

Drinking & Dragons

THE WORLD'S GREATEST FANTASY DRINKING GAME



ALCOHOL CAN BE A WONDERFUL THING, especially when introduced to a tabletop roleplaying group. There's a popular analogy going around that roleplaying games have more in common with a party than they do with "collaborative storytelling" or "immersive

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world building sessions,” and what is a party if not an excuse to drink with friends? Playing, chatting, joking, and rolling dice is the perfect setup for drinking with friends. But unlike other games, roleplaying games don’t have a lot of good examples of being turned into drinking games in the traditional sense.

Thankfully, fifth edition has a broad ruleset with huge homebrew potential. Its relatively light core rules and plentiful dice mechanics make it easy to incorporate drinking shenanigans into the game. Here are five handy rules hacks and ideas for adding a drinking game aspect to Dungeons & Dragons, as well as four custom drink recipes that are sure to give your game a shot of fantasy flavor.

Disclaimer

While drinking can be fun, it is something that is best enjoyed responsibly and only if you are of legal drinking age.

Three of the four drink recipes included herein can be made as “mocktails” with no alcohol, so that they might be enjoyed by younger players.

THE EVERFULL ELIXIR

This is a game mode that is best used during a dungeon crawl one-shot game. This game is one of high stakes, wildly dangerous exploration, trap-tripping, and combat that’s best enjoyed during a “drinking game” night. This is a version of the game at its most mechanical; where you’re encouraged to let the dice fall where they may, and character death is a real threat.

But, there are three caveats to this. And here’s where the drinking comes in:

- ▶ All traps and monsters deal a set amount of damage equal to half the maximum possible: 4 points instead of 1d8, 5 instead of 1d10, and so on. This is to keep the stakes high and to let successful hits carry a more dire consequence.
- ▶ Hit Dice, healing spells, and all means of healing other than the Everfull Elixir heal half as much as they normally would. You roll for them normally, but regain half as many hit points.
- ▶ You have an unlimited supply of healing potion: At the start of the adventure, the players come across a jewel-encrusted flask filled with healing elixir (heals 4d4 hit points + a number of hit points equal to the drinker’s level). The magic of the dungeon keeps it full forever so long as it remains in the dungeon. The potion can be quaffed as an action, but the player must also take a shot. If you wanna heal, you gotta drink.



Healing Potion Shot

A sweet, tangy tincture that's sure to heal what ails you. As a mocktail, replace the tequila and triple sec with orange juice.

Ingredients:

½ ounce of triple sec

½ ounce of tequila

½ ounce of lemon/lime soda

1 barspoon of grenadine

Directions: Combine the tequila, triple sec, and soda in a cocktail shaker or glass. Stir to combine. Add the barspoon of grenadine to a chilled, tall shot glass (2 ounce is best). Pour the combined drink into the shot and watch the grenadine fizzle up. Drink in one swallow.

DRAGON'S BREATH ASSAULT

This fiery drinking encounter reminds players why people fear fire-breathing lizards. Red dragons work best because of how iconic they are, but also because their considerable hit points and tremendously powerful breath weapon ensure that the fight lasts for more than a couple of rounds.

In this encounter:

- ▶ The players encounter a red dragon or similar fire-breathing solo monster that, for any number of reasons, they must slay. Maybe they've been hired as dragon slayers or the creature is blocking the only exit out of a dungeon.
- ▶ The creature's Breath Weapon has two uses. Once both uses are expended, it recharges one use on a 1d6 roll of 3–6 instead of the usual 5–6.
- ▶ However, the fire breath attack deals one-quarter damage if the affected players opt to take a shot or finish their drink. They survive, but at the cost of having a belly full of fire.

Dragon's Breath

This flaming shot tastes just like a cinnamon heart, but spicier: perfect to represent the blaze of a red dragon's signature attack. Do be careful, as this recipe does involve open flames. It's best to give it a trial run before serving it to players.

Ingredients:

¾ ounce of Goldshlager

¾ ounce of Fireball (cinnamon whisky)

A splash of grain alcohol (151 proof rum)

A barbecue lighter

A wooden cutting board or similar flat surface with which to smother the flames.

Directions: Pour the Goldshlager into the shot glass, then the Fireball. Top it off with a splash of the grain alcohol. This is to make the drink easier to light. Next, dim the lights and use your barbecue lighter to light the shot. The flames will glow a soft blue.

DO NOT DRINK A FLAMING SHOT WHILE IT IS ON FIRE. If you've never taken a flaming shot before, you must *always* extinguish it first. Use your cutting board to quickly tamp down on the shot glass, extinguishing the flame. Now you can drink it.

Be careful: It is best to drink this all in one swallow, rather than sipping it. The rim of the shot glass may be hot. Try not to let the shot burn for longer than 30 seconds.

A SHOT OF INSPIRATION

This is a drinking mechanic that can tie into the others above. Normally when the Game Master grants you Inspiration, you may choose to reroll any d20 roll, or grant that favor to another player. A Shot of Inspiration does basically the same thing, but also applies to rolls the Game Master makes.

