

THE SORCERER TEQUILA COCKTAIL MENU



By Ron Edwards

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INTRODUCTION

On the off chance that some person someday encounters this document through a search or something, ðSorcererð is a role-playing game I wrote and published through my imprint, Adept Press. So now you know.

More pertinently, you will now discover here the recipes for twenty original cocktail drinks! All of them are made with tequila, my favorite alcoholic beverage. Before you get to it, here are a couple of points.

- The tequila should always be 100% blue agave. Iðve also specified the type (silver, reposado, añejo) and brand used in inventing each drink. You should try to use something approximating whatðs listed; it does matter a lot.
- Always mix ingredients in the order listed, stir or shake or whatever as instructed, and employ the recommended barware insofar as possible. Iðve found these to matter at least enough to stick to them.

And finally, the disclaimer: I ainð no expert mixologist. I havenð taken a course or perused dozens of websites. I donð make my own herbal liqueurs, I donð even brew my own beer. This is strictly an amateur effort whose only virtues are genuine enthusiasm and the use of live human subjects. I did in fact make all up all the drinks from scratch, and any duplication of existing drinks is coincidental.

THE SORCERER COCKTAIL LIST (19 down, 1 to go)

Classic structure

Grace: 1½ oz El Jimador añejo tequila, 1 oz apricot brandy, 1 oz orange juice, shake with ice, strain into a chilled cocktail glass, and garnish with a slice of lemon. The single most classically-built drink in this menu; Iðd be amazed if this wasnð invented already. I used store-bought orange juice and it was fine.

Stolen Kiss: 1½ oz Hornitos reposado tequila, 1 oz Stirrings organic ginger liqueur (be generous), 1 teaspoon blue agave sweetener (be sparing), shake with ice, strain into chilled cocktail glass. Look out for this one.

The Humanity: 1 ½ oz Hornitos reposado tequila, 1 oz crème de cassis, 1 ½ oz Philicon Fresh blackcurrant juice, shake with ice, strain into chilled cocktail glass. Cut back on the juice a bit for a harder, drier version.

Boost: 1½ oz Camareno silver tequila, ½ oz Campari, ¾ oz fresh-squeezed red grapefruit juice, stir with ice and strain into a chilled cocktail glass, and garnish with a slice of grapefruit. Using fresh juice gives it a nice fragrance.

SO(B): 1½ oz Camareno silver tequila, 1 oz limoncello, 3 oz limeade, pour over ice in a Collins glass and stir. Thatðs the honest version. Add 1 more oz limeade and a

sprig of mint to produce an innocent-tasting summer beverage you'd serve to the Sunday school teacher with a smile. "SO" stands for "significant other," a common first-time demon concept, with "B" standing for what they become, depending on gender. I used Simply Lime brand limeade. (Yes, I know, lemon-lime + tequila, so original, but this is a cooler, not a margarita.)

Total Victory: 1½ oz Camarena silver tequila, 1 oz Frangelico hazelnut liqueur, 1 teaspoon fresh-squeezed Meyer's lemon juice; shake with ice, strain into chilled cocktail glass. Meyer's is a brand of actual lemon, not a bottled juice.

Sex with an Ex: 1½ oz Hornitos reposado tequila, 1 oz Solerno blood orange liqueur, 2 oz cranberry cocktail, dash of Peychaud's bitters, shake with ice and strain into chilled cocktail glass. After I named this one, I suspected that the name was too good not to have been used before, and there is indeed at least one, approximately. But this is the better drink.

Bug Lover: 1½ oz Camarena silver tequila, 1 oz black sambuca, ½ oz Rose's lime juice, shake with ice, strain into a chilled cocktail glass rimmed with lime and salt. Only try this if you already like salted licorice candy. Variant: instead of sambuca, use Salmiakki Koskenkorva if you can get it, in which case don't salt the glass.

