Tales of Drink Gantlet



by Faucheusestar

You open your eyes behind the bar counter, ready for a most bizarre evening as the bartender of this strange establishment. Don't pay attention to the customers' odd appearances... Oh, and the recipes for the various cocktails are in a small book just to your right.

The objective of this gauntlet is simple: make one drink. You can of course stay and make all the drinks you want, but one is enough to complete this jump.

Drinks Menu

*You get a discount on two perks from each price category and **Water** is free.*

Cocktails:

Eggnog	100 CP
Mulled wine (vin chaud)	100 CP
Bloody Mary	200 CP
Piña colada	200 CP
El Presidente	200 CP
Vesper Martini	400 CP

Alcohols:

Wine	100 CP
Beer	100 CP
Cider	200 CP
Whiskey	200 CP

Alcohol-free drinks:

Water	Free
Tea	200 CP
Coffee	200 CP
Lemonade	200 CP
Hot Chocolate	400 CP

Video games/other:

Nuka-Cola	100 CP
Firewhisky	100 CP
Butterbeer	200 CP
Cubic Milk	200 CP
Magic Potion	400 CP

Perks

Cocktail:



Eggnog
…… 100 CP
Thanks to the magic of Christmas, all the drinks you make are capable of curing illnesses. But the more serious the illness, the more they will need to drink!



Mulled wine (vin chaud)
…… 200 CP
Even in the coldest places, you are enveloped in cozy warmth, and the magic of Christmas seeps through this drink, allowing you to create little Christmas miracles, such as making it snow, creating toys, etc.



Bloody Mary …… 200 CP
You can make odors disappear, ideal for ensuring that no one knows you've been drinking, and your reflection attacks your unwary enemies in the form of a strange ghost dressed as a nobleman… or pirate?



Piña colada
…… 200 CP
Your cocktails/drinks are incredibly effective at lifting spirits, especially when it comes to pirates. Speaking of pirates, you have all the skills it takes to be a pirate captain.



El Presidente…… 200 CP
You have all the necessary skills to manage (If your land is tropical, it will also thrive more.), plus you can do all the paperwork instantly while sipping a nice drink.



Vesper Martini …… 400 CP
What makes a good secret agent is a good cocktail! Now you know how to make Agent 007's official cocktail, and anyone who drinks it becomes a secret agent almost as lucky and talented as he is. This also works with other iconic drinks for other famous characters.

Alcohols:

Wine
…… ……. 100 CP
Your drinks become more delicious and potent as they improve with age. Furthermore, you can transform blood into alcohol and vice versa.



Beer…… …… 100 CP
The classic of classics, this drink has been around for ages, and with it you can do the same thing: you can change the look of anything (object, perk, jump, etc.) into a version from another era, such as transforming a bar into a cyberpunk or Far West version, or even a clandestine bar. Whatever you change still works without any negative effects.

Cider



…… …….. 200 CP
In addition to being much healthier thanks to the power of apples, your drinks can now, if you wish, temporarily repel doctors! Note that anyone with a doctorate or self-proclaimed doctor can be affected by this effect!



Whiskey…… ……... 200 CP
You are an excellent marksman and possess all the skills expected of a pop culture cowboy. What's more, you can transform a shot of any drink into a bullet with special effects depending on the drink.

Alcohol-free drinks:

Water

……
… Free
Really? Are you sure? Well, the establishment has to give it to you for free... In your next jumps, you can also take a perk/item worth 100 CP for free.

Tea



……
…….. 200 CP
Your tea-based drinks now temporarily make those who drink them smarter. Drinking them elegantly from porcelain cups and laughing like Ojou-sama further enhances the effect!

Coffee

……
…. 200 CP
Your coffee-based drinks restore a lot of energy and effectively combat sleepiness.

Lemonade



……..
200 CP
Whether laws are made by humans or not, the rules no longer affect you as much. It's as if they have become more lenient towards you, a bit like they see you as children running a lemonade stand.

Hot Chocolate



…….. 400 CP
This drink was originally made from rare ingredients imported from distant islands. Like the beverage creators of yesteryear, you too are now skilled in the art of using much less rare, locally sourced ingredients in your beverages while preserving their taste and effects. What's more, the more people drink your beverages, the more delicious they will find them.

Video games/other

Nukacola

……..

100 CP



You can pay with bottle caps in stores, and your drinks also grant radiation resistance. What's more, if your recipes were unhealthy, like the original recipes for the various Nuka-Cola varieties, they are now safe and will give a little bit of life back to those who drink them.



