## **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.

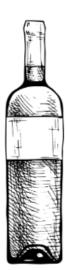
Drink Strength		Intoxication Points Effects	
Drinks	Intox Points	Points Range	Effects
Ale, Wine, Cider, Mead	+1	0-1 2-5	Nothing Happens
Margarita, Whiskey Sour, Martini	+2		Add 2 to Intoxication Saving Throw DC
Rum, Whiskey,	+3	5+	Add 4 to Intoxication Saving Throw DC
Bourbon, Sake, Vodka, Tequila		General Rules:	
		<ul> <li>Losing Points: Every hour 1 intoxication point is lost.</li> <li>Making Intox Saving Throws: Once the Intoxication Points reach 2.</li> </ul>	











Race	Intox Gain DC	
Aasimar	12 - CON Mod	
Dragonborn	12 - CON Mod - 2	
Dwarf	12 - CON Mod - 2	
Elf	12 - CON Mod - 1	
Drow	12 - CON Mod - 2	
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	

Intoxication DC

Level	Effect	
1	+1 to CHA Checks -1 to INT Checks	
2	+3 to CHA Checks -2 to INT Checks	
3	+5 to CHA Checks -3 to INT and WIS Checks -1 to Attack Rolls	
4	+5 to CHA Checks Disadvantage to INT and WIS Checks -3 to Attack Rolls 1d4 of Poison Damage each half hour	
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	

**Intoxication Levels** 

## **General Rules:**

- 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.