

# CADÉ'S BIG BOOK O' BOOZE



An Intoxicating Supplement for the 5th Edition of the  
World's Most Popular Tabletop RPG

**Justin Isaac**

# Cade's Big Book 'O Booze

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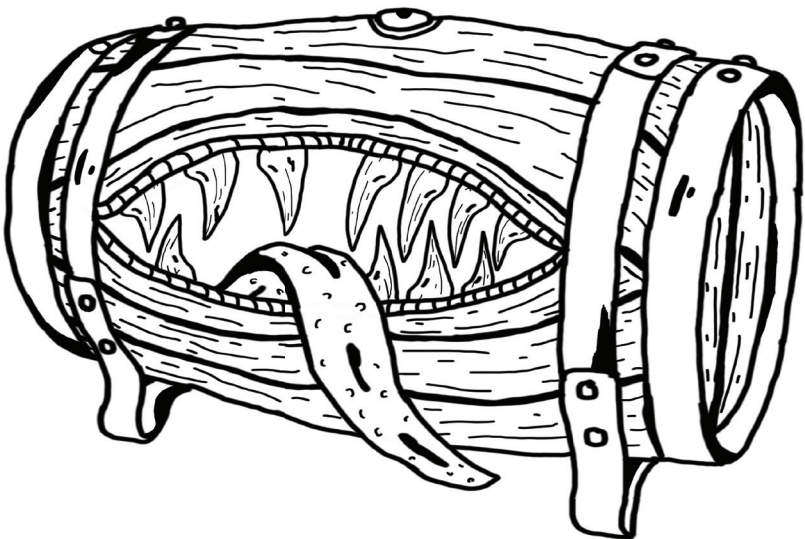
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*This feels like a dream. I've been playing D&D since I was ten and never imagined I'd actually publish something for it. It never would have happened without the help of many great folks.*

*First I'd like to thank Kevin L. Watson. You've been very helpful and supportive since I took my first baby steps into publishing.*

*Next, I have to give much thanks and love to Eric Bloat. When you asked me at Origins 2018, "What will it take you to write for Bloat Games?" that really changed my mindset and gave me the confidence to work and get my stuff out there.*

*To all my gaming fam in southern Ohio, thank you for always being there for your Pun and telling me I can do anything. Even if we don't roll dice regularly, know that I love y'all.*

*Finally, Josh, I'm glad you jumped on board for this one and you had the idea to join forces permanently. The Lone Bards are here, we've got great stuff to share with the world, and we're not going anywhere.*

**Justin**



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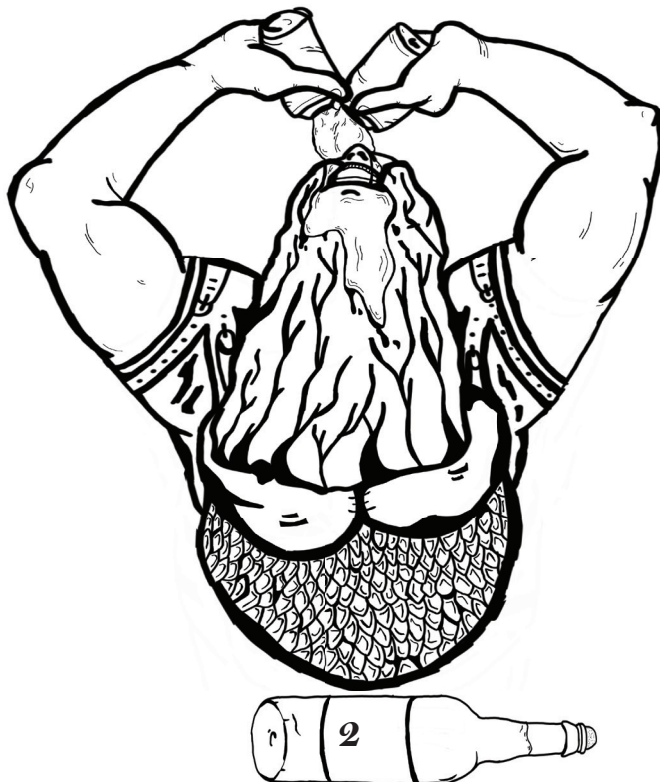
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## The Halfling, The Myth, The Legend



Cade Ashworthy is a gluttonous halfling world hopper and hedonist. Originally from a small coastal town, a mishap in his studies transported him to a divine festhall. He decided to travel the planes to experience and share his joie de vivre with others. Cade's goal in life is to travel the prime material and planes and try as much new food and drink as possible. Cade's an easygoing guy and has been known to travel with adventuring parties when he feels he needs some extra muscle.



*“Who am I? I’m just a simple halfling with a love for life. Where am I from? Here and there. My journey started in a small kingdom to the west, but I’ve seen many worlds and places since then. Okay, now that I’ve answered your questions, I have one for you. Are you going to pass that bottle?”*

### **Cade Ashworthy**

*Small humanoid (halfling), unaligned*

**Armor Class** 16 (19 with mage armor)

**Hit Points** 57 (9d6+18)

**Speed** 35 ft.

**STR** 10 (+0) **DEX** 20 (+5) **CON** 16 (+3)

**INT** 17 (+3) **WIS** 11 (+0) **CHA** 14 (+2)

**Saving Throws** Int +7, Wis +4

**Skills** Arcana +7, History +7, Persuasion +6

Senses passive Perception 14

**Languages** Common, Halfling, Dwarven, Elvish, Celestial, Abyssal, Infernal

**Equipment** Battle Stein, Ring of Protection +1

**Challenge** 6 (2,300 XP)

**Brave.** Cade has advantage on saving throws against being frightened.

**Halfling Nimbleness.** Cade can move through the space of any creature that is a size larger than his.

**Lucky.** When Cade rolls a 1 on an attack roll, ability check, or saving throw, he can reroll the die and must use the new roll.