The Summoning: 1 ½ oz Hornitos reposado tequila, 4 oz yellow unsweetened grapefruit juice, pour over ice in a Collins glass, float ½ oz sloe gin on top. It turns out this is approximately a "Morning Joy" if you use rum, but I didn't know that until later, and this tastes way different.

Hard booze

The Kicker: 1½ oz El Jimador añejo tequila, 1 oz orange curaçao, 1 dash orange bitters, stir with ice, strain into chilled tumbler. Quite likely my favorite drink in this list.

Puji Blowfish: 1½ oz Camarena reposado tequila, 1 oz Midori, 1 oz Stirrings organic ginger liqueur, shake with ice, strain into chilled cocktail glass. A true shooter, inspired by the Kamikaze. I finally got Midori to express its melon taste without being so damn sweet.

The Many-Eyed Dragon: ¾ oz Camarena silver tequila, ¾ Lucid absinthe, ½ oz

Rose's lime juice, mix over a single ice cube in a chilled tumbler and add a solid splash of seltzer. Note that Lucid absinthe is French and contains bona fide wormwood; it's the closest modern brand I could find to what people think Toulouse Lautrec was drinking.

The Runesword: 1 oz Camarena reposado tequila, 1 oz Solerno blood orange liqueur, 1 oz Tia Maria, pour over ice in a tumbler and stir. Another nod to popular demon concepts for first-time Sorcerer play.

Bad for you

Desire: 1 oz El Jimador anejo tequila over ice, top off tumbler with 1½ oz Bailey's, stir well (otherwise it looks icky), sprinkle with grated dark chocolate.

Need: 1 oz Camarena silver tequila, ½ oz cinnamon schnapps, stir in fancy glass coffee mug and fill with hot coffee, top with whipped cream if you like.

The Binding: 2 oz El Jimador añejo tequila, ¾ oz Cointreau, 3 oz orange juice over a single ice cube, top with 2-3 oz club soda. Fizzy sin.

Oddballs

Taint: 1 oz Camarena reposado tequila, 1 oz Madeira, 1 dash Angostura bitters, stir with ice and strain into chilled cocktail glass. I discovered that my name for this drink, based on the demon ability, yields unexpected results in website searches.

Abomination: 1½ oz Goslings black rum, ¾ oz Camarena reposado tequila, 1½ oz orange juice, ¾ oz Rose's Lime Juice, pour over ice in Collins glass and stir. I still can't believe this wound up being drinkable, and even then, it takes a few sips.

Special Damage: 1½ oz Camarena silver tequila, 1½ oz Goldschlager cinnamon schnapps, 1½ teaspoon grenadine, stir without ice and pour into a chilled cocktail glass, stir with real cinnamon stick (and leave it in). You may find the taste familiar; that's intentional. For lethal Special Damage, sprinkle drops of tabasco sauce evenly across the top.

The Moving Tattoo: 1 oz Camarena reposado tequila, ¾ oz amaretto, ¾ oz Roslags Swedish punch, 1 oz Philicon Fresh wild berry juice, stir with ice in a tumbler. Named for the third of the Holy Trinity of first-time player demon concepts.

BACKGROUND

In the summer of 2002, my then-girlfriend (now wife) and I bought a house. It had almost nothing she'd carefully listed as must-have in her little notebook. What it did have was too good to pass up: an old-school air of space and comfort, rare among the houses we'd been shown until then. One feature that charmed and baffled us, though, was the full bar in the basement. Neither of us knew anything about making or drinking cocktails. Our friends, however, saw fit to educate us, so within a month or so we were looking at a scary assortment of boozes we didn't even know how to pronounce, a mysterious array of instruments which suggested surgery upon alien anatomies, and a stack of instructional books. One portentous night, then, she and I went downstairs and opened the first of the books

The first crossover with Sorcerer came not too long afterwards, when I posted a call for original cocktail recipes at the Adept Press forum at the Forge, seeking to find one worthy of being named "The Sorcerer." And promising that I and friends would *try* every one of them - which we did

As part of one of the periodic conceptual rearrangements of the Forge forums, I included a sticky at the Adept forum to distinguish it from the Forge in general. By then, the downstairs bar had worked its evil upon me to the extent that I used my favorite spirit, tequila as the unifying concept. Here's the post in full, which I still quite like:

Hello, and welcome to the Adept Press forum!

