

The Evils of Drink

1. Keep a running total of the number of **Alcohol Points** consumed by the PC.
2. When the number of **Alcohol Points*** is divisible by the PC's **Toughness**, a *Drink* test must be made :

$$\text{Drink test} = \text{Toughness} \times 10 - \text{number of Alcohol Points}$$
 * drinkers with the *Consume Alcohol* skill can halve the number of **Alcohol Points** per drink
3. If the drinker fails his *Drink* test, determine the impact of the drink:

Result of <i>Drink</i> test	Effect on drinker
Pass	None
Unlucky failure (1-10)	Mild: increase <i>Drunkenness</i> by 1 stage (see table below)
Awful failure (11-20)	Strong: increase <i>Drunkenness</i> by 2 stages
Terrible failure (21-30)	Violent: increase <i>Drunkenness</i> by 3 stages
Horrific failure (31-40)	Violent: increase <i>Drunkenness</i> by 3 stages <u>and</u> feeling sick (T test to avoid vomiting)
Catastrophic failure (40+)	Tragic: drinker collapses (see #5)

4. If the drinker is affected by the drink, determine his drunkenness:

Drunkenness	Influence on drinker	Drinker's mood	Role-playing	Penalty
Buzzed	You're hardly effected	Roll a D6 to determine your initial mood (see below)	Shift <u>subtly</u> towards your new mood	None
Tipsy	You're under the influence but all seems fine...	No change	Confirm your mood	-1/-10
Bladdered	As above except drinker desperately needs to pee, i.e. unless able to urinate within the minute the drinker wets themselves!	No change	Emphasise your mood	-1/-10*
Drunk	You're now clearly under the influence and going places!	Roll a D10 for a new mood swing	Relish your mood swing!	-2/-20*
Wasted	You're holding it together but only just!	Roll 2D6 for another mood swing	Flout your mood swing with reckless abandon!	-2/-20*
Smashed	You've pretty much lost control but who cares...	Roll 2 D6 twice to enjoy 2 moods at once	Run riot with your schizophrenic moods!	-3/-30*

5. If any stat reaches zero, the drinker collapses (D6 **W** to random body location) and when they wake up (D6+4 hours later) they have no recollection of their antics (**Cool** test or gain 1 Insanity Point) but as time passes a few memories may begin to return ...
 WARNING: others may take advantage of the drinker's inebriated state to rob, rape or even murder them!

Roll	Drinker's mood
1	Friendly - "Hi I'm..." chat with everyone, even the most intimidating strangers and flirt with members of the opposite sex.
2	Confident - "I'm feeling lucky!" drinker must and gamble as they're bound to win big! If no game of chance nearby then one must improvise one!!
3	Promiscuous - "I'm SOooo attractive" flirt as hard as possible to get your wicked way as quick as possible. Fel test but don't forget the penalties. Anyone who refuses your advances must simply be playing hard to get. So try harder!
4	Disorderly - "Watch this!" drinker must show-off his abilities (singing, climbing, acrobatics, throwing, swordplay, etc.) in some spectacular, preferably risky, manner!
5	Aggressive - "Watch your step!" drinker looks to provoke every antagonist in the vicinity. Failing that any fool will do...
6	Lechery - "She's SO sexy!" drinker stares at the most attractive member of the opposite sex regardless of personal sensibilities or local customs. This translates as Fel test but with a -10 penalty (on top of penalties due to drunkenness)
7	Depression - "Where did it go wrong?" drinker slumps into miserable mood. Should anyone pity them, WP test or must display affection to their supporter. Failure indicates hostility.
8	Remorse - "Why did I do it?" drinker slithers into introspective sorrow. If the source of their shame be nearby, test WP . Pass indicates desperate desire to make immediate amends. Failure indicates that the drinker continues to wallow in their guilt.
9	Self-pity - "Why did it have to happen?" drinker becomes angry about the hardships of life. Test against Cool . Pass indicates the drinker simply moans, albeit vocally (trouble?). Failure indicates drinker wants to correct these injustices now!
10	Self-loathing - "I hate myself. I'm such a..." drinker drifts into destructive spiral. Test against WP . Pass means drinker stares into his drink sorrowfully, bordering on tears. Failure indicates vengeful desire to punish himself, e.g. punching wall, scarring arms. Catastrophic failure results in suicidal tendencies...
11	Invincible - "No-one can stop me!" drinker becomes convinced they're invincible. Pass an Int test. Pass means that drinker is conscious of those around him but not of his mortality. Failure means the drinker is convinced that they're invisible too! This should quickly lead to embarrassing and/or dangerous situations.
12	Sleepy - "Just a quick kip" drinker finds a space (not necessarily quiet), curls up and drifts off... (WP test to avoid snoring!)