Inspiration is usually granted to players who roleplay their characters according to their Traits, Ideals, Bonds, and Flaws, especially when that puts them in a less-than-ideal situation. A Shot of Inspiration can also be given to players who tell the best joke or goof while playing. If a player says something that gets the whole group

laughing, they deserve a Shot of Inspiration. Like inspiration, this shot or drink can be saved for later.

A Shot of Inspiration can be used whenever a player wants to reroll a d20 roll, when they are hit with an attack, or when the Game Master makes a roll that is unfavorable for them. They can use their Shot of Inspiration to have that roll be rolled again; using the second result whether it's higher or lower. If the reroll is favorable for the player, they must drink the shot of inspiration. If the reroll is favorable for the Game Master, they must drink the shot of inspiration.

Alternatively, a Shot of Inspiration can be used when a different drinking mechanic forces a player to drink. The player can instead pass their Shot of Inspiration to the GM and make them down the shot instead!

Inspiration

This blue beauty of a drink is fruity and tart, with its garnish adding a dash of red sweetness. It's the perfect shot or cocktail to sip while you plan your next attack. The recipe makes two shots, or one full cocktail.

Ingredients:

1½ ounces of gin (Gordons or Beefeater are best)
¼ ounce of apricot brandy
½ ounce of Blue Curaçao
½ ounce of fresh lime juice

Garnish Ingredients:

½ cup of granulated sugar
1 teaspoons of water
Red food coloring
Wedge of lime

Garnish Directions: Place the sugar in a small container and add the water with a few drops of red food coloring. Shake the container to mix the color and dye the sugar red. There should be just enough water for the food coloring to be better-absorbed by the sugar, but not so much that the sugar begins to dissolve. Rub a wedge of lime around the rim of your intended glasses then dip the glass into the sugar to coat it.

Drink Directions: Pour all the ingredients into the cocktail shaker with some ice. Shake it up until chilled. Strain and pour into either two chilled shot glasses or one chilled martini glass (whichever you use should be garnished with the red sugar). Drink and enjoy the inspiration it will give you.

ELFMEET

This drinking encounter is one of roleplaying and conversation, rather than dice rolling. It involves one or more sides having a political debate with the player characters in the center, trying to solve any number of problems. The elves profess that such debate is thirsty work, so drinks are made abundant. In truth, this is a means for the elves to ensure the debaters remain truthful, as alcohol is easier to disguise than caustic truth serums (and cheaper). While this mechanic can be used with beer or a similar non-alcoholic drink, if you are planning on using the paired drink it works best when you pair the flavor of the drink with the NPC's involved. Dwarfmeets prefer thicker beers, like an oatmeal stout.

The characters need to convince a high council of elves of something: Maybe they require elven aid for a battle or coming war, or they could be trying to convince them of the innocence of a friendly NPC or Player Character who has been wrongly accused of something.

The elves want to make a game of this debate, serving drinks as they talk. As a show of faith they partake as well. Elves believe that liquor doesn't affect them nearly as much as it does humans and other younger races. If a side of the group is forced to concede a point, admit they don't know something, or back out of an argument, that side must finish their drink (with the Game Master drinking for at least one of the losing sides). Whichever side drinks more is considered the loser, and the roleplaying game progresses from there.

Elf Draught

A lighter, summer-like drink based on a recipe for “Beer Panaché” or Shandy, this drink’s low alcohol content makes it great for roleplaying games even if you’re not using any drinking rules. If the players are dealing with drow, add ½ ounce Blue Curaçao or similarly blue/purple liquor to each drink, and stir to give it that dark blue color. For non-drinkers, remove the beer and replace the water with sparkling water and you’ll have a sparkling lemonade.

Ingredients:

1½ ounces of fresh-squeezed lemon juice
1 ounce of 1:1 simple syrup
4 ounces of water
1 bottle of a pale lager or pilsner (Corona Extra works surprisingly well).
Sprig of lavender for garnish

Directions: In a pint glass mix the lemon juice, simple syrup, and water. These ingredients make up the lemonade portion of the drink, and should take up about half of the glass. Fill the remaining half with your lager or pilsner. Garnish with lavender. Drink and enjoy this citrusy dry beverage.

THE SPELL SLOT SHOT

This is a truly magical drinking mechanic best used with 1st-level one-shot games. Low-level spellcasters in fifth edition, specifically clerics and wizards, only have access to a small handful of spell slots. The Spell Slot Shot spices things up by giving those spell casters access to a powerful 3rd-level spell of their choice...if they accept the consequences.

Spell casters can use the Spell Slot Shot as an action. They choose a single 3rd-level spell and take a shot or finish their drink. The spell takes effect as soon as they drink a shot or finish their drink.

They can use the Spell Slot Shot again, but the consequence is now that everyone must drink a shot or finish their drink. Once a player has used the Spell Slot Shot twice in a game, it cannot be used again in that same game. 🍷

