Preface

AH, WINE. THE VIGOR OF THE LAND. THE BOTTLED REFUGE, *to steel oneself against life's stormy seas. The clement gift of whatever wretched beings oversee this miserable land.*

When tended, the grapes give us flesh and their blood. We give them our toil and sweat. The merciful gods of fermentation give us the wine. Such is the way of our past, but it would seem, perhaps not our future.

Why shouldn't a man have something to sooth aching bones on each cold Barovian night? Perhaps our parched tongues are the price that we pay for unknown sin, that we are too ignorant to atone for. Perhaps we never deserved the wonderous ichor in the first place. These are questions best left to the theologians, but the thing that is for certain to this old man, is that his old feet years to stomp the grapes, and his old hands yearn to tap wine barrels.

— Davian Martikov,
Principal Vigneron, Wizard of Wines Vineyard

About this Product

In Vino Lamia is supplement containing magic items to use in place of the wine as written throughout the *Curse of Strahd* module and campaign setting.

Inside, you will find the three varieties of Barovian wine described in the module, outfitted with new art and abilities. Additionally, there are three additional wines (one of which is a suggested replacement). If you enjoy this product, please consider adding a rating in the DMsGuild!

-PhantomTim

Credits

Designed and Edited by Timothy Kraus (@Phant0mt1m)
All item art by Timothy (Asset taken from the Public Domain collection of the National Gallery of Art)

Template Designer: Laura Hirsbrunner (via DMsGuild)
Cover: "the Merry Fiddler" by Gerard van Honthorst, (in the public domain, edited by Tim Kraus)
Special Thanks: Users of the r/CurseofStrahd Subreddit, and Curse of Strahd Discord for your feedback and encouragement.

Interstitial Art: Wizards of the Coast, and Public Domain
Product Version: 1.1

Table of Contents

Preface 1
About this Product 1
Credits 1
Table of Contents 1
Wine in Barovia 2
Drink Life from a Goblet 2
Placing the Wines in Barovia 2
Placing the Wines in Barovians 2
the Wines, as Written 3
Purple Grapemash No. 3 3
Red Dragon Crush 3
Champagne du le Stomp 4
Second Stage Fermentation 5
Brute le Stompe 5
Cheveux et Plumes 5
Vie du Martyr 6

Sample file

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.
Pp

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Timothy Kraus and published under the Community Content Agreement for Dungeon Masters Guild.

Wine in Barovia

Although this supplement was created with the *Curse of Strahd* adventure module in mind, it can be easily adapted to fit into any campaign.

This section contains notes about the context of the wine in *Curse of* Strahd, and how they could be used in the module. If your campaign takes place outside of Barovia, perhaps some of these wines are in the possession of a connoisseur or a collector of fineries in your game!

Drink Life from a Goblet

The only thing drearier than the fog-moistened days, are the desolate Barovian nights. For this reason, enjoying the fine wine made by the Wizard of Wines isn't a luxury, but necessity for denizens of Barovia.

Exquisite by even the measure of the most discerning palate, the dearth of other such pleasures makes the deep stone-fruit tones and fluttering high note flavors of these wines even sweeter to Barovians, who have so few things to look forward to.

Placing the Wines in Barovia

Each of the three wines are presented in *Curse of Strahd* are presented in this supplement with their bungs in-tact. You can simply use the stats included in this book for each instance of these wines in the module, with the small additional revisions below.

- Replace instances of *Champagne du le Stomp* instead with *Brute le Stompe*
- Add bottles of *Brute le Stompe,* and *Cheveux et Plumes* to treasure stashes in the houses of nobles (such as Vargas Vallakovich)
- Add five bottles of *Vie du Martyr* to Barovia, in the following locations
  - 3 bottles in Castle Ravenloft (areas K43, and K63)
  - 1 bottle in the Winery (Area W17)
  - 1 (empty) bottle in the Abbey of St. Markovia (Area S17)

Using *In Vino Lamia* with DnD Beyond

For your convenience, art assets that are compatible with DnD Beyond's homebrew framework are included with this supplement (in .zip file format). You can add them to your game by either homebrewing the items yourself (which will allow you to include the art assets) or use the links below to add to your homebrew collection (which are programmed, but without art).

- Purple Grapemash No. 3
- Red Dragon Crush
- Champagne du le Stomp
- Brute le Stompe
- Cheveux et Plumes
- Vie du Martyr

An (Unnecessary) Note From Wine Snobs:

This supplement suggests that you replace each instance of the *Champagne Du Le Stomp* wine with the identical but renamed *Brute Le Stompe*, for the reasons below.

- The term "Champagne" refers to a specific region in France where such wine is produced. As such, *only* wines produced in this region can accurately be labeled as "Champagnes". An identical wine produced in another region would then be described as a "sparkline white wine".
- "Brut", on the other hand, generically refers to an unsweetened and dry sparkling white wine.

Please note that Barovia is a place that only exists in your game, so if you would like the wine laws of our world to have no power here, as such they will not. He is the ancient, he is the land, he makes the wine rules.

