

Drinking and Intoxication

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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
		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	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. 	
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		