

Hungover (condition)

Hungover creatures suffer from mild headaches and upset stomachs as well as light and noise sensitivity and other similar effects.

A creature who is hungover takes a -1 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. It is possible for a creature to be both hungover and intoxicated if they drink while they are still hungover.

Example: Fiona has an Alcohol Level of 2. She decides to throw back an Ale to celebrate her victory in the just finished bar fight, and fails her save. She moves up to the 3rd Level of Alcohol, and realizes she's at risk of being seriously impaired. She cuts back, nursing her next drink for the rest of the night. She will not gain any more Alcohol Levels, but she will not start to sober up either. Once she stops drinking, she will start to sober up. After 1 ½ hours she will be sober and will need to make a Hangover Check.

Treating a Hangover

Many folks think they know what's best for a hangover. Some claim all you need is rest, others will tell you to drink a lot of water or eat bread. Whatever the case, having someone to look after you when you've had too much to drink seems to help with reducing the effects of hangovers.

To treat another character's hangover, you must make a Heal Check. If your Heal Check exceeds the DC of the suffering character's Hangover Check then they reduce the duration of their hangover by 1d4 hours. A hangover may only be treated once every 4 hours.

Consuming a Drink

A drink is consumed when a creature finishes the drink. If a drink is partially drunk and then abandoned, none of its effects are resolved.

Nursing a Drink

Creatures not looking to risk becoming intoxicated (or more intoxicated) can take their time consuming a drink.

If a creature takes more than 30 minutes to consume a drink, they ignore all the effects of the drink. Consuming this drink still counts as drinking as far as sobering up is concerned.

Example: Fleck the Bard is too busy playing music to concern himself with heavy drinking. He orders himself an Elven Wine and simple sips it throughout the evening, finishing a glass every hour or so. Because he is taking his time, he does not need to worry about the negative effects of these drinks... but he also does not get any of the positive effects.

Partial Drinks

If a creature has consumed multiple portions of different drinks, the Game Master may decide that the creature has consumed enough alcohol that it should trigger an effect. In this case, the GM may rule that one or more of the partially consumed drinks resolve as if they had been fully consumed.

Example: Fiona is enjoying a Dark Ale when a friend offers to share Mead with her. After she accepts the toast and takes a gulp of the Mead, someone orders a round on the house and she is handed a nice Red Wine. Fiona has now consumed partially from three drinks – Dark Ale, Mead, and Red Wine – when a fight breaks out! The Game Master determines that she has drunk enough to be at risk of being affected by the alcohol. Because she was sharing the Mead with a friend, she likely drank the most of that and the Game Master tells her to resolve it as though she finished it.

Immunity and Resistance to Poison

Creatures with immunity to Poison may choose to automatically pass Fortitude Saves caused by drinks.

Creatures with a bonus on their Fortitude Saves against Poison benefit from the same bonus when they are making Fortitude Saving Throws against drinks.

Creatures with a penalty on their Fortitude Saves against Poison take the same penalty when they are making Saving Throws against drinks.

On some drinks, even if a creature passes their save, the drink may still force the creature to gain *Alcohol Levels* or have other effects.



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Drink Up!

Magic and Alcohol

A number of spells can change how alcohol affects the body. If a spell restores ability damage or removes the fatigued condition, it will mitigate a level of the intoxicated condition. If a spell removes or stops poison, it will prevent a Hangover Check. Very few spells solve both problems. Below you will find a list of spells and how they function with these new rules.

Magical drinks

Some drinks have magical effects. These effects are linked intrinsically to the alcoholic nature of the beverage.

If a magical beverage is affected in a way which causes it to stop being alcohol, it also loses its magical effects.

On the other hand, if a magical beverage is affected in a way which causes it to stop being magical, it still keeps its non-magical effects (unless the drink states otherwise).

Magic Effects

Magical effects affect drinks in the following ways:

Effects that Delay Poison: While under the effect of Delay Poison, creatures ignore the effects of any drinks they consume. When the Delay Poison effect ends, they must resolve all drinks they consumed during this spell's duration immediately in the order they were drunk.

Effects that Neutralize, or Cure Poison: Remove the Hungover condition.

Effects that Heal: A creature that is not sober becomes sober and does not make a Hangover Check. A creature that is hungover is no longer hungover.

Effects that Purify Food and Drink: Removes all properties from a beverage which the caster views as harmful. As mentioned above, if a drink loses an alcoholic effect, it also loses its magical effects.

Restoration, Lesser: Drops a creature's *Alcohol Level* by 1 (i.e. from drunk to tipsy). If they are hungover, reduce the remaining duration by half.

Restoration: Drops a creature's *Alcohol Level* by 2 (i.e. from drunk to sober). If they are hungover, reduce the remaining duration by half.

Restoration, Greater: A creature that is not sober becomes sober and does not make a Hangover Check. A creature that is hungover is no longer hungover.

Pathfinder Class Archetypes

Pathfinder has rules for character class archetypes that require special consideration with these rules.

Drunken Brute ~ Barbarians

Drunken Brutes are not changed by the new drinking rules.