Rules - all the basic Forge rules in the Site Discussion sticky apply in this forum, which shouldn't be surprising 'cause I wrote them. The attention to focusing threads on ideas is primary. But that's not all. In addition, for this forum, think *tequila*. What the hell does that mean? Well, let's see.

1. Warning - In this forum, you'll be seeing less "Forge patriarch" from me. I'll tease you freely and even ruthlessly, swear more crudely and more often, and swat down behaviors I don't like more quickly. My reactions and emotions, including frustration with you, are more exposed. With any luck, you'll see this as a form of intimacy rather than as abuse. It's a lot like when one friend tells another, "That's 'cause you're a dick, you know." And the other friend goes, "Mmm, must be." To enjoy this forum, you'll have to recognize that I don't take care of you, emotionally, as much as I do in the general forums. Basic *human* courtesy still applies, but it's the foundation for rough, rude, and occasionally gut-revealing camaraderie. We really have to be friends here - otherwise you'll get hurt.

2. The hats - There are three hats I wear here.

One of them is Adept Press as publisher, and bluntly, my goals in this hat are to make money. If you don't like something about the book, my response in this hat is "Thanks for buying the game, citizen! And now for our next letter." The publisher will tell you all about what's up next, or why certain decisions were made, and that sort of thing, but he will *never* apologize for the books as physical or commercial product. He'll explain the decisions made for commercial purposes, but the basic assumption is that those decisions were non-negotiable. As far as he's concerned, every one of you should buy them all and tell your friends to do the same. The publisher is very forthcoming about the three games' commercial history and physical design, so questions about that are welcome.

The second hat is author and game designer, and this hat has the hardest time, because criticisms and questions about "why'd you do it that way" are taken to heart. In most cases, rules and prose explanations, including tweaks or admissions of inadequacy, are freely provided, and in many cases, discussed in extreme depth. This hat has a certain hard-won thick skin, though, and in many cases, the answer is "Because," or even worse, "Because I have no sympathy

for the plight you seem to be in." But for the most part, this hat is pretty nice and really likes the occasional abilities of humans to touch one another via our artistic efforts.

The third hat is fellow role-player, which is the friendliest, most enthusiastic one. When I'm wearing it, we are equals, and it's here that actual play and prep gets discussed in great detail. We're all learning when I'm wearing this hat.

Topics include:

- actual play and prep, yours and mine
- applications of the rules for your particular purposes
- fairly in-depth "counseling" about play
- fiction and movies discussion, sometimes pretty deeply

So what's this about "tequila?" It's my favorite booze, that's why. It's feral, a bit disturbing, highly tasty, various in quality and taste, mixes well with all sorts of things, and linked (however dubiously) with sudden insights. You might get poetic on whiskey, sentimental on vodka, or intellectual on scotch and brandy ... but on tequila, oh my, you just do not know what Kozmik Trooth will inscribe itself into your brain, or whom you might be giving oral sex to in the stairwell, before the night is through.

All three hats are like this stuff. The publisher is getting scarily powerful lately and even kind of wealthy, and who knows what 2005 will bring? The author/designer has broken through at least two doors of game function and presentation, and is champing at the bit to re-write a couple existing things and to start a couple new ones. The role-player is absolutely fearless now, having rewritten and re-cast every historical role-playing taboo into functional form.

Get a little funky with me, drink some tequila, toss around some insightful epithets to show how much we like each other, and be ready to discover your own boundaries, even to realize with horror that you might be standing outside of them after we've quaffed a few and danced the Chicken together. Know that the hats are different, but it's always me wearing them, and that I don't want this party ever to stop.

