



INTOXICATION



*“Ho! Ho! Ho! to the bottle I go
To heal my heart and drown my woe.
Rain may fall and wind may blow,
And many miles be still to go,
But under a tall tree I will lie,
And let the clouds go sailing by.”*

— J. R. R. TOLKIEN, *THE FELLOWSHIP OF THE RING*

Alcohol is more than just a drink – it is a source of camaraderie, courage, and chaos. Whether you drink to celebrate, drown your sorrows, or test your grit, its effects should never be taken lightly.

DRINKING ROLLS

When you drink a full glass of an alcoholic beverage, make a CON roll. Roll with a boon for a weak beer or ale, roll normally for a wine or strong cider, roll with a bane for a strong liquor – two banes for that dwarven stuff. See a selection of drinks on the menu below.

- ♦ **On a Failure:** You suffer a condition, roll a D6:
(1) Exhausted, (2) Sickly, (3) Dazed, (4) Angry, (5) Scared, (6) Disheartened, if you already have the condition, you suffer the next one instead. If you already have all six conditions, you pass out.
- ♦ **On a Success:** You suffer no further condition.
- ♦ **On a Dragon:** You recover a condition of your choice.
- ♦ **On a Demon:** You suffer two conditions – roll twice.

You recover all of the conditions you suffered after a shift rest, except for the Sickly condition – your hangover.

DRINKING GAMES

Competitive drinking is a time honoured tradition among many people. Playing a drinking game is a test of your grit and constitution. A game is played in rounds between two or more participants. Every round, each participant has to drink a full cup, tankard or goblet, of an agreed-upon drink and make an drinking roll. Play out the resulting conditions to make the whole drinking game more fun and lively.

There are many different rules to play by, but in almost all the winner is the last person standing – and the first to go has to pay for all drinks consumed in the game.

INSIDE-OUT RULES: This version of the rules is simple and fun, whoever throws up (suffers the Sickly condition) loses – first to barf cleans up the mess afterwards.

LAST-ROUND RULES: In this version, you drink until you pass out – winner is the last one awake. The first one to pass out pays the bill when they wake up again.

VARIANT POISON RULES

For easier poison/disease rules, instead of an open opposed roll, make a normal CON roll. If you fail, you suffer the full effect. If you succeed, you only suffer the limited effect. The poison’s potency modifies the roll:

POTENCY: -7 8-10 11-13 14+
MODIFIER: 1 boon – 1 bane 2 banes

EXAMPLE ALCOHOLIC BEVERAGES

ITEM	COST	SUPPLY	EFFECT	¹ Replaces the items on page 80 of the Rulebook.
Cup of Moonshine	1 copper	Common	A strong liquor distilled from grains (1 bane to drinking).	
Pint of Ale	2 copper	Common	A watery brew served at chep taverns (1 boon to drinking).	
Tankard of Mead ¹	4 copper	Common	An amber alcoholic drink brewed from honey.	
Goblet of Wine ¹	2 silver	Uncommon	A moderately strong alcohol, made of grapes (1 bane to drinking).	
Shot of Stonebrew	4 silver	Rare	This dwarven spirit burns a clear flame (2 banes to drinking).	
Glass of Dewdrop	1 gold	Rare	A refined elven liqueur that does not prevent you from revcovering the Sickly condition, even if you pass out from drinking (1 bane to drinking).	
The Whole Bottle	×10		Wine, liquor or spirit bottles hold around 10 glasses (<i>bottle not included</i>).	
A Barrel Full	×100		Beer, ale, or cider barrels hold around 100 pints (<i>barrel not included</i>).	