6. Drying Out - drinkers loose APs at a rate of 2 per hour.
7. Hangovers - drinker wakes feeling thirsty and with a pounding headache. Their anguish is determined by their *Drunkenness* (final state of Drunkenness - decreases due to Drying Out) and application of resulting penalties but not the mood swings.
8. Alcoholism - this is an addiction to alcohol which is treated in WFRP as an Insanity or mental disorder. So characters that have accumulated 6 or more insanity points and failed their **Cool** test may opt for this disorder if they feel it is appropriate within the game's context. Essentially the character now really enjoys a tipples, to the point of being addicted to the demon drink. Although an alcoholic doesn't drink all the time, he'll never miss an opportunity for a "swift one" and will often suggest a toast. Moreover once the alcoholic starts drinking, they must pass a **WP** test to stop drinking.

Beverage	Measure	Cost	AP	Description & effects	Source
Ale, beer					
<i>Local ale</i>	Tankard	9d	1.5	Brewed from barley - probably the most popular drink.	WPL
<i>Local beer</i>	Tankard	11d	1	Brewed from barely but flavoured with hops for a different flavour and longer life than its cousin ale.	OWA
<i>Altdorf Rotsrich</i>	Tankard	10d	2	Very strong, but good tasting spiced ale from Imperial capital.	
<i>Braakbroew ale</i>	Tankard	1/-	2	Strong ale from the Wasteland	ATE
<i>Black Powder Stout</i>	Tankard	11d	1.5	Unusually dark beer from Nuln. Popular among critics	ATE
<i>Black Oak Bitter</i>	Tankard	10d	2	Sour ale from the small mountain city of Bergsburg	
<i>Bugman`s XXXXXX</i>	Tankard	15/-	3	A frothy mug of ale with tangy taste and an extremely potent brew. All <i>Fear</i> checks have their difficulty lowered by one for 6 hours.	OWA
<i>Korben`s Finest</i>	Tankard	3/-	2	Dwarf stout brewed from pale malt, roasted barley & caramel malt	OWA
<i>Koumiss</i>	Tankard	4d	0.5	A sour but mild brew made from fermented mare`s milk, generally served only in the very east of the Empire (originally from Ungols)	RIQ
<i>Mantek Dark</i>	Tankard	10d	1.5	Tasty bitter brewed at Hammer & Anvil inn in Pfeildorf	ATE
<i>Marshwater</i>	Tankard	8d	1	Weak ale from rainy backwater Reikland town of Stromdorf	ATE
<i>Marienburg Pale</i>	Tankard	9b	1	A Bretonnian brewing technique that offers a stout, fruity flavour	OWA
<i>Owd Ballbreakder</i>	Tankard	9d	1.5	Tough ale from Altdorf. Not the smoothest but strong.	
<i>Seamus Lager</i>	Tankard	8d	1	Popular ale in Middenland, with a smooth, crisp taste & clean finish	OWA
<i>Thunderwater</i>	Tankard	1/8	2.5	A strong and rich ale from Stromdorf, worthy for dwarves	TGS
<i>Troll Squirt</i>	Tankard	8d	1.5	A thin ale from Talabheim, with ruddy tone and harsh metallic taste	OWA
<i>Zhufbar Ale</i>	Tankard	4/-	2.5	Legendary brew of the dwarfs, with a rich flavour and dark tint	OWA
Wine, cider					
<i>Local mead</i>	Tankard	1/6	1	Brewed from fermented honey. popular throughout Nordland	ATE
<i>Local cider</i>	Tankard	10d	1.5	Brewed from apples (sometime pears). Popular with Halflings	WPL
<i>Estalian madeira</i>	Goblet	6/-	1.5	Red wine fortified by heating for several hours so that it travels well	
<i>Morceaux wines</i>	Goblet	7/-	1	Cultivated & assembled in this renowned river region in Bretonnia	OWA
<i>Moussillon sec</i>	Goblet	6/1	1	Dry white wine from the Moussillon dukedom in Bretonnia	