**Pickled Liver.** Cade has advantage on saving throws against poison, and he has resistance against poison damage. While he can be drunk, Cade never suffers the poisoned condition because of alcohol.

**Spellcasting.** Cade is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +7 with spell attacks). Cade has the following bard and wizard spells prepared:

Cantrip (at will): *mage hand, mending, ray of frost, vicious mockery*

1st level (4 slots): *feather fall, mage hand, magic missile*

2nd level (3 slots): *invisibility, scorching ray, suggestion*

3rd level (3 slots): *fireball, remove curse*

4th level (3 slots): *dimension door, ice storm*

5th level (1 slot): *hold monster, teleportation circle*

### **Actions**

**Battle Stein.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 7 (1d6+2) bludgeoning damage.



## The Intoxicated Condition

*You have all gathered in the tavern...* It may be a clichéd introduction, but it's also a fact. Most adventures head to the taverns before, after, and sometimes during their quests for gold pieces and glory. So why not make these down time activities a little more impactful? That's where the Intoxicated condition comes in to play

### **Intoxicated Condition**

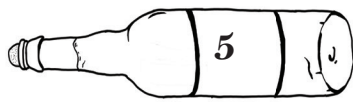
- \* You are *Poisoned*.
- \* To cast a spell, you must succeed on a DC concentration check. If you fail, the spell slot is not spent.
- \* You have advantage on fear-based saving throws.
- \* You reduce all non-psychic damage you take by 1d4 points.
- \* If you fail two more drinking saving throws while *Intoxicated*, you gain the *Unconscious* condition.
- \* If this condition was caused by a weak drink, it can be removed with a short rest. If it was caused by a medium drink it can be removed by a short rest and the expenditure of a hit die or a long rest. If it was caused by a strong drink, it takes a long rest to remove the condition.

Mead, wine, and common ales are considered weak. The Constitution saving throw DC to avoid gaining the *Intoxicated* condition after a mug of these drinks is 10.

Stout ales, whisky, and other spirits are considered medium. The Constitution saving throw DC to avoid gaining the *Intoxicated* condition after a mug of these drinks is 15.

Dwarven stout, Elven absinthe, and other extremely intoxicating fantasy brews are considered strong. The Constitution saving throw DC to avoid gaining the *Intoxicated* condition after a mug of these drinks is 20.

Alcohol is considered poison for the purpose of features such as *Dwarven Resilience*. Restoration magic can remove the *Intoxicated* condition as though it were the *Poisoned* condition.



## Way of the Drunken Boxer

While there are styles that emulate the jerky, unpredictable movements of drunkards, the Way of the Drunken Boxer fully embraces the demon, alcohol. Drunken boxers often appear amusing, fumbling through the battlefield until they actually engage foes. The wrath of these slaves to the bottle has ended the life of many underestimating warriors.

Drunken boxers are an odd lot. Some are kindly fools that travel the country writing wrongs while others are bitter souls that seemed to truly be possessed when under the influence of alcohol.

<b>3rd Level</b>	<i>Drunken Swagger, Shake it Off</i>
<b>6th Level</b>	<i>Sensei's Medicine, Slurred Thoughts</i>
<b>11th Level</b>	<i>Don't Feel a Thing, Breathe Fire</i>
<b>17th Level</b>	<i>Demon in a Bottle</i>

### **Drunken Swagger**

At 3rd level, you no longer gain the *Poisoned* aspect of being *Intoxicated*. You are still thoroughly drunk, but you suffer fewer of the negative effects of being under the influence. While *Intoxicated*, you can *Disengage* as a free action.

### **Shake It Off**

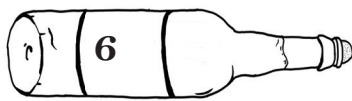
Even drunken boxers know that sometimes you need to be sober. Starting at 3rd level, you may take an action to immediately remove the *Intoxicated* condition. You may not use this ability again until you take a short rest.

### **Sensei's Medicine**

Starting at 6th level, as an action you can spend 2 ki points to gain healing effects from drinking alcohol. A mug or bottle of weak alcohol heals 2d4+2 hit points, medium strength alcohol heals 2d6+4 hit points, and strong drinks heal 2d8+6 hit points.

### **Slurred Thoughts**

At 6th level, your mind gains benefits from being *Intoxicated*. While affected by the condition, you gain advantage on saving throws to resist charm and thought detecting magic.





## Breathe Fire

Starting at 11th level, as an action you can spend 3 ki points and take a swig of alcohol to breathe a gout of fire at a target within 30 feet of you. The target must make a DC 13 Dexterity save, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

## Don't Feel A Thing

At 11th, level you learn how to truly use the numbing effects of alcohol to the fullest. Instead of reducing damage by 1d4 when *Intoxicated*, you can reduce it by 1d8.

## Demon in a Bottle

At 17th level, you have truly become one with the liquor. While *Intoxicated*, your features shift and you become something otherworldly. Your type temporarily changes from humanoid to one of the planar types. Good drunken boxers gain the celestial type, while evil gain the fiend type. Neutral drunken boxers choose their type, celestial or fiend, when first gaining the *Intoxicated* condition. You gain advantage on all *Intimidation* checks.



## Spells

### Bard Spells

#### 1st Level

*Sober Up (Abjuration)*

#### 2nd Level

*Sauced (Transmutation)*

### Cleric Spells

#### 1st Level

*Sober Up (Abjuration)*

### Sauced

*2nd-level transmutation*

**Casting Time:** 1 action

**Range:** Touch

**Component:** V,S

**Duration:** Instantaneous

You touch a creature and transform part of the creature's water and blood into alcohol. The target must make a Constitution save. On a failed saving throw, they gain the *intoxicated* condition. This condition ends with the creature takes a short rest.

### Sober Up

*1st-level abjuration*

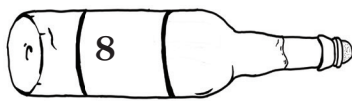
**Casting Time:** 1 action

**Range:** Touch

**Component:** V,S

**Duration:** Instantaneous

You touch a creature and can end it's *intoxicated* condition.



## A Bevy of Brews

The section includes a variety of beverages, both mundane and magical, that you can include in your game.

### **Mundane Beverages**

#### **Brain Rat Juice**

*I've drank many things that have given me headaches, but none quite like Brain Rat Juice. While the berk that make it swear that it doesn't contain any actual brain rat, it does have the (un)fortunate side effect of letting you hear the thoughts of other drinkers. Then there's that whole "packs of brain rats sometimes chase you" thing...*

Cranium rat juice is a silky red wine produced primarily by a family of hedonistic wizards that have a hidden demiplane. For reasons unknown to the general populace, it allows those that drink it to communicate telepathically with other drinkers of the wine. Some drinkers have claimed to be able to hear the thoughts of nearby brain rats, which can lead to some hairy situations. This makes it a useful tool for adventures (as long as they don't get sloshed drinking it).

Being a regular-strength wine, the Constitution saving throw DC to avoid intoxication is on DC 10. Treat the granted telepathy as the level 1 Great Old One Warlock ability, *Awakened Mind*. Bottles of Brain Rat Juice tend to go for around 50 GP a bottle and contain enough wine for six glasses.

#### **Elven Absinthe**

*While elves are primarily known for their wine; their absinthe is unforgettable. Well, the absinthe is unforgettable, what you do when you drink it... that's another story. I remember this one time I was drinking with my old adventuring companion, Grix. We both get plastered and passed out. Thing is, after that I don't see him for a few weeks. When I finally do run into him again, he's covered in vines and muttering something about satyrs and dryads. By the Nine Hells, that's what I call a strong drink.*

The recipe for elven absinthe is a closely guarded wood elf secret. While other absintnes are said to cause hallucinations of the green fairy, the sights created from drinking elven absinthe are not hallucinations but actual visions in the fae realms.



Being an extremely strong spirit, the constitution DC saving throw to avoid intoxication after drinking a glass is 20. In addition, on the third failed Constitution saving throw, the character (and his gear) are transported to the fae realms. Bottles of elven absinthe can't be purchased, though wood elves are known to bring them out for celebrations and gift them to those that have done a great service to their people

## Grog

*Sail the seas. Get rich off plunder. Have a different lass in every port. All of this sounds really good. Yeah, I tried the pirate thing. It's not that great. I mean, grog... you can keep it. Watered down booze? If I wanted that, I'd drink the swill the goblins make. No, thanks.*

Water in barrels tends to go stagnant. Because of this, pirates and other sailors will mix beer and wine with it to make it more palatable. In other cases, rum and spirits were mixed with water to allow sailors to drink but not get drunk (and to make supplies last longer). Because of its watered-down nature, the Constitution saving throw to avoid getting drunk on grog is DC 5.

## Ice Wine

*I picked up a bottle of this Jotunheim. It's really sweet and makes a great dessert. I've also heard of certain alchemists that have created bottles of the stuff that will let you breathe like a white dragon.*

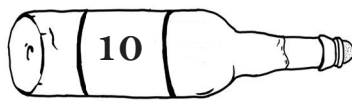
Ice wine is created from grapes still frozen on the vine. This makes it a concentrated sweet wine. It's not particularly expensive, though it can be in areas that are always warm. Being a regular wine, the Constitution saving throw to avoid getting drunk on ice wine is DC 10.

## Halfling Droughts

*Now, halflings are some of the most humble people you'll ever meet, but every now and again I feel the need to brag about our accomplishments. Halfling syrup is one of the most delicious alcoholic creations in all the planes, especially when eaten with chicken and waffles.*

## Halfling Lager

Originally brewed by a benevolent anarchic Halfling nation, Halfling Lager is a crisp, lovingly crafted ale. The brew is known to have a



calming reaction on those that drink it. The Constitution saving throw DC to avoid intoxication is 15. Those that fail the save find themselves under the effects of a calm emotions spell while drunk.

### **Halfling Syrup**

This decadent treat was originally created by the master halfling chef, Gren Tealeaf-Tosskettle. Don't let the sweetness fool you though; it's been mixed with the finest hin bourbon (Constitution saving throw DC 10 to avoid intoxication). Highly sought after by those with good taste, a small bottle of halfling syrup will cost you at least 15 gp in most cities.

### **Janni Arak**

*I've been to Sultanates a few times. The cities are beautiful and full of wonder. The food and drink aren't that bad either. The place is a bit too enlightened for my taste. You make lewd comments at a noble's daughter, and all of a sudden you face the executioner's blade.*

Arak is a clear, colorless, unsweetened anise flavored twice-distilled alcoholic drink popular in certain desert kingdoms. It is extremely popular among the nomadic janni. Being a medium strength alcohol, the constitution saving throw to avoid intoxication is DC 15.

### **Kobold Firewater**

*I know they get a bad rap, but I like kobolds. They're intelligent, have a healthy fear and respect of dragons, and make a mean whiskey.*

Kobold Firewater is a strong white whiskey made from corn, sugar, and yeast, mixed with a dash of alchemy. A powerful alcohol, the Constitution saving throw DC to avoid intoxication is 20. What makes kobold firewater truly unique is the reaction it has when imbibed by someone with draconic heritage. To those individuals, it acts identically to a Potion of Fire Breathing.

### **Norker Rage**

*I think it tastes like fermented cow's ass. No, I'm not going to tell you how I know what that tastes like. That being said, I have a few barbarian buddies that love it. They said it keeps 'em up, so to speak.*

Norkers are small, sturdy cousins to goblins and hobgoblins. Too lazy to build their own settlements, they raid others. Their more civilized



hobgoblin cousins admire their abilities and resilience, even if they aren't fans of their chaotic ways.

Made from extra bitter hops and things better left unsaid, Norker Rage is a harsh beer shunned by most civilized folk. That being said, orcs, goblinoids, and those able to tap into natural (or unnatural) rage tend to fancy it. The DC to avoid intoxication is only a 10. However, any non-goblinoid or orc that drinks it must make a Constitution save DC 5 to keep the drink down.

If a barbarian or creature with similar abilities rages within an hour of drinking the brew, they find the duration of their rage extended by a minute.

## **Orcish Brews**

*Say what you want about their cultures, but orcs have a few different kinds of booze, and that tells me they're at least partially civilized. Now, I'm not saying any of it's good...*

### **Orcish Kumis**

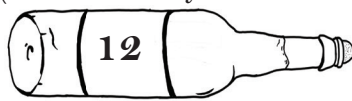
This mild alcohol (Constitution saving throw DC 10) is made from fermented rothe milk. While its popularity isn't wide spread, many nomads and mountain folk enjoy orcish kumis.

### **Gruumsha (Gut Wrench)**

Named after the Orc Lord, this strong beer is barley fermented with bacteria, rather than yeast. This makes it mildly toxic to non-orcs. The Constitution saving throw DC to avoid getting drunk is 15. In addition, those without orcish blood drinking Gruumsha are wracked with stomach pains. They must succeed on a DC 10 Constitution saving throw to avoid gaining the poisoned condition for 1 hour.

### **Blood Shot**

This blood red whiskey is said to contain the blood of Orc Lord itself. Highly guarded by orcish priests and shamans, this brew grants visions to those that have the fortitude to drink it. The Constitution saving throw to avoid becoming drunk from Blood Shot is DC 25. Those that fail the saving throw take 3d6 poison damage and fall asleep as if affected by a sleep spell. Those that succeed the saving throw are granted powerful visions (to be decided by the Game Master).



## Rotgut

*Believe it or not, I don't just drink to drink. I drink because I enjoy the taste of alcohol. That being said, I know sometimes people just want to drink to get wasted. In those cases, any rotgut will do.*

Rotgut is the catch all term for any cheap, low quality alcohol. The constitution saving throw DC for Rotgut is 10. However, unlike most weak alcohol, a person failing their saving throw is drunk until they take a long rest. After finishing the rest, they must make another Constitution saving throw (again at DC 10) to avoid being hung over (suffering from the poisoned condition). This condition lasts until the character takes a short rest. The main appeal of rotgut is the price. A gallon of rotgut will only cost you 4 copper pieces at most low class bars and taverns.

## Pale Ales

*If you ask me, the worst part about being undead is not that you've died. We all die. It's that you're forced to exist in a sober state. I've heard rumors of undead spirits. No, not those kinds of spirits. Booze, my friend, booze for recently deceased.*

Pale Ale is the nickname for various types of necromantically enchanted beers designed for undead consumption. All pale ales share a few things in common. Because of the necromantic infusion, they ignore the poisoned condition immunity common to all undead (meaning, yes, they can get undead creatures drunk). In addition, because of this infusion, any living creature that drinks them takes 4 (1d6) necrotic damage. In all other aspects, these brews follow standard alcohol rules.

## Revenant's Respite

This traditional pale ale was originally created by an adventuring necromancer for revenant friend. It's an average strength beer (DC 10 Constitution saving throw) and, while it isn't common, at least a few bottles can typically be found in most cities. The average price for a small cask is 25 gp, though it can be much higher in puritanical cities.

## Ghoul's Breath

This fetid beer has a meaty flavor. Brewed with shredded flesh, this disgusting concoction is favored by ghouls, ghouls, and other flesh-eaters. The constitution saving throw DC for Ghoul's Breath is 15. A



creature that starts its round within 5 ft of open container of ghouls breath must make a DC 12 constitution saving throw or gain poisoned condition until the beginning of their next turn.

### **Blood Beer**

While vampires are known to drink blood infused wine, blood beer exists, too (especially among rural vampires). It's an average strength beer (DC 10 Constitution saving throw). In addition, a cask provides a vampire with an amount of sustenance equal to that of an average human adult.

### **Magical Drinks**

#### **Captain's Friend**

*Grog, Magical*

Potion, common

Anyone drinking this enchanted grog finds themselves more susceptible to suggestion. The imbiber suffers disadvantage to charm related saving throws. This effect ends after the drinker takes a short rest.

#### **Sailor's Savior**

*Grog, Magical*

Potion, common

Created by mixing traditional grog with mermaid tears, for 1 hour after drinking this grog you have a swimming speed of 40 feet.

#### **Filthly Landlubber**

*Grog, Magical*

Potion, common

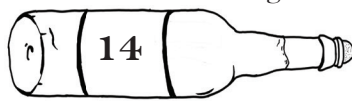
The bane of sailors, for 1 hour after drinking this grog your movement is reduced by 10 feet and you have disadvantage on movement based skill checks (such as tumbling and jumping).

#### **Jotun's Breath**

Potion, uncommon

*A sip of this is like skinny dipping in an icy river in a blizzard.*

After drinking this wine, you can use a bonus action to exhale subzero breath at a target within 30 feet of you. The target must make a DC 13 dexterity saving throw, taking 3d6 cold damage and gain the restrained condition on a failed save, or half as much damage on a successful one.





The effect ends after you exhale the cold three times or when 1 hour has passed. This bottle of wine always feels cold to the touch.

### **Mimosa, Noble's Bane**

Potion, uncommon

*I love the hard stuff, but that doesn't mean I don't drink lighter fair. I love a good mimosa or four with second breakfast. Just be careful; sometimes those in power like to spike their rivals' drinks.*

Often served with brunch, mimosa is a cocktail composed of champagne (or other sparkling wine) and orange juice (or other citrus juice). It is often seen as a drink for VIP guests, so it's common among the nobility of many nations. Because mimosas aren't particularly strong, the saving throw to avoid intoxication is DC 10 and only has to be made for every two mimosas imbibed. Because of their love, assassins have created this drought. While it looks and tastes like a mimosa for all intents and purposes, it is actually a cleverly disguised Potion of Poison.

### **Queen's Reserve**

Potion, uncommon

*Queen Hilda the Cerulean is a friend of mine. What, you don't believe that I could be friends with royalty? Listen, while she might be entertaining dignitaries these days, she and I delved into a dungeon or two back in the day. I was with her when she cleared the ruins of Kaer Dermott of brain-gorgers. Hmmm, now that I think about it, she still owes me some gold...*

Queen's Reserve is a special batch of twice-distilled blended mushroom and grain whiskey that was crafted to commemorate the coronation of Queen Hilda the Cerulean of Kaer Dermott. Blessed by the Dwarven All-Father himself, the casks bolster those that drink it. A strong ale, the Constitution saving throw to avoid intoxication is DC 15. After drinking Queen's Reserve, you gain the benefit of a heroism spell for 1 minute.

### **Umbral Blot**

Rare, potion

*The shadow elves are an odd lot. Their numbing existence in the Shadow has caused many of them to seek extreme experiences just to feel something. Take their favored brew, Umbral Blot, for example. The magically infused booze isn't for lightweights.*



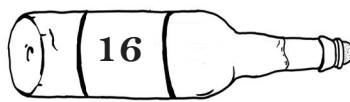
Umbral Blot is a strong alcohol made from various shadow dimension mushrooms and laced with living shadowstuff. Characters under the affects of Umbral Blot tend to be reckless, gaining disadvantage on Wisdom saving throws. However, the shadowstuff also temporarily transforms their very being, making them more shadow-like. Drinkers gain advantage to stealth ability checks. A strong drink the Constitution saving throw DC to avoid intoxication from Umbral Blot is 20. The effects of Umbral Blot last until the drinker takes a long rest.

## White Lightning

Uncommon, potion

*I know they call it white lightning, but this good ol' boy took it literally. The stuff packs a kick... and I like it.*

Originally created by the backwoods master brewer, Mad Mose, White Lightning is distilled corn alcohol combined with elemental essence. The strong (DC 20 constitution saving throw to avoid intoxication) whiskey has both offensive and defensive capabilities. Anyone drinking white lightning will feel a tingling sensation running through their bodies and has their hair stand on end. In addition, they gain resistance to lightning damage for one hour. In a pinch it can also be used as a weapon. As an action, you can throw the vial up to 20 feet, shattering it on impact. Make a ranged attack against a target creature, treating the white lightning as an improvised weapon. White lightning does 2d6 lightning damage.



## Cursed Brews

### Yellow Wine

Potion, rare, cursed

*Have you drank the yellow wine?*

This insidious wine was created by worshipers of Hastur, the King in Yellow. Popular among bohemians, artists, writers, and other creative types, the cursed wine makes one more susceptible to call of Hastur and fills the drinker with dreams of lost Carcosa. A medium strength alcohol, the Constitution saving throw DC to avoid getting drunk after a mug of this is 15.

*Curse:* You have disadvantage when making wisdom saving throws for spells cast by worshipers of Hastur.

### Vampire Slayer

Potion, rare, cursed

*I don't know what hunter came up with this one, but it's brilliant.*

This enchanted blood wine was created recently by a group of vampire hunters. Made from blood freely given by saints and celestials, it is the bane of the undead. While it appears to be enchanted much like a traditional pale ale, Vampire Slayer is actually infused with positive energy and masked with enchantment magic. Any undead creature drinking vampire slayer must make a DC 20 Constitution saving throw or take 6d6 radiant damage (half on a successful save).

*Curse:* Vampire Slayer looks, smells, and tastes like an especially delicious blood wine made from a rare blood type.

### Zombrew

Potion, common, cursed

*Yeah, it tastes great, but it's rotgut for sure. I don't know who the insidious S.O.B. was that created it, but I wish someone could wipe it out of existence.*

Zombrew is the generic term for a malicious alcohol created to make undead servitors. A medium-strength alcohol (DC 15 Constitution saving throw to avoid intoxication), it is a true rotgut, and the necrotic energy in the ale slowly rots drinkers from the inside. In addition, unless drank at least once a day, the ale has a chance to transform



one into a zombie. This cursed drink is typically used by evil clerics, necromancers, and unscrupulous nobles.

*Curse:* You are cursed. Every day that you don't drink at least a mug of the brew, you must make a DC 10 Constitution saving throw. If you miss this saving throw for three consecutive days or fail the saving throw by more than 10, you die and are immediately re-animated as a zombie.

## **Making A Perfect Cocktail**

*There are many marvelous things in this world to spice up your life.*

Brewers of the goodly folk have been using the magic that surrounds them to improve their drinks since the gods first blessed the mortal realms with booze. Below are a few samples of such eldritch mixology:

### **Dryad Wood**

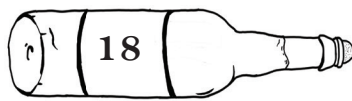
A piece of a dryad's tree can be placed in a bottle or cask of wine or vodka to alter flavor and increase the strength. The original flavor lessens and the drink gains an anise like flavor. Treat any contained with this ingredient added as Elven Absinthe.

### **Elemental Ice**

These magical chunks of ice from the planes never melt and are the perfect way to keep your drink cool.

### **Fiend Blood**

Adding the black ichor from the lower planes to any alcohol increases the brew's strength and bitterness (increasing its DC to resist intoxication by 5). In addition, Intoxicated by a drink with Fiend Blood you suffer disadvantage on saving throws against charm spells.



## Equipment and Weapons

*It was truly a sight to behold. The biggest, ugliest half orcs I'd ever seen drew their blades and cornered Rathgar. They just laughed when he pointed his mug of ale at them. They weren't laughing moments later when he soundly thrashed them with it, though. He didn't spill a drop either. I may need to procure one of those fancy drinking steins. Dwarves... they know how to fight and they know their booze.*

Name	Cost	Damage	Weight	Properties
War Mug	20 GP	1d4 Bludgeoning	1 lb. (empty)	Finesse, Monk Weapon

### **Magic Items**

*Sometimes it's not about what you're drinking, but what you're drinking it out of.*

#### **Battle Stein**

*Weapon, rare*

These +1 war mugs are made of the finest metals and gems. Despite their construction, beverages in the stein always taste excellent. Beverages (including potions) in the stein can be imbibed as a free action once per round. The steins have secure lids to prevent spillage. Unlike normal war mugs, battle steins do 1d6 bludgeoning damage.

#### **Diplomat's Friend**

*Weapon, rare*

Though it looks plain, the Diplomat's Friend is actually a +1 war mug. The original mugs were given to dwarven emissaries as gifts to foreign VIPs. When the command word (the dwarven word for thirst) is spoken, the contents of the mug are turned into dwarven ale. This ale must be imbibed immediately or the liquid will transform back into its original state.

#### **Beer Goggles**

*Wondrous item, cursed (requires attunement)*

While these goggles appear to be Goggles of the Night, this cursed piece of eyewear grants the vision of a drunk. Once attuned to these goggles, you have Disadvantage on Perception and Search checks.



*Curse:* The goggles are cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the goggles, wearing them at all times.

### **Cade's Bane**

*Wondrous item, cursed (requires attunement)*

While study of this beautiful goblet leads one to believe that it can transform any drink into potent alcohol once attuned, in reality, all liquids drank from this vessel become water.

*Curse:* The drinking vessel is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with it, keeping it within reach at all times.

### **Flagon of False Promise**

*Wondrous item, cursed (requires attunement)*

This jewel encrusted golden flagon has useful healing properties. Alcohol drank from it grants effects equivalent to a potion of healing.

*Curse:* The flagon is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the flagon, keeping it within reach at all times. Once a character fails an alcohol related save, they gain the poisoned condition until they receive the benefit of a Remove Curse (or similar) spell.

### **Gregor's Cup**

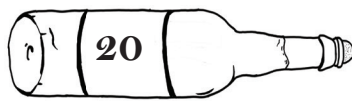
*Weapon, very rare (requires attunement)*

This +2 war mug was enchanted for a human barbarian by his avariel bladesinger adventuring companion. It is crafted from stone blessed by clerics of Moradin (the barbarian's patron). While attuned to this weapon, the owner gains the benefits of the Tavern Brawler feat and none of the disadvantages from being drunk. In addition, an enchantment prevents beverages from ever spilling from the mug, even when it is used as a weapon.

### **Stein of the Unmuddled Mind**

*Uncommon, wondrous item (requires attunement)*

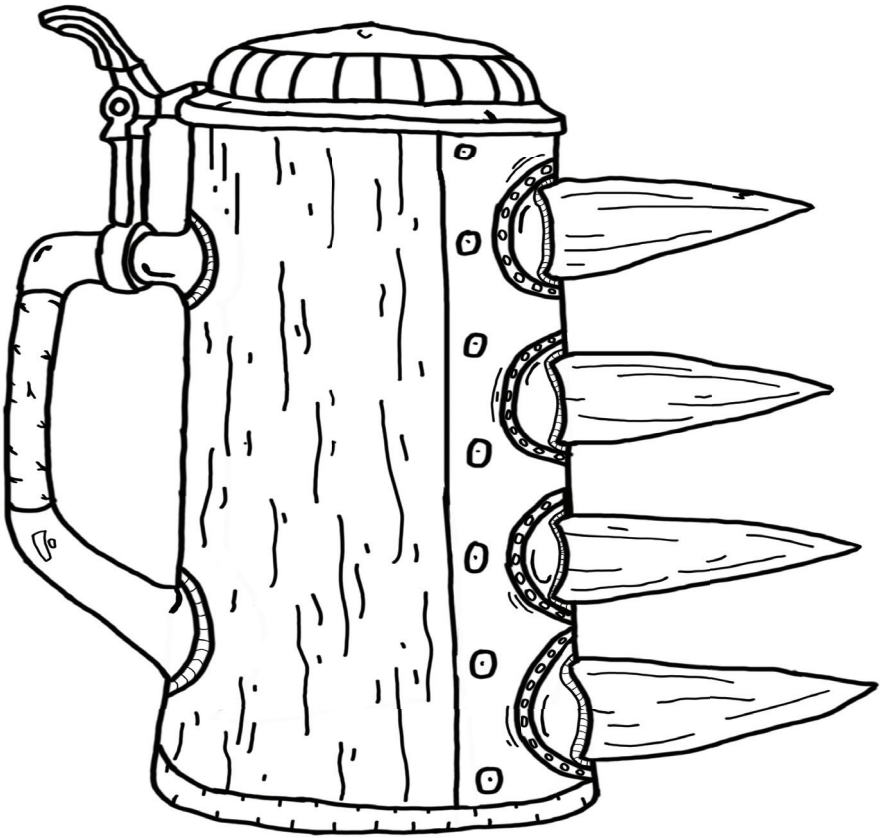
A boon to adventurers everywhere, this drinking vessel allows its owner to instantly sober up. As a move action, the owner can speak a command word and take a drink, removing the Intoxicated condition.



