

Drinking and Intoxication

Version 1.00 (September 2022)

Heavily Inspired:

<https://www.gmbinder.com/share/-LwW9VsLu8w6Fe475DMj#:~:text=For%20every%20alcoholic%20drink%20consumed,gaining%20a%20level%20of%20exhaustion.>

This is the way I am dealing with intoxication in my Minaria Campaign. Each time a player drink an alcoholic beverage they have a chance to gain a level of Intoxication.

It takes a character half an hour to drink a beverage unless they say otherwise.

| Drink Strength | | Intoxication Points Effects | |
|---|--------------|---|---------------------------------------|
| Drinks | Intox Points | Points Range | Effects |
| Ale, Wine, Cider, Mead | +1 | 0-1 | Nothing Happens |
| Margarita, Whiskey Sour, Martini | +2 | 2-5 | Add 2 to Intoxication Saving Throw DC |
| Rum, Whiskey, Bourbon, Sake, Vodka, Tequila | +3 | 5+ | Add 4 to Intoxication Saving Throw DC |
| Specialty Drinks | +3 | General Rules: <ul style="list-style-type: none">• Losing Points: Every hour 1 intoxication point is lost.• Making Intox Saving Throws: Once the Intoxication Points reach 2. | |



| Intoxication DC | | Intoxication Levels | |
|-----------------|------------------|--|--|
| Race | Intox Gain DC | Level | Effect |
| Aasimar | 12 - CON Mod | 1 | +1 to CHA Checks -1 to INT Checks |
| Dragonborn | 12 - CON Mod - 2 | 2 | +3 to CHA Checks -2 to INT Checks |
| Dwarf | 12 - CON Mod - 2 | 3 | +5 to CHA Checks -3 to INT and WIS Checks -1 to Attack Rolls |
| Elf | 12 - CON Mod - 1 | 4 | +5 to CHA Checks Disadvantage to INT and WIS Checks -3 to Attack Rolls 1d4 of Poison Damage each half hour |
| Drow | 12 - CON Mod - 2 | 5 | +5 to CHA Checks +3 to STR Checks Disadvantage to INT and WIS Checks -3 to Attack Rolls Advantage on Fear Saving Throws 1d6 of Poison damage each half hour |
| Genasi | 12 - CON Mod | | |
| Gnome | 12 - CON Mod + 1 | | |
| Goblin | 12 - CON Mod + 1 | | |
| Half-Elf | 12 - CON Mod | | |
| Half-Orc | 12 - CON Mod - 2 | | |
| Halfling | 12 - CON Mod - 1 | | |
| Human | 12 - CON Mod | | |
| Orc | 12 - CON Mod - 1 | | |
| Tiefling | 12 - CON Mod | | |
| Yuan-Ti | 12 - CON Mod | | |
| | | General Rules: <ul style="list-style-type: none"> • Drinking More: Once intoxicated and attempting to drink more character must make a CON saving throw of 8 + Strength of Drink. If failed they fall unconscious for 1d4 hours. • Detoxing: If healing is applied then for every amount healed in multiples of 10 (min. of 1) that player loses 1 level of Intoxication. A Short Rest losses 1 level of intoxication and a Long Rest results in all levels of Intoxication loss. | |