

JESTER'S REVISED DRINKING RULES

If you can't be sane, you can at least be drunk

DRINKING RULES

ALCOHOL TOLERANCE

A character can drink a number of drinks equal to their Constitution (Tolerance) Modifier, so long as the Alcohol Content Modifier of the drink is equal to or below their Constitution (Tolerance) Modifier. Meaning a player with a CON Mod of 4 can drink four drinks with a modifier of 4 or below before making intoxication saving throws.

INTOXICATION SAVE (CON SAVE)

All drinks have an intoxication save equal to 8 + their alcohol content modifier. Intoxication saves are cumulative based on the alcohol content of drinks you had, but only if you had fail the saving throw. By failing a save you go up one level of intoxication. By failing an intoxication save by 8 or more you go up 1d2 intoxication levels instead, if this brings you to dying you are instead shitfaced (Though while shitfaced it can bring you to dying, see pg 2).

EX 1: You drink an ale with a modifier of +1, the save is 9. You drink two more passing your saves, and go for a fourth, the save is 10; you fail this save by 1 and now go up 1 level of intoxication.

GOING DOWN LEVELS AND HANGOVERS

If an hour goes by without having consumed any alcohol you go down one Intoxication level. If taking a long rest, sleeping or remaining unconscious for hours equal to your intoxication level while at level 4 intoxication or higher, you wake up with a hangover. Hangovers typically last for 24 hours (or 4d6 if you prefer).

BLACK OUT DRUNK

While black out drunk the DM rolls on a carousing table, if one is black out drunk during combat or in a situation where one cannot roll on a carousing table, you instead do not remember what transpired from when you became blackout drunk to when you pass out.

POISON RESISTANCE AND IMMUNITY

If one has resistance to poison, they gain advantage to saves against alcohol. If one has Immunity they cannot get drunk

VARIANT INTOXICATION SAVE RULE

It is encouraged to increase the Intoxication Save DC by 1 for every success for players whose con saves would not mechanically allow them to get drunk.

DRINKS

The consumption of alcohol will be measured in 2 oz. increments or "drinks". The following are examples of typical containers one might use to hold or drink alcohol from.

Container	Capacity	Number of drinks
Shot (Special)	1.0 oz.	1/2 Drink
Double Shot	2.0 oz.	1 Drink
Vial	4.0 oz.	2 Drinks
Hip Flask	8.0 oz.	4 Drinks
Tankard	1 pint (16 oz.)	8 Drinks
Bottle	1.5 pints (24 oz.)	12 Drinks
Waterskin	4 pints (64 oz.)	32 Drinks
Jug	1 gallon (8 pints[128 oz.])	64 Drinks
Barrel	40 gallons (320 pints[5,120 oz.])	2560 Drinks

SHOT

When drinking only 1 ounce, the alcohol content modifier is considered halved (rounded up)

ALCOHOL CONTENT MODIFIERS

Drinks have Alcohol Modifiers ranging from 1 to 9, which is based on their alcoholic content. A drinks intoxication save is equal to 8 + Alcohol Content Modifier.

Modifier	Alcohol Content	Liver Damage
1	4% - 6%	1
2	7% - 12%	1
3	13% - 19%	1
4	20% - 39%	2
5	40% - 69%	2
6	70% - 86%	2
7	87% - 92%	3
8	93% - 96%	3
9	97% - 100%	3

INTOXICATION LEVELS

As you drink and fail saves you will go up intoxication levels, these levels each have effects, and each effect stacks, meaning you are affected by your current level as well as lower levels. Each levels corresponding effects disappear upon going down an intoxication level unless specified.

INTOXICATION EFFECTS

(-1) HUNGOVER

- You have -3 to ability checks,
- You gain sunlight sensitivity
- Disadvantage on concentration saving throws due to migraines.

SUNLIGHT SENSITIVITY:

While in sunlight, you have disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

(0) SOBER

- You are under no effects of alcohol

(1) BUZZED

- You gain +1 to Charisma checks and Saving Throws.
- Disadvantage on saving throws against being charmed.

(2) JAZZED

- You gain advantage on Charisma checks with beings who are inebriated.
- -1 to Intelligence Checks and Saving Throws.

(3) TIPSY

- You gain advantage on saving throws against dread and being frightened.
- You gain disadvantage on Charisma checks with beings who are not inebriated.
- You Gain disadvantage on Dexterity checks and saving throws.
- -1 to Intelligence Checks and Saving Throws.

(4) DRUNK

- You gain advantage on Strength checks and saving throws.
- Ignore two levels of dread, unless you are at dread level 7.
- When using the Dash action you must succeed on a DC 15 Dexterity Save or fall prone.
- You gain Disadvantage on Intelligence Checks and saving throws.
- -1 to Intelligence Checks and Saving Throws.

(5) BLITZED

- As a bonus action, you may Roll any number of your hit die, you gain temporary hit points equal to the rolls. These hit die are consumed until you take a long rest or a similar effect restores them.
- You gain resistance to psychic damage, and if you are already resistant you are instead immune
- Your hit points are considered halved for use of the sleep spell and similar effects.
- Your movement speed is halved.
- -1 to Intelligence Checks and Saving Throws.

(6) SHITFACED

- You gain resistance to bludgeoning, piercing and slashing damage from non magical sources.
- Roll a d6: on a 1-3 you fall unconscious for 3d4 hours; on a roll of 4, you remain conscious; on a roll of 5-6 you are blackout drunk and remain conscious for 1d4 hours, after which you fall unconscious for 3d4 hours (see blackout drunk on pg 1).
- During combat at the start of your turn roll a d4; on a 1, you fall prone; on a 2, you are stunned until the start of your next turn; on a 3, you vomit uncontrollably, losing your bonus action and your current square becomes difficult terrain; on a 4, there is no additional effect. Unless you are stunned, you continue your turn as normal.
- If you continue to drink alcohol while shitfaced you take 1 hit die of poison damage.
- If you fail your Intoxication saving throw while shitfaced, roll another d6 and use the corresponding result. In addition if you fail the saving throw by 13 or more, you move up to the dying stage.

(7) DYING [ALCOHOL POISONING]

- You drop to 0 hit points and make death saving throws as normal, as well as losing all benefits from intoxication levels until you awaken
- If you do live you take a permanent reduction to your Constitution score from the corresponding liver damage table, if this reduction brings your constitution to 0, you die of liver failure. Though, this can heal over time, healing 1 point of constitution every (2)1d4 weeks, or a spell such as regenerate can heal the liver damage.

FOOTNOTES

*Alcohol Tolerance

Equal to CON Mod

Can Drink without needing to save for a number of drinks equal to con mod, so long as drinks alcohol content is equal to or less than con mod.

*Intoxication Save

8 + Alcohol Content Mod (Mod is cumulative per drink failed)

*Going up or down levels + Hangovers

Takes 1 hour to go down a level. If asleep for amount of hours equal to, intox 4 or higher you wake up with a hangover.

*Poison resistance + Immunity

Resistance gives advantage on Intox Saves, Immunity means you can't get drunk at all. (Stay sober)

*Black out Drunk

DM Rolls on the carousing table if possible, if not then you can't remember what happened from when you became black out drunk to when you passed out.

INDEPTH DRINKING EXAMPLE

Your character has constitution modifier of 4. Thusly making your alcohol tolerance 4

You have a drink that has an alcohol modifier of 4, making the intoxication save 12 (8 + 4 [From your current drink]).

You take four drinks, but because the drinks modifier is equal to your tolerance you are not require to make a save, automatically succeeding four times. On the fifth time you begin to make saving throws

You go for a fifth drink, the intoxication save is 12 (8 + 4 [From your current drink]) Now you must make an intoxication (constitution) saving throw.

You succeed, therefore the intoxication save for your sixth drink is still 12 because you did not fail the save. You are still currently sober.

You go for your sixth drink and succeed again, keeping the DC at 12. You are still sober.

You go for your seventh drink and fail, you are now buzzed. and because of your failure your save is now * DC 16 (8 + 4 [from your last failure] + 4 [from your next drink] or 12 + Next drinks alcohol content modifier)*.

You go for your eighth drink the DC is 16, you fail this roll by rolling an 8 and now instead go up 1d2 intoxication levels, becoming either jazzed or tipsy.

Because of your second failure, your intoxication save is now DC 20 (8 + 4 [From first failure] + 4 [from your second failure] + 4 [from your next drink] or 16 + Next drinks Alcohol Content Modifier).

Now you decide to take a drink from something with a lower alcohol content, a +1 ale. Your save is instead DC 17 (8 + 4 [From first failure] + 4 [from your second failure] + 1 [from your next drink] or 16 + Next drinks Alcohol Content Modifier).

You take a drink from the +1 ale, and fail. Now the save for your next drink is 17 + your next drinks alcohol content modifier.

VARIANT RULE: SPELL AND ATTACK DISADVANTAGE

While one is at the Tipsy Stage and on higher intoxication levels, they make attack rolls with disadvantage. Additionally while one is drunk and on higher intoxication levels they must make DC 10 constitution saving throw, or spells casted fail.

VARIANT RULE: TOO MANY EFFECTS

If you are the type of DM that feels overwhelmed by all effects of drinking, you could always roll a die corresponding to the effects for each level to determine the effect that the intoxicated character receives.

CREDITED

Original Mechanics [/u/cipath](#)

Rules and concepts revised from

[/u/theapoapostolov](#) (Hard Grit Rules).

[/u/FTW_Yall](#) (Drinking and inebriation).

VARIANT RULE: LIVER DAMAGE

If you would like for some more grit involved with your drinking, perhaps take the live damage variant rule.

Instead of taking liver damage from the Dying Stage, it is removed. In place of this, failing your intoxication saving throw by 10 or more when you are progressing from the Drunk, Blitzed or Shitfaced stage gives you an amount of liver damage (which corresponds to the alcohol content modifier [See the table on pg 1]). After accumulating a certain amount of liver damage you will move up to another stage.

(LD 1-3) MINOR LIVER DAMAGE

- Each time you complete a long rest, you must succeed at a Constitution saving throw DC 12 or gain the poisoned condition until you complete a long rest.
- Additionally, whenever you take poison damage, you take an additional 2 (1d4) poison damage per liver damage modifier.
- Anytime you drink alcohol or take another drug, you take 2 (1d4) poison damage per liver damage (to a maximum of 3, though you retain the liver damage amount from higher levels).
- This minor liver damage can heal over time, healing 1 point every 2 (1d4) weeks, or Magic such as the regenerate spell can cure your minor liver damage. If you heal your liver damage, and bring your liver damage mod to 0, you have a healthy liver again.

(LD 4-6) MAJOR LIVER DAMAGE

- Each time you complete a long rest, you must succeed at a Constitution saving throw DC 15 or gain the poisoned condition until you complete a long rest.
- Additionally, whenever you take poison damage, you take an additional 3 (1d6) poison damage per liver damage modifier.
- Anytime you drink alcohol or take another drug, you take 3 (1d6) poison damage per liver damage modifier (to a maximum of 5, though you retain the liver damage amount from higher levels).
- This major liver damage can heal over time, over the course of 2 (1d4) weeks, or Magic such as the regenerate spell can cure your major liver damage, reducing it to Minor liver damage.

(7-∞) SEVERE LIVER DAMAGE,

- Each time you complete a long rest, you must succeed at a Constitution saving throw DC 20 or gain the poisoned condition until you complete a long rest.
- Additionally, whenever you take poison damage, you take an additional 4 (1d8) poison damage per liver damage modifier.
- Anytime you drink alcohol or take another drug, you take 4 (1d8) poison damage per liver damage modifier (No limit).
- This severe liver damage can heal over time, healing over the course of 2 (1d4) weeks, or Magic such as the regenerate spell can cure your severe liver damage, reducing it to Major liver damage.

VARIANT RULE: ADDICTION

If you want to include alcohol addiction in your games. Here is a way to implement it.