Drunken Master ~ Monks

The Drunken Master archetype is seriously impacted by the new drinking rules. The following text replaces the existing class features for Drunken Master:

Drunken monks lead lives of moderation and quiet contemplation. But the drunken master finds perfection through excess. Powered by strong wine, they use intoxication to reach a state where their ki is more potent, if somewhat fleeting. A drunken master has the following class features.

Drunken Ki (Su): A drunken monk may always choose to fail any saves associated with drinking. The act of drinking is a standard action that does not provoke attacks of opportunity. At 3rd level, when a drunken master would spend ki points, they can reduce their *Alcohol Level* to gain drunken ki points, which are immediately spent instead. During one hour, they may gain at most 1 drunken ki point plus 1 additional drunken ki point for every two levels thereafter (5th, 7th, and so on). The monk can use this ability before he gains a ki pool at 4th level. As long as the drunken master is not sober, they can spend 1 ki point as a swift action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.

Drunken Strength (Su): At 5th level, a drunken master can spend 1 point of ki as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. At 10th level, the monk may spend 2 drunken ki points to increase the extra damage to 2d6. At 15th level, the monk may spend 3 drunken ki points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 drunken ki points to increase the extra damage to 4d6. The monk may not use this ability if they are sober. This ability replaces purity of body.

Drunken Courage (Su): At 11th level, a drunken master is immune to fear as long as they are not sober. This ability replaces diamond body.

Drunken Resilience (Ex): At 13th level, a drunken master gains DR 1/— as long as they are not sober. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—. This ability replaces diamond soul.

Firewater Breath (Su): At 19th level, a drunken master can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. The effects of this drink are not resolved (as the monk did not drink it). Creatures within the cone take 20d6 points of fire damage. A successful Reflex saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier) halves the damage. Using this ability is a standard action that consumes 4 ki points from the monk's ki pool. The monk may not use this ability if they are sober. This ability replaces empty body.

Drink Up!

Drinking

"Wench! Bring some drinks for my friends."

The following rules replace those offered by the Pathfinder system found in "Drugs and Addiction" section in the *Pathfinder Roleplaying Game: GameMastery Guide*.

What is Alcohol?

Alcohol is a special class of poison. Since it is not technically dangerous, effects that remove, ignore, or reduce poison have different effects on alcohol (more on that later).

Alcohol Level and Intoxicated Conditions

Alcohol Level is a stat that measures how much of an effect drinking is having on a creature.

Each *Alcohol Level* causes a creature to be affected by a different *Intoxicated Condition*.

Level of Alcohol	Applied <i>Intoxicated Condition</i>
0	Sober ; You are not being affected by alcohol.
1	Tipsy ; You become talkative and amicable.
2	Drunken ; It's really starting to take effect.
3	Inebriated ; You've become a little loud and clumsy.
4	Woozy ; I should really stop soon...
5	Ill ; I don't feel so well...why didn't I stop...

Sober (*intoxicated condition*)

Sober creatures are not being affected by alcohol.

There are no additional effects from being Sober.

Tipsy (*intoxicated condition*)

Tipsy creatures are talkative and more outgoing than usual.

+2 Alchemical Bonus to Diplomacy, Intimidate, and Perform skill checks.

-2 penalty on Fortitude Saves.

Drunken (*intoxicated condition*)

Drunken creatures are starting to feel the effect of their drinking.

-1 penalty to Dexterity and Wisdom.

-4 penalty on Fortitude Saves.

+2 alchemical bonus on saves vs. fear effects.

Inebriated (*intoxicated condition*)

Inebriated creatures are starting to become a little too loud and reckless.

-2 penalty to Dexterity and Wisdom.

-1 penalty to Charisma.

-6 penalty on Fortitude Saves.

+4 alchemical bonus on saves vs. fear effects.

When casting spells, an inebriated creature must make a concentration check (DC 10 + ½ spell level).

Woozy (*intoxicated condition*)

Woozy creatures have a difficult time concentrating as the room spins around them.

-2 penalty on all attack rolls, weapon damage rolls, reflex and wisdom saving throws, skill checks, and ability checks.

-8 penalty on Fortitude Saves.

+8 alchemical bonus on saves vs. fear effects.

When casting spells, an inebriated creature must make a concentration check (DC 15 + ½ spell level).

Ill (*intoxicated condition*)

Ill creatures have a hard time even standing up without feeling sick to their stomach.

Ill creatures may not do anything but walk or consume food, drinks, or potions. They may not attack or run. They may not cast spells or concentrate on spell effects. They may not use any skills.

Sobering up

Creatures lose one *Alcohol Level* every 30 minutes in which they do not consume alcohol. When a creature's *Alcohol Level* drops to 0 (sober) they may become Hungover.

If a creature goes to sleep – or passes out – they still sober at their normal rate.

Hangovers

When a creature becomes sober, they must make a *Hangover Check* – a special Fortitude Check.

If a creature fails a Hangover Check, they gain the condition *Hungover*. The difficulty of the Hangover Check and the duration of the condition are determined by the highest *Alcohol Level* that was reached by the creature since they were last sober.

Maximum Alcohol Level	DC of on Fort Check	Duration of Hangover
1	5	1d4 hours
2	10	2d4 hours
3	20	3d4 hours
4	30	4d4 hours
5	40	4d4+4 hours

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