

Drugs and Alcohol

Anvil: Blackberry and Lemon liquor 230 proof. It pours like maple syrup, with a strong lemony smell. Although not as strong as Dwarf Dropper it is magically distilled and condensed with a *reduce spell* cast upon it to make the alcohol value over 100%.

Cool Mist: A magically prepared drink made from fermented pineapple juice. It is super chilled with spells, condensed and stored under pressure. Then charged with a *shocking grasp*. The drink is then decanted from its metal kettles into wooden casks and allowed to cure for several years. The drink is 120 proof and is very popular with Humans and Halflings.

Dwarf Dropper: Another magically prepared alcohol condensed and *reduced* again and again. It is sold by the glass or in pony kegs and is 300 proof alcohol. Dwarves have a -5 to their Fortitude DC check.

Elven Wine: A fine wine that is only 10 proof. It can only be tasted by elves, others find it has no taste. Cultured elves like to drink it.

Elven Tea: Brewed out of tree bark and fermented it forms a strong alcoholic drink with a high amount of caffeine. The tea is made sweetened with sugar and allowed to cure for several years in wooden vats. It acts as a strong drink for elves and is rumored to increase their sexual potency. It is 25 proof.

Peko: A root that acts as a mildly euphoric drug when chewed. In the poorer quarters it is often made into a bitter tasting ale. The drug is mildly habit forming Will (DC 6) +1 per dose taken that week.

Peko Ale: is brewed from the peko root and mixed with alcohol it is only 20 proof, but the mild euphoric drug adds to the kick.

Peppering: A spicy and strong tasting mildly alcoholic brew that is popular among gnomes. It is 20 proof and used in some cases to seal a bargain.

Red Sishu: A favorite drink among Orcs, Lizard Men and other humanoids it is made from finely chopped fish and mushrooms, mixed with animal blood and fermented for a week. It is exceptionally noxious and humans or elves that drink it must pass a Fortitude Check (DC 10) to avoid throwing up. It is 20 proof.

White Elf: A powder that is very similar to cocaine in its use and effect. The powder is magically refined and can put elves into a memory trance, with strong recollections. White Elf is common to several elven rituals and it is not addictive to elves and half-elves. Other races must pass a Will (DC 8) +1 per dose taken that week to avoid addiction. Legally only elves may purchase the drug.

Drinking alcohol has an effect on people. It starts out subtle and grows more obvious as the person becomes intoxicated. The drinker's base tolerance varies with the drinker's weight, constitution and the amount of food taken prior to drinking. A drinker's long term use of alcohol can also affect their tolerance. Generally Dwarves have a racial bonus of -2 to their DC for alcohol.

With every drink the character must pass a Constitution Check (DC 15 - Constitution Bonus - 1/50 lbs of weight + proof/50; minimum 1). There is a cumulative +1 to the DC per serving of the alcoholic drink consumed. Example a 200 lb dwarf with a constitution score of 14 drinks a shot of dwarf dropper; DC 15 -2 constitution bonus -4 from weight +6 from (300 proof alcohol) - 5 for being a dwarf drinking dwarf dropper - 2 for being a dwarf = DC 8. If they fail the check then they advance one level in drunkenness.

When a drinker starts to drink they start to exhibit symptoms they find themselves on a slippery slope because they suffer a cumulative temporary stat modifiers.

Type of Alcohol	Brewed	Fermented	Distilled	Condensed
Size of Drink	12 oz Mug	10 oz glass	5 oz sniffer	1 oz shot glass
Examples:	Beer Ale Peko Ale	Mead Wine Elven Tea Pepperine	Brandy Whiskey Moonshine	Anvil Cool Mist Dwarf Dropper
Size of Drink	12 oz. Mug	10 oz. glass	5 oz sniffer	1 oz shot glass
Intoxication Level Effects are Cumulative				
Sober	-0 Wisdom	-0 Wisdom	- 0 Wisdom	-0 Wisdom
Mild	-1 Wisdom	-1 Wisdom	-1 Wisdom	-1 Wisdom
Moderate: speaks louder	-1 Dexterity	-1 Dexterity	-1 Dexterity	-1 Dexterity
Heavy: Slight stagger, must pass a Fortitude Save DC 15 or fall down out, must also pass a Fortitude Save DC 10 or pass out	-1 Wisdom +3 temporary hit points			
Serious: Loose Lips; , Fortitude Save DC 15 or pass out	-1 Base Attack -1 Dexterity			
Excessive: Slurred Speech; Fortitude Save DC 10 to talk normally, Fortitude Save DC 18 or pass out	-1 Base Attack -1 Constitution -1 Wisdom			
Dangerous: must pass a Fortitude Save DC 20 or pass out	-1 Base Attack -1 Constitution -1 Dexterity -1 Wisdom			

If the Wisdom stat temporarily reaches zero then the drinker passes out automatically. If their Dexterity stat temporarily reaches zero then the person will be paralyzed.

Drunks recover 1 level per 4 hours spent not drinking. "Sleeping it off" helps the character recover 1 level in only 2 hours. When a drunk passes out they stay asleep one hour for every point they fail their Fortitude Check. They can be awoken, but will be barely able to walk and

totally unable to cast spells or engage in combat. When woken they are dehydrated and have a hangover. The hangover lasts one hour per level of drunkenness before they stopped drinking. Drinking a lot of water prior to stopping drinking will reduce the hangover time to 30 minutes per level of drunkenness.

Drunks suffering a hangover will lose 3 hit points temporarily and have a -1 temporary reduction to their constitution scores. A *cure wounds* spell will not reduce the amount of time that a person is drunk or suffering from drinking alcohol. *Delay poison* will delay the effects of alcohol, but not delay the recovery time. *Neutralize poison* will cure a drunk or a hangover.

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