Firewhisky……

…… 100 CP

When you make a drink, you can add a minor effect to it. These are party tricks rather than powerful enchantments, similar to the effect of the drink of the same name or a minor effect on the appearance of the drink.



Butterbeer……

…… 200 CP

Your drinks, using just one or two ingredients from the potion recipe, have spell and potion effects from the Wizarding World, albeit weaker.

Cubic Milk



……

200 CP

Your milk-based drinks strengthen bones and remove the negative effects of potions/enchantments, in addition to curing poison. In addition, you can give all your drinks a pixelated appearance.

♣ Magic Potion ♣

…… 400 CP



As a Druid, in addition to some druidic powers, the drinks you serve have some additional druidic effects (Asterix, Pathfinder, etc.), although more diluted than the effect of the original potion/spell.

Example: the magic potion of the druid Panoramix would not grant as much strength but would still allow him to accomplish superhuman feats, just on a weaker scale.

Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Party [100]
In your bar, a small group of strangers will appear, all coming without really knowing how from many places in the multiverse. Perhaps they are Jumpers, Planewalkers, or all kinds of strange protagonists? What they have in common is that each of them is a soul-friend, a true dream team and they can all follow you for free.



Canon Companion [Free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift. Here, "canon companion" refers to any character from a medium linked in some way to at least one bar or equivalent.

Drawbacks

Jumpchain [+1000 CP]
Looks like we've got it all wrong: this isn't a gauntlet, it's a jump in which you'll hold this supernatural bar for ten years. Although in no way dangerous, this job isn't for milk drinkers... Or maybe it is, actually!

Self-Insert [+0]
So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Supplement [+0 CP]
You can use this Jumpdoc as a supplement

Sunset Sarsaparilla star bottle caps [+50 CP]
There are capsules with a pretty blue star on some of the bottles. Although uncommon, these capsules are worth 50 CP each for this jump.

Cute Invader [+50 CP]
Adorable creatures shaped like friends have arrived at your store and they want to drink everything you want to drink. Fortunately, they have money and will pay you 50 CP for every ten drinks, so don't worry, even if they are voracious, they will let you drink one glass for every ten. Feel free to make them many more and you will be paid.

Extended Stay [+100 CP]
For each purchase of this your time here is extended one week

Drink like a fish [+100 CP]
All your drinks should now be at their maximum size, and your customers won't notice because they can hold their liquor well, but can you hold it as well as they can?

A storm in a teacup [+200 CP]
Not worrying, not worrying is easy to say. There is a real storm outside, and although it won't destroy your bar, you no longer remember that you took this drawback and you hear the sound of thunder and strong winds, giving you the impression that your bar could end up being badly damaged. Fortunately, this is not really the case.

Dutch courage [+200 CP]
Aww, that's so cute, you're all nervous. Maybe doing a gauntlet with so many social perks now disabled was a mistake? Luckily for you, drinking alcohol helps... just remember not to drink your entire bar dry!

Bloody Mary [+200 CP]
A blood-covered ghostly woman always appears in your bar when you least expect it. Although she is particularly frightening and asks you if you have seen her child, she is actually a perfectly normal customer who will only order Bloody Marys, but you don't know that because you forgot about this Drawback!

Prohibition [+200 CP]
So now you're an illegal bar... there won't be any shootouts and the mobsters are pretty nice to you, but it's definitely not the same atmosphere!

Questionable quality/Moonshine[+300 CP]
All the high-quality ingredients in your bar have now been replaced by poor-quality industrial ingredients, the taste will really not be great, and in real life, certain cocktails have gone from being very popular to uninteresting because of this! What's more, some of your alcohol is transformed into a questionable version of moonshine. Fortunately, the blindness is temporary and will only last a few minutes... Do you really want to drink that?!

In hot water [+300 CP]
You've pissed off the wrong people, and a gang is coming to trash your bar in an epic bar fight. It won't be an impossible fight, especially since your customers might be able to help you.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Lockdown [+600]
You have no **Out Of Context** items, powers, or warehouse.

Reward

For completing this gauntlet, you will receive three things:

• First of all, by preparing drinks and other cocktails yourself (without using industrial methods), you can give them a small part of the power of the drinks here, even if the effect is temporary.

Drinking one of these beverages after already consuming the one that gave you the bonus will give you an additional temporary boost, so don't hesitate to do so.

• The second is that every month you will receive an assortment of beverages of the same quality as if you had prepared them yourself.

• You keep this bar, some of the previously unlimited drinks are kept, but this time the bar is restocked every week.

• And finally, you will be more skilled at making cocktails and craft drinks than before, regardless of your level when you arrived here.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Note: