

# DUNGEONS AND DRINKING

Homebrew rules for drinking in character. Use caution when implementing these rules as they could derail your campaign and potentially put your players into dangerous situations if they do it right!

## KEEP TRACK OF DRINKS!

When your players are drinking, you need to keep up with what type of drinks they are having, and how many. For simplicity, consider the drinks only as a light drink or a strong drink.

**Light Drinks** Record +1 for each light drink they drink

**Strong Drinks** Record +2 for each strong drink they drink.

## LEVELS OF INEBRIATION

There are three levels of inebriation, buzzed, drunk, and passed out.

As you track their drinks, the total of their light and strong drinks will define the level they are at.

You obtain a level of inebriation when the value of the drinks consumed exceeds the values below...

- **Level 1: Buzzed** Constitution Modifier + 3
- **Level 2: Drunk** Constitution Modifier + 6
- **Level 3: Passed out** Constitution Modifier + 10

### A NOTE TO THE DM ABOUT TIMING

Typically when people drink, they don't pound a beer and feel it right away. Most people would have some drinks, and then feel it half an hour to an hour later.

You can use this fact to entice your players into drinking more because they shouldn't feel it immediately. Nor would they go from stone-cold sober straight to drunk, step them up over time for fun.

Don't worry, you likely don't need to track the exact time they drink, but just let them know a short time later that they feel the effects, and proceed with this guide as applicable.

## DRUNKEN INSPIRATION

Inspiration when drunk can work as normal, or you can use it to implement a feat of luck. For example, does the guard fall for your drunken excuse of looking for your cat mittens? They might if your players use drunken Inspiration.

Reward your players with inspiration for leaning into their drunken traits frequently. It's both the life blood of your crazy session and a tool to get them out of trouble if it gets too serious.

## LEVEL 1: BUZZED

Your character is feeling good! You've had a few drinks and some laughs with your homies and all is well. You have gained these additional effects.

- Gain temporary hit points (1 HP per level)
- Gain 2 **BUZZED** Traits (page 2)
- Advantage on STR checks
- Disadvantage on DEX checks
- Disadvantage on WIS checks
- Advantage on CHA checks if your CHA < 10

## LEVEL 2: DRUNK

You are past the point of feeling good, and you don't care. You came to party, and you will not be discouraged nor reasoned with at all. You retain the effects of level one, and gain the follow additional effects.

- Gain additional temporary hit points (2 HP per level)
- Gain 2 **DRUNK** traits (page 2)
- Immune to being frightened

## LEVEL 3: PASSED OUT

Nobody will ever say you don't party hard enough, however your night is over, and you have decided that right here, right now, is the perfect spot to sleep it off.

- Character falls unconscious as if affected by the sleep spell. If character is immune to sleep then they lose ability to control motor functions and is left to DM interpretation.

## LEVEL 1 BUZZED TRAITS

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### # Trait

- 1 Talks way too loud
- 2 Overly friendly: Insists on hugging or high-fiving everyone, friend or foe.
- 3 Overconfident: Believes they can accomplish any task, no matter how impossible.
- 4 Overly honest: Blurts out secrets or inappropriate comments without filter.
- 5 Argumentative: Picks fights or argues over trivial matters with allies.
- 6 Overly dramatic: Reacts to events with exaggerated emotions and actions.
- 7 Mimics others: Repeats or imitates the actions and speech of those around them.
- 8 Misunderstands instructions: Frequently misinterprets commands or plans.
- 9 Lost sense of direction: Frequently gets lost, even in familiar places, but very sure they are going the right way.
- 10 Overly philosophical: Engages in deep, existential debates and questions everything.
- 11 Overly generous: Gives gold or other items to random people you meet.
- 12 Seeks hidden meanings: Believes there are hidden messages or meanings in everything around them.

## LEVEL 2 DRUNK TRAITS

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### # Trait

- 1 Fiddles with anything shiny
- 2 "Opposite day": Whenever you see a sign or condition, warning or otherwise opposing you, you tend to want to work against it.
- 3 Slurred speech: Communication is difficult, and you must make a DC 10 Charisma check to be understood.
- 4 Forgetful: Has a hard time remembering anything from the past hour.
- 5 Hiccups: Gets persistent, loud hiccups that can disrupt spellcasting (DC 15 Concentration check).
- 6 Gains an imaginary friend: Frequently talks to or listens to an invisible companion.
- 7 Thinks they are famous: Acts as if they are a well-known hero or celebrity, expecting special treatment.
- 8 Believes they are a different class: Acts as if they have the abilities of a completely different class
- 9 Believes they can turn invisible at will: Acts as if no one can see them, often leading to awkward situations.
- 10 Thinks they are royalty: Demands special treatment and insists on being called by a royal title.
- 11 Thinks they're dreaming: Believes everything happening is part of a dream and acts accordingly.
- 12 Parkour enthusiast, inclined to climb things, and jump around wildly.

## DEALING WITH HANGOVERS

What night on the town doesn't make you pay for it the next day? True to form, let's punish the players for it a little bit too and give them a little bit more fun roleplaying experience. Apply the following conditions as you see fit.

- 1 HP psychic damage if near loud noises
- No benefit of long rest
- Potential memory loss. when you see fit, call for a D20/DC10 roll to determine whether or not the character remembers the specific detail they are thinking about.

## OPTIONAL: WILD MAGIC SURGE

Might want to reserve this one for higher level groups, or maybe just take off some of the particularly nasty effects. If you have a drunken spell caster let them cast their spells as normal but D20/DC15 roll on whether or not they also wild magic surge.