## Testing Tankard

*Uncommon, wondrous item (requires attunement)*

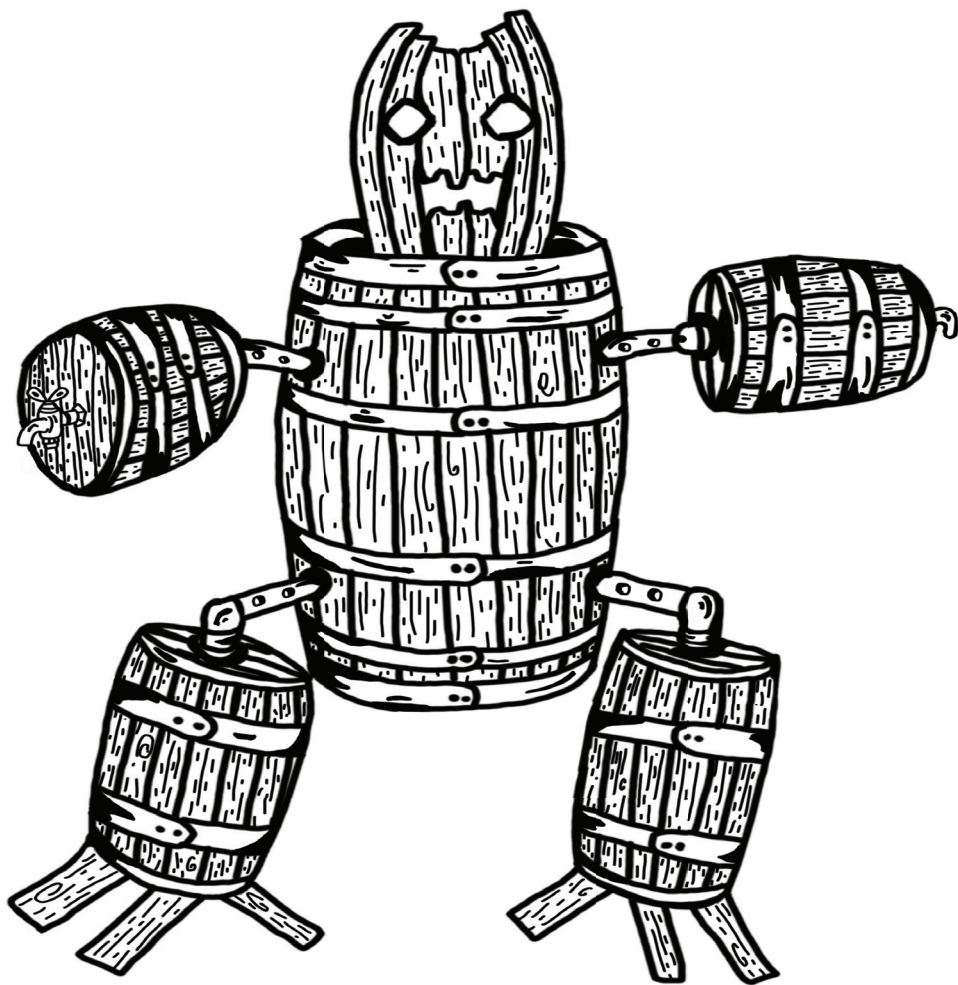
This marble tankard will show you the strength of the beverage placed in it. The colored veins running through it change color based on the contents. Normally blue, they turn yellow if a weak alcohol is placed in them, orange if a medium strength for a medium, and red if a strong alcohol. In addition, if poison or venom is placed in the mug, the veins turn black.



## Monsters

### **Keg Golem**

*One problem with adventuring is that you can't always find a good tavern. With these glorious bastards the tavern comes with you. I don't know who came up with them, but I'd love to shake their hand.*





## Keg Golem

*Large construct, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 90 (10d10+40)

**Speed** 20 ft.

**STR** 18 (+4) **DEX** 9 (-1) **CON** 18 (+4)

**INT** 5 (-3) **WIS** 6 (-2) **CHA** 9 (-1)

**Damage Immunities** acid, poison, psychic, bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Condition Immunities** charmed, exhaustion, frightened, intoxicated, paralyzed, petrified, poisoned

**Senses** dark vision 60 ft., Passive Perception 8

**Languages** understand the languages of its creator but can't speak

**Challenge** 7 (2,900 XP)

**Berserk.** Whenever the golem starts its turn with 45 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turn while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to attack, the golem attacks an object, with preference to an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all of its hit points.

**Everfull Kegs.** The golem's barrels are never empty. The alcoholic content of the barrels is determined at creation.

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### Actions

**Mutliattack.** The golem makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +8 to hit, r each 5 ft., one target.

*Hit:* 15 (2d10+5) bludgeoning damage. If the target is a creature, it must make a DC (equivalent of alcohol's strength) Constitution saving throw or gain the *Intoxicated* condition.