Placing the Wines in Barovians

In Barovia, wine is a way of life. As such, players may find wine in most Barovian homes and establishments. The quality of the wine may vary, but even the lowest quality of wine to be found in Barovia, *Purple Grapemash No. 3,* is still very passable by the standards of most adventurers (even if it is a bit……unremarkable).

The finer wines, however, such as *Brute le Stompe,* are unmatched nearly anywhere in the Forgotten Realms in quality. The most exquisite of the varieties, *Vie du Martyr* is so rare that most people don't even know anyone who has tasted it. However, it is fabled to be *simply divine.*

Sample file

The Wines, as Written

Purple Grapemash No. 3

Potion, common

A dark green glass bottle, filled with an unremarkable, but passable, purple wine. The label indicates that it is from the Wizard of Wines winery.

There are two servings of wine in this bottle, which must be consumed within 24 hours of uncorking, or the remaining servings lose their magical properties.

Boost of Vitality. When you drink this wine, you gain 6 temporary hit points (which may be divided among any characters that are consuming the wine), which last for 1 hour or until they are lost (whichever is sooner).

No more than 10 hit points can be gained by an individual from any single bottle.

Intoxicating. When consuming this wine, roll a DC 11 Constitution Saving Throw.

On failure, you have disadvantage on all attack rolls and ability checks for 1 hour.

Each additional instance of consuming any wine within the hour adds +3 to the Constitution Save DC.

Red Dragon Crush

Potion, uncommon

A brown glass bottle, filled with a very drinkable and sweet red wine. The label indicates that it is from the *Wizard of Wines* winery. It seems very old.

There are two servings of wine in this bottle, which must be consumed within 24 hours of uncorking, or the remaining servings lose their magical properties.

Jammy Vigor. When you drink this wine, you may spend up to half of your total available hit dice to regain hit points.

When doing so, no hit die may roll a number half of its maximum value (for example, a d6 hit die may not roll less than 3). If such a roll happens, roll that die again.

This wine has no effect on curses.

Intoxicating. When consuming this wine, roll a DC 12 Constitution Saving Throw.

On failure, you have disadvantage on all attack rolls and ability checks for 1 hour.

Each additional instance of consuming any wine within the hour adds +3 to the Constitution Save DC.

Sample File

Champagne du le Stomp

Potion, rare

A wire-corked, dark green glass bottle, filled with sparking white wine. The label indicates that it is from the *Wizard of Wines* winery. It seems very old.

The wine inside is light, dry and tart. A very fine bottle of wine.

There are two servings of wine in this bottle, which must be consumed within 24 hours of uncorking, or the remaining servings lose their magical properties.

Revitalizing Bubbles. When you drink this wine, it removes any levels of exhaustion you are suffering and cures any disease or poison affecting you.

This wine has no effect on curses.

Intoxicating. When consuming this wine, roll a DC 13 Constitution Saving Throw.

On failure, you have disadvantage on all attack rolls and ability checks for 1 hour.

Each additional instance of consuming any wine within the hour adds +3 to the Constitution Save DC.

Sample file

Second Stage Fermentation

Brute le Stompe

Potion, rare

A wire-corked, dark green glass bottle, filled with sparking white wine. The label indicates that it is from the *Wizard of Wines* winery. It seems very old.

The wine inside is light, dry and tart. A very fine bottle of wine.

There are two servings of wine in this bottle, which must be consumed within 24 hours of uncorking, or the remaining servings lose their magical properties.

Revitalizing Bubbles. When you drink this wine, it removes any levels of exhaustion you are suffering and cures any disease or poison affecting you.

This wine has no effect on curses.

Intoxicating. When consuming this wine, roll a DC 13 Constitution Saving Throw.

On failure, you have disadvantage on all attack rolls and ability checks for 1 hour.

Each additional instance of consuming any wine within the hour adds +3 to the Constitution Save DC.

Note: this is identical to the Champagne du le Stomp.

Cheveux et Plumes

Potion, very rare

A small dark brown glass bottle, filled with a dark red wine. The label indicates that it is from the *Wizard of Wines* winery. It seems very old. The wine inside is thick, and sweet, almost sickeningly so.

Legend has it that this wine was the first variety produced by the Martikov family, when it took control of the Winery from the Krezkovs.

There is one serving of wine, in this bottle.

Lycanthropic Quickening. When you drink this wine, you gain the following benefits, for 10 minutes.

- You can sense when you are within 60 feet of anyone suffering from lycanthropy, of any kind.
- You gain a dexterity score of 15, unless yours is already higher
- You are proficient in acrobatics and perception
- Your speed increases by 10 feet

Intoxicating. When consuming this wine, roll a DC 12 Constitution Saving Throw.

On failure, you have disadvantage on all attack rolls and ability checks for 1 hour.

Each additional instance of consuming any wine within the hour adds +3 to the Constitution Save DC.

Sample file