Best, Ron

Not too long ago (at the time of this writing), I was racking my brain for Kickstart pledge rewards which were not extensions of and additions to the goal. One of the first things I came up with was shot glasses with Sorcerer-esque art on them, which didn't take off too well in the ensuing discussions of the preview. But it opened the door to my idea of making drinks. And then I remembered the whole "tequila" thing from the forum, and that's how this reward came to be.

METHODS

The first thing the amateur booze-artist learns is that many, many classic cocktails are constructed on a simple model: an ounce or two of a primary spirit (40% alcohol in the U.S.), about half that amount of a secondary liqueur (alcohol content varies, usually less), and fruit juice, with that last either about the same amount as the liqueur, about the same amount as the spirit and liqueur combined, or even just a little bit. Once you find a combination that tastes good, the art comes in finding what proportions are just right and which minor details can be added to nail down the taste: sugar syrup, bitters, and garnish. Stick to this formula and you're almost guaranteed to get something drinkable, if not award-winning, especially if you use U.S.-style clear vodka for the spirit.

I was a little more ambitious than that, however, because I'd learned that some great drinks arose from the

most bizarre mixtures that were almost certainly due to errors behind the bar during a busy Happy Hour. I also wanted to avoid the 80s for the most part, in which too many drinks were merely grenadine glop backed with vodka and disguised with colorful froth. Tequila has a weird, feral quality that I wanted to bring out, not hide. Nor do I like the iron-man frat-boy school of mixing, which is mainly about the gag reflex and peer pressure.

Curiosity played a role too. I was sure, for instance, that blood orange was a natural fit, and I was fascinated by the possibility that the most earthy tequila and bona fide wormwood-containing absinthe might taste as good together as they sound. I did not, however, muster the courage to try any of that Vietnamese stuff made with venomous snakes.

I typically did one of the following. (1) I chose something I thought might work well with one or another type of tequila, then mixed them in varying proportions (in low quantities!) to check it out. From there, I thought about juice or bitters or whatever that might soften the alcoholic bite and complement the taste. (2) I mixed two or more liqueurs or other ingredients to arrive at a taste, then backed it up with tequila to see if the spirit's characteristic musk or bite made that taste better.

I swiftly found that not all matings produce viable offspring. I invented plenty of "Two cats in a bag" effects, when the tastes just sat there in the glass together and each wondered why the other was there, and all too many "Watery yuck!" moments which led me to wonder just what goes on chemically in there. Getting either enjoyable compatibility or, best, some unprecedented flavor, took a lot of little ¾ oz mix-texts at the bar, with fruits and garnishes spread all over the place.

I was looking forward to making a real tequila old-fashioned with blue agave sweetener, but I suspected that the internet might have beaten me to it, and I was right. Run a search or two and try them out yourself.

A lot of garnish instructions in cocktail books strike me as nothing more than a waste of food. But that said, I was surprised by the impact of garnish or proportions of juice, and learned to take it more seriously.

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I figured it's fair as well to list the primary books at my bar, which obviously set the baseline knowledge for me, such as it is.

International Bartender's Guide edited by Joseph W. Sora, Random House Reference. This is hands-down my main drink recipe book, the one that taught me what a Sidecar is.

Mr. Boston Official Bartender's and Party Guide, no author listed, Warner Books. Along with the drinks, extremely helpful regarding details of mixing and glassware.

The Ultimate Book of Cocktails by Stuart Walton, Hermes House. This is my arty coffee-table drinks book,

handy for reference about obscure liqueurs and weird fruits.

Playboy Bartender's Guide by Thomas Mario, Barnes & Noble Publishing. Full of good drinks, but also hilarious as a historical artifact. When I have the cats & chicks show up at my pad, I'd know just what to serve to knock their socks off.

The Bartender's Black Book, 5th edition, by Stephen Kittredge Cunningham, self-published. Infested with many 80s abominations using grenadine and/or sour mix, but there are some (literal) knockouts in there too.

Shag's Around the World in 80 Drinks, by Adam Rocke, illustrated by Shag, Surrey Books. A fun little kitschy book with a good mix of classic vs. hipster drinks.