STEPS

1. When the character drinks roll a d8, at your discretion.
2. On a roll of 7-8, make the player roll an Addiction (Constitution) Saving throw *equal to 8 + the alcohol content modifier of the characters drink (or DM determines the DC)*.
3. On a failure the player is now addicted (See below).
4. When the addict imbibes alcohol again, start from step 1 again and repeat.

PROGRESSION

When one fails another addiction save, their addiction level increases. This process repeats until they are cured of their addiction, or until the worst happens.

ADDICTION EFFECTS

Alcohol addiction has 3 tiers, and the 4th being repeatable. Each tier has corresponding withdrawal effects for when one is not under the effects of alcohol.

CASUAL ADDICT

- Addiction level advances on a roll of 7-8
- Addiction (Con) Save equal to 10 + Alcohol Content Mod.

MODERATE ADDICT

- Addiction level advances on a roll of 6-8
- Addiction (Con) Save equal to 13 + Alcohol Content Mod.

SEVERE ADDICT

- Addiction level advances on a roll of 5-8
- Addiction (Con) Save equal to 16 + Alcohol Content Mod.

OVERKILL

- The Character receives a permanent 1d2 reduction to their Int, which heals by 1 every 4(1d8) weeks of sobriety.
- If this reduction brings a characters intelligence to 0, they cannot think and fall unconscious into a coma.

WITHDRAWAL EFFECTS

A character suffers from withdrawal, until it reaches a specified Intoxication Level, or is cured. A character suffers its current level of Withdrawal and as well as lower levels. It is encouraged to make an addicted character make a Withdrawal (wisdom) Save when in the presence of alcohol or if they have the ability to acquire it; On a failed save, the creature does everything it can to feed its addiction.

CASUAL WITHDRAWAL

The character suffers from these effects until it is drunk.

- Disadvantage on ability checks while in withdrawal.
- Withdrawal (wisdom) Save DC 12
- After 3 days without alcohol, a casual addict suffers from negative effects of Intoxication Level 1.
- Every 24 hours or after a long rest without alcohol, a casual addict takes an eighth of their hit die in psychic damage that cannot be negated (This changes in tier 2).

MODERATE WITHDRAWAL

The character suffers from these effects until it is blitzed.

- Disadvantage on attack rolls and saving throws while in withdrawal.
- Withdrawal (wisdom) Save DC 14
- After 7 days without alcohol, a moderate addict suffers from negative effects of Intoxication Level 4 as well as lower levels.
- Every 24 hours or after a long rest without alcohol, a moderate addict takes a quarter of their hit die in psychic damage that cannot be negated (This changes in tier 3).

SEVERE WITHDRAWAL

The character suffers from these effects until it is shitfaced, and must make withdrawal save or continue drinking.

- Inability to concentrate while in withdrawal.
- Withdrawal (wisdom) Save DC 18
- After 48 hours without alcohol a severe addict suffers from negative effects of Intoxication level 5 as well as lower levels.
- Every 24 hours or after a long rest without alcohol, a severe addict takes half their hit die in psychic damage that cannot be negated.

CURING ADDICTION

Greater Restoration can be used at each tier to reduce it by 1 tier, but only once every 5 days, and the addict must pass a withdrawal save or the spell fails to reduce the addiction tier.

CASUAL CURE

- If a character does not drink alcohol for a period of 7 days, or is unable, it becomes cured of its addiction and becomes a recovering addict.

MODERATE CURE

- If a character does not drink alcohol for a period of 14 days, or is unable, it moves down a tier and becomes casually addicted.

SEVERE CURE

- If a character does not drink alcohol for a period of 30 days, or is unable, it moves down one tier.

RECOVERING ADDICT

- After being cured of their addiction, they are affected for a period of 3d4 months. The character may have to make a DC 12 wisdom save when in the presence of the Alcohol. On a failure the character will attempt to acquire it, and use it if they have the opportunity and if doing so will not put them in immediate danger. They may repeat their save after each long rest, they succeed automatically if they cannot access it. They have disadvantage on the save if they are under stress.
- This condition is removed after the months are up, but an addict is never truly "cured"—the DM may call for a temptation roll at their discretion any time the former addict is suffering or recently suffered conditions of extreme stress.