<i>Pritzstock Reistling</i>	Goblet	5/-	1	A light delicate wine from Pritzstock in Middenland	PV
<i>Reikland hock</i>	Goblet	4/-	1.5	Sharp white wine from the heart of the Empire	ATE
Spirits, stronger					
<i>Albion uisce</i>	Dram	7/2	5	Tawny liquid distilled from fermented grain mash of the misty isle	
<i>Alte Geheerentode rum</i>	Cup	7/-	6	Distilled in Marienberg from fermented sugarcane juice and aged in oak barrels. Popular with boatmen and sailors.	
<i>Brandy, Bretonnian</i>	Thimble	8/-	3.5	Made by fermented grape wine, often includes flavours of blackberries, cherries and even apples.	OWA
<i>Echte Brandenburger</i>	Thimble	40/-	4	A 50 year old brandy, possibly the finest in the Old World. It is said that if properly served, it is inhaled rather than drunk.	PBT
<i>Kislevite vodka</i>	Thimble	6/-	5	Clear spirit distilled from potatoes. Popular with soldiers	WPL
<i>Lustrian mezcal</i>	Thimble	12/-	4	Strong but sweet and often served with exotic fruits with sharp taste	ATE
<i>Mootland liqueur</i>	Thimble	3/-	3	Easily drunk but possibly hallucinogenic if followed with pipe weed	ATE
<i>Norcsan aquavit</i>	Thimble	9/-	4.5	Clear spirit distilled from grain, flavoured with caraway seeds	WPL
<i>Rotgut</i>	Cup	1/-	3	Truly foul. Will blind if drinker suffers a violent reaction (see above)	OWA
Bottles & kegs					
<i>Annaliese</i>	Bottle	40/-	9	A rare Sylvanian wine, it is rumoured to taste like burning cinnamon with a distinct iron finish.	RoS
<i>Aulenbacher</i>	Bottle	30/-	6	Produced by Sigmarite monks in the Black Mountains, it is blessed with a straw-coloured hue and tastes of early spring blossom.	RoS
<i>Bilbali rosso</i>	Bottle	35/-	7	A dark red wine, aged for several years in the bottom of the ocean. Offers a woody flavour tinged with the faintest hint of sea spray.	RoS
<i>Carcassonne Special Reserve</i>	Bottle	20GC	6	The most famous wine in Bretonnia. Rare, expensive and excellent!	KoG
<i>Gewürztraminek 22</i>	Bottle	25/-	8	A very sweet red wine produced in Stirland	RoS
<i>Grenzstadter</i>	Bottle	40/-	5	A golden white Averland wine that carries a faint hint of apple and subtle earthy undertones. Effect: alleviates 1 fatigue and 1 Stress	RoS
<i>Longingbruck "Ruby"</i>	Bottle	20/-	9	A white wine, with a slight red tint, that comes from traces of blood from the Averland longhorn cattle, that are added to fermentation	RoS
<i>Manann`s Own</i>	Bottle	10GC	7	Rare and expensive, said to carry a ghostly bouquet that evaporates on the tongue, leaving only a delightful trace of its passage	RoS
<i>Parravon Crown Reserve</i>	Bottle	30GC	20	Only about a dozen or so bottles of this heavenly brandy are produced each year. And 2 of those bottles go to the King himself.	KoG
<i>Whistler`s Finest</i>	Bottle	45/-	8	A rosy white wine produced by Halflings that offers a delightful roundness, complemented by beautiful hand-painted etiquette.	RoS
<i>Small keg of ale or beer</i>	Pin	25/-	40	4,5 gallons or 36 pints = 200 encumbrance	
<i>Wine, fine</i>	Bottle	20/-	7	1 bottle = 5 goblets & empty bottle = 10d (glassblowing is an art)	
<i>Wine, vintage</i>	Bottle	50/-	6	As above	

OWA, (Old World Armory), RIQ (Realm of Ice Queen), RoS (Realm of Sorcery), PV (Plundered Vault), PBT (Power Behind Throne), KoG (Knights of Grail), WPL ([WFRP Price List](#)), ATE ([Alcohol Tobacco Expansion](#)), [Expanded Table of Alcoholic Beverages](#)