

Dungeons & Dragons: Drinking Games

Have you ever wanted to have a way to actually track the intoxication of your characters as they challenge the town drunk to a drinking contest? Want to show the difference between Dwarven ale Elven wine and gnomish stout compared to a pint of regular ale from the local Tavern? Then this is the rule expansion for you, so come pull up a seat and call over the barkeep this Rounds on me!

In here I offer a few idea for characters and rules that pertain to the consumption of alcohol. A new Fighting style with Tippy Fighter where being tipsy and swinging something heavy serve to great benefit.

Way of a Drunken Master bring backs a prestige class from 3rd edition as a monk Monastic Tradition that excels with a bit of alcohol in their system and never spills their drink.

Rules of the Drink is a variant rule that gives the dungeon master the tools to accurately track a drinking contest and its effects on the characters giving bonuses to those with stronger constitutions. Also provides prices and strengths for a variety of alcoholic beverages.

Fighting Style

Alcohol has an effect on those who regularly fight and some learn how to use its effects to their advantage. The following Fighting style feature would be available to the Paladin, Fighter, and Ranger classes.

Tippy Fighter

While you are intoxicated you can Use the Dodge action as a bonus action on your turn. You also gain a +1 damage with a one handed weapon that you are wielding while not

wielding another weapon in your other hand (You don't have to be intoxicated for this).

Monastic Tradition: Way of the Drunken Master

Monks of the Drunken Master combine martial arts with a serious of calculated stumbles that resemble that of intoxication. Using everything that is laying around in combat, drinking more than it looks they should with less effect, and never spilling their drink.

Tavern Master Technique

Starting when you choose this tradition at 3rd level, you can use whatever is lying around as a weapon. You gain proficiency with improvised weapons and they are considered monk weapons. You also learn to use them to great effect and deal an extra 2 damage when you hit with them.

After you hit with an improvised weapon you can spend 1 ki point to attempt to grapple the target as a bonus action.

This bonus increases to 3 at 11th level and 4 at 17th.

If your DM is using the Alcohol Variant rule from this expansion you add your Proficiency to your constitution modifier when determining the number of drinks you can consume before becoming inebriated.

Stagger

At 6th level, you master a drunken sway that makes you more difficult to hit in combat. Your unarmored defense increases by one. 11 +

Dexterity modifier + Wisdom modifier is your new unarmored armor class calculation.

The bonus increases to 2 at 17th level changing your unarmored armor class calculation to 12 + Dexterity modifier + Wisdom modifier.

Corkscrew Rush

At 11th level you can throw yourself through enemies. When you use your Step of Wind class feature to Dash you can choose one of the following extra effects:

- You can make an attack with a monk weapon or unarmed strike in addition to Dashing
- You also gain the effect of the disengage action while dashing.
- You can push one creature at the end of your dash it must make a strength saving throw. If it fails you can push it up to 15ft away from you.

Breath of Flame

At 17th level you can use your ki to belch forth spouts of flames spewing it forth like a dragon. As an action you can spend 5 ki points to release a 30 ft cone of fire that deals 6d12 fire damage and half as much if the creature succeeds a dexterity saving throw.

Drinking Rules

Have you ever wanted to be able to have a drinking contest that favors those with stronger constitutions? Want to show the hangover from heavy drinking? Want to know how many drinks it takes your characters to pass out? Well you are reading the Correct Rule variant.

Every beverage has a Name, Cost, Size, Strength, DC, and Effects. The size of a beverage is set either glass, mug, or shot. The strength is a number that shows the level of intoxication that comes from a drink of its size. So a drink with a strength of 2 that is a shot in size is actually stronger than a drink with a strength of

2 and size of mug, or glass. The DC is the base DC for the Constitution save to avoid negative effects from over drinking. The phrasing of base is due to an increasing DC as you drink with no consequences. The effects of most alcoholic beverages are just intoxicating but some have addition effects when you fail their save which can lead to an interesting morning.

Easy Drinks

First rule to the drinking games is the rule to determine how many drinks a character can consume without worrying about being drunk. This is as simple as subtracting from their constitution modifier. A character can consume a number of drinks whose total adds up to a number that is less than or equal to the character's constitution modifier. After this things begin to get a little interesting.

