ale	+1	7 b.b
Mint Julep	+1	1 s.p
Dwarf Oat Beer	+2	3. s.p
Yankee Black Rum	+2	8 s.p
Nawlins Bourbon	+2	5 s.p
Sippin' Cream	+2	7 s.p
Wiggler Nectar	+3	15 s.p
Snakebite Gin	+3	10 s.p
Elven Song-Wine	+4	-
Moon-Eye Brandy	+4	-
Witch-Liquor	Special*	25 s.p

Restoratives without a price can only be obtained through adventure.

* See section on second page

How to use a restorative: When it is not combat, you can spend a luck or fleeting luck point and consume a dose (~8oz) of a restorative to recuperate. Recuperating takes 1d3 turns and at the end of this time you can regain a number of hit points equal to a roll of your Hit Die + Stamina Modifier + Level. You can recuperate like this once per day.

Witch-Liquor: Which-Liquor can be drunk a restorative, but instead of granting additional hit-points it will produce some strange magical effect which depends on the spoil in which it was brewed, the recipe of the liquor, the position of the stars and planets at the time of brewing, and a thousand other factors. Roll on or use the following table for inspiration for your own Witch-Liquor effects:

1d8	Witch-Liquor Effects
1	Catseye: You gain perfect darkvision within 30', +2 to detect secret doors, and a +2 on all illusion and invisibility related saving throws.until the next sunrise
2	Popping the Seal: You cast your next spell with +1d. The critical failure range of the next spell you cast is increased to 1-4.
3	Demon-Drink: You gain +2 to AC, +1 Damage, and +1 to all saving throws. Roll three times on Table 9-12 "Demon Traits" (DCC Core Book Pg. 404). These effects last until the next sunrise. At the next sunrise roll 1d20, on a roll of 1 the effect of this drink is permanent!
4	Tinglin': You can cast the spells <i>Detect Magic</i> and <i>Protection from Good and Evil</i> with a d16 casting die and a spell level equal to your current level. This effect lasts for 1d4 hours.
5	Dutch Courage: You are filled with inexplicable bravery. You cannot be charmed or frightened for the next 1d4 hours.
6	Lucky Feelin': You gain a point of fleeting luck! This effect only works once per day.
7	Flaming Burps: Your alcohol-laced belches turn into goutts of fire for 1d4 hours. This is a ranged attack with 30' of range that deals 2d4 damage. Rolling a 4 on either damage dice means the target must make a DC 10 Reflex save or be set on fire.
8	The Kwisatz What Now?: For 1d4 hours you dream vividly of the memories of your ancestors. When it is over you gain +5 to the next saving throw of your choice.