**Pressurized Spray.** Each creature in a 15-cone must make a DC 14 Dexterity saving throw. Each creature is pushed back 10 ft on a failed save, or half as much on a successful one. In addition, all creatures must make a DC (equivalent of alcohol's strength) Constitution saving throw or gain the *Intoxicated* condition.



**B'ooze**

*There's nothing worse than beer gone bad.*



## B'ooze

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 35 (4d10+12)

**Speed** 10 ft., climb 10 ft.

**STR** 12 (+1) **DEX** 6 (-2) **CON** 16 (+3)

**INT** 2 (-4) **WIS** 6 (-2) **CHA** 2 (-4)

**Damage Resistance** slashing, piercing

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft. (blind beyond this radius), Passive Perception 8

**Languages** -

**Challenge** 2 (450 XP)

**Amorphous.** The ooze can move through a space as narrow as 1 inch wide without squeezing.

### Actions

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

*Hit:* 9 (2d6+2) bludgeoning damage, and the target must make a DC 10 Constitution saving throw or be intoxicated for 1 minute.

**Engulf.** The ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the ooze enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the ooze. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 4 (1d6) bludgeoning damage, gains the *Intoxicated* condition, and is engulfed. The engulfed creature can't breathe, is restrained, and takes 9 (2d6+2) bludgeoning damage at the start of each of the oozes turn.

When the ooze moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

The creature's *Intoxicated* condition lasts until it takes a short rest.



## Town Drunk

*I'm not as think as you drunk I am.*

### Town Drunk

*Medium humanoid (Various), Lawful Neutral*

**Armor Class** 12

**Hit Points** 13 (3d8)

**Speed** 25 ft.

**STR** 10 (+0) **DEX** 13 (+1) **CON** 11 (+0)

**INT** 9 (-1) **WIS** 10 (+0) **CHA** 10 (+0)

**Senses** Passive Perception 5 (disadvantage)

**Languages** common

**Challenge** 2 (450 XP)

### Actions

**Multiattack** Can make two improvised melee attacks.

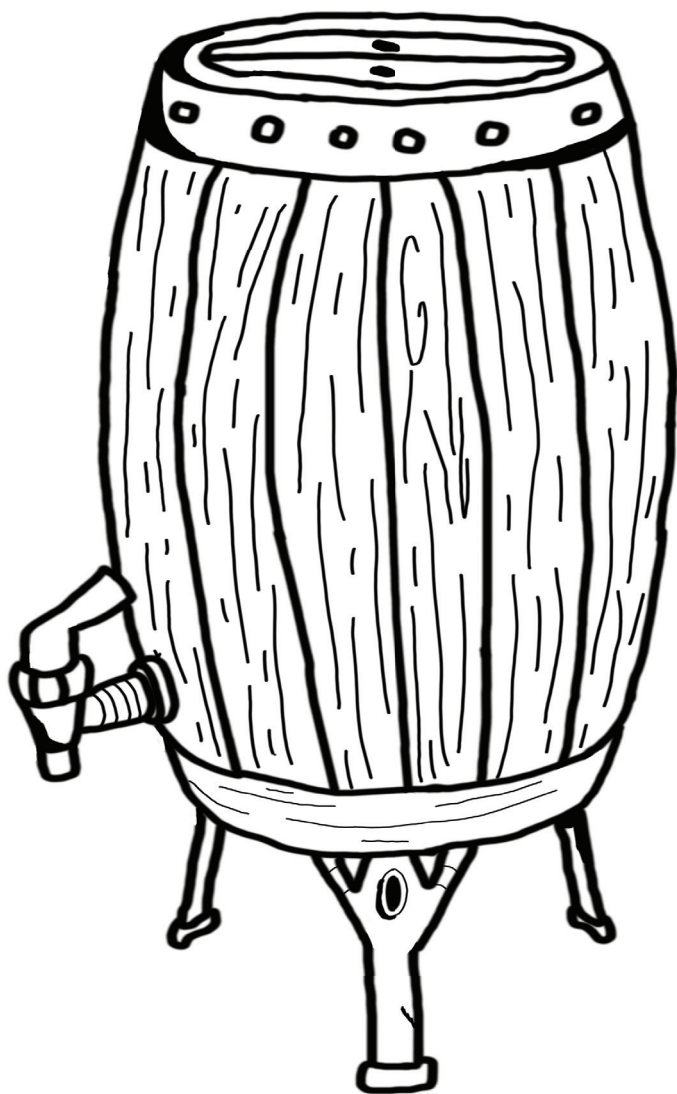
**Improvised Melee Weapon** *Basic Melee Attack:* +4 to hit, *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Improvised Thrown Weapon** *Basic Ranged Attack:* +4 to hit, range 10/30, *Hit:* 5 (1d6 + 2) slashing damage.

**Staggering Dodge** After missing an attack, anyone attacking the drunk does so with disadvantage until the start of the drunk's next turn.

**Moment of Coordination** When the drunk hits a player for more than half damage, another drunk in melee range can use their reaction to attempt to knock the player prone. The attack succeeds if the player fails a DEX save.





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*You have all gathered in the tavern...* It may be a clichéd introduction, but it's also a fact. Most adventures head to the taverns before, after, and sometimes during their quests for gold pieces and glory. So why not make these down time activities a little more impactful?

**In the book you will find:**

- A drunken wizard
  
- A new condition, Intoxicated, that lets you get the most out of alcohol in your game
  
- The Way of the Drunken Boxer, allowing your monk to become a true drunken monster
  
- Booze-related spells
  
- A new weapon, magical items, and a plethora of booze (mundane and magical) to spice up your game
  
- New alcohol related foes for your players to face