Intoxicated

When the number of all the drinks consumed by a character is greater than their Constitution modifier they are now intoxicated gaining the poisoned tag. When a character drinks a beverage from this point forward they must make a Constitution saving throw on a failed save they are effected by an Alcohol strength that is twice the strength of the drink, adding that amount to the number of drinks consumed. In addition any Alcoholic beverage consumed after this point that the characters fail their save for deals an amount of damage equal to the strength of the drink.

The poison damage taken from drinking is not recovered after the next long rest representing the hang over. If the character takes an amount of poison damage equal to their constitution modifier they pass out unconscious beginning a long rest.

Drunk

When the Strength of all drinks consumed by a character is greater than their Constitution

score they are considered Drunk and have disadvantage on Saving throws versus poison.

Name	Cost	Size	Strength	DC	Effect	Description	Alcohol Content
Ale	4 cp	Mug	1	12		Beer	4.0% - 6.0%
Bat spit	3 cp	Mug	1	10	On a successful save drink does not count towards the number consumed	A fermented beverage commonly made from black or regular rye bread	1.50%
Boza	3 cp	Mug	1	9	On a successful save drink does not count towards the number consumed	A malt drink made with maize, wheat and millet	1%
Brandy	5 cp	Glass	3	16		Distilled wine	35% - 60%
Chicha	4 cp	Mug	1	12		A beverage derived from corn beer and Fermented grapes	2.0% - 6.0%
Cider	4 cp	Mug	1	12		Fermented Apple juice	2.0% - 8.5%
Dragon Drool	2 sp	Shot	6	18	You belch a 15 foot cone of fire forward igniting anything flammable that is not being carried or held and dealing 3d6 fire damage to yourself and anyone that fails a DC 12 Dexterity save	A bubbling liquid that that reaks of sulfur and is hot to the touch	60% - 80%
Dwarven Ale	6 cp	Mug	2	14	You grow a small amount of hair grows as a beard	A strong Ale that wil give your chin hair	9.0% +
Dwarven Water	2 cp	Mug	1	8	On a successful save drink does not count towards the number consumed	Basiacly water with a little bit of alcohol	0.1% - 0.5%
Dwarven Whiskey	2 gp	Mug	10	25	You grow a large bushy beard if you can and you gain the ability to speak dwarven	Very few people know how to make this rare Alcohol and only the Best Dwarven Brewers have been known to produce it	80% - 97%
Elven Brandy	2 sp	Glass	5	18		Distilled Elven Wine	50% - 80%
Elven Wine	8 cp	Glass	2	14	You gain Advantage on Charisma checks for 1 hour	Extremely Fine Wine	14.0% - 25.0%
Gin	5 cp	Glass	5	16		Gin was once intended tp be an herbal medicine derived from the Juniper Berry but has become consumed by a large variety of races	40%– 50%
Gnomish Wine	5 cp	Glass	2	14		Home-made alcoholic beverage made from sugar	15.0% - 17.0%

Halfling Fermented Tea	3 cp	Mug	1	10	On a successful save drink does not count towards the number consumed	Fermented tea from adding bacterial yeast to it during the brewing process	1.45%
Kefir	3 cp	Mug	1	10	On a successful save drink does not count towards the number consumed	A fermented Milk drink	2.00%
Mead	5 cp	Mug	2	13		Fermented with water	8.0% - 16.0%
Orc Snot	5 cp	Shot	3	15		Tequila	32% - 60%
Rum	5 cp	Shot	4	15		Sugarcane Alcohol	37.5%–80%
Sake	4 cp	Shot	1	13		Rice Wine Made far to the east	15%
Soju	5 cp	Shot	2	15		Ethanol and water	17.0% - 45.0%
Treant Piss	8 cp	Glass	3	15	You begin to produce the scent of fresh apples	Concentrated cider	30% - 40%
Vodka	6 cp	Shot	3	15		Vodka	35% - 50%
Whisky	6 cp	Glass	5	16		Distilled Beverage from a fermented Grain mash aged in charred White oak barrels	40%–68%
Wine	5 cp	Glass	1	13		Fermented Grape Juice	9.0% - 16.0%

Bonus Stuff

Feat Variant

If you are using this rule set you might want to consider adding a part to the tavern brawler Feat, where the character adds their proficiency to the number of drinks that they can consume for each level of intoxication.