

Spheres Apocrypha:







DIPSOMANIA

"Everything a man can ever do is a thousand times easier with a little spirit to boost him up."

This apocrypha introduces a new archetype for a drinking monk called the stupor monk, and adds new talents to the Alchemy and Barroom spheres related to drinking and actions one can perform when drunk.

THE STUPOR MONK (UNCHAINED MONK ARCHETYPE)

Alignment: A stupor monk may be of any alignment.

Armor and Weapon Proficiencies: Stupor monks are proficient with simple weapons as well as light armor. In addition, if this is the character's first level in any class, they may select a martial tradition of their choice.

Combat Training (Ex): A stupor monk is considered to be an Adept practitioner, gaining spheres and talents as appropriate. Stupor monks use Wisdom as their practitioner modifier.

This replaces the unarmed strike and bonus feats class feats.

Drunken Arts: At 1st level, the stupor monk gains the Barroom sphere and Open Hand sphere as bonus talents.

At 10th level, the stupor monk gains the Double Chug talent, and may use it without having any free hands. **Eight Gates of the Drunken Master**: The stupor monk has had so many drinks and has entered a state of drunkenness so often, that it has become second nature to his combat style. A stupor monk ignores the regular rules for drinking alcohol and becoming drunk due to the nature of his experience, and augments his prowess based off how far drunk he has become.

The stupor monk's drunkenness at any time is measured by a meter with ten stages. Each stage has different rules for advancing to the next stage, bonuses and different penalties. The bonuses from all stages stack with each other, granting the stupor monk the bonuses of all stages below his current stage. The penalties of all stages (other than the Stupor stage) similarly stack with each other and accumulate as his level of drunkenness raises. Certain stages require the stupor monk to be a certain level before he can attempt to drink to that stage. If the stupor monk is not a high enough level, he automatically drops to the Stupor stage upon a failed Fortitude save based off the stage he was attempting to drink to. A success means his drunkenness stage does not change.

As long as the stupor drunk is at least Buzzed, he is considered as if he had the drunk status for the purpose of the Barroom sphere. When he uses a talent that expends the drunk condition, he instead lowers his current stage of drunkenness by one stage. Effects that grant him the drunk condition are treated as if he had drunk an alcoholic beverage.

D%	Stage 4-5	Stage 6	Stage 7	Stage 8
I-25	Falls prone	Vomits, as per the Purge talent, suffers 1d6 Con damage	Sets stage to Stupor	Must attempt another Fortitude save or die
26-50	Vomits in a random adja- cent tile, as per the Purge talent	Deals unarmed attack damage to self	Loses martial focus, cannot regain focus for 3 rounds, falls prone	Projectile vomit as per Projectile Vomit feat in a random direction, and suffer 2d6 Con damage
51-75	Loses 1 stage of drunkenness	Falls prone, cannot stand up for 1 round	Falls prone catastroph- ically, suffers 7d6 blud- geoning damage	Set stage to Stupor for 24 hours, cannot awaken from stupor
76-100	-2 penalty to all attacks and damage rolls for 1 round	Loses 2 stages of drunkenness	Becomes dazed for 1 round	Becomes stunned for 1d4 rounds

When a stupor monk fails a Fortitude save when attempting to reach a new stage of drunkenness, he fumbles, rolling a 1d100 and suffering the effects based off what stage he was attempting to raise himself to, as shown on the **Table: Drunken Fumbles**, in addition to not increasing his drunkenness stage.

The stages of drunkenness are described at the end of the class. This replaces flurry of blows, still mind, purity of body, tongue of the sun and moon and flawless mind.

Stupor Punch: Starting at 3rd level, while the stupor monk is at least Soused, he may make a special attack action with an unarmed attack to make a stupor punch. A stupor punch is an extra powerful singular attack that is enhanced by the stupor monk's drunkenness stage. He deals extra damage on this attack equal to twice the number of the current stage he is at (for example, if he is Soused (stage 3), he deals 6 additional damage). This bonus damage is doubled against creatures that have the drunk status. The stupor monk falls prone after making a stupor punch, and cannot make stupor punches if he is prone.

He may expend his martial focus before he makes the attack roll, if he does, the stupor monk rolls a 1d4, and adds the following effects based off the result he rolled, but he also immediately becomes Sober after the attack.

Result

D4

- The attack is treated as if it was a *brutal strike*, as the Berserker sphere (even if the stupor monk does not possess it), including having spent his martial focus to enhance it. He may apply one non-legendary (exertion) talent to the attack, even if he does not possess it.
- 2 The attack is treated as if it was made with the Suppressive Rush talent of the Open Hand sphere (even if the stupor monk does not possess it).
- 3 The attack is treated as if it were a *counter punch*, as the Boxing sphere (even if the stupor monk does not possess it). He may apply any non-legendary (counter) talent to this effect, even if he does not possess it.
- 4 The attack is treated as if it were an *impale* attempt without the penalties, as Lancer sphere (even if the stupor monk does not possess it). He may choose one non-legendary (impale) talent to be used with the impale attack for as long as he is still *impaling* a creature with the limb used to make the original attack, even if he does not possess the talent.

If the stupor monk is at least Staggering, he instead only reduces his current drunkenness level by 3 stages after expending focus on a stupor punch, rather than becoming Sober.

This replaces stunning fist.

Ki Alcoholism: Starting at 4th level, the stupor monk can select the following ki power:

Ki-infused Booze: The stupor monk can spend a ki point as a free action once per turn to raise his drunkenness stage, as if he had drunk an alcoholic drink. At 9th level, he raises himself two stages, plus an additional stage at 14th level and every 5 levels thereafter. If he raises himself through multiple stages that

require Fortitude saves, he must succeed at the saves in order, and failure causes this ability to stop at the stage he failed his save on.

Soul Of The Drunk: At 5th level, when the stupor monk learns the secrets of entering the Drunk stage, he gains access to a repertoire of combat talents he is only able to tap into when drunk. The next time the stupor monk drinks himself into the Stupor stage, he gains knowledge of secret drunken martial arts, selecting 2 combat talents, plus an additional talent at roth level and every 5 levels thereafter to learn. These talents are only usable while the stupor monk is at least at the Drunk stage.

Every time the stupor monk drinks himself into the Stupor stage, he may change these combat talents to any other combat talents he desires, and such an ordeal is usually done at the beginning of each day, or after a period of rest.

This replaces style strike.

EIGHT GATES OF THE DRUNKEN MASTER

The following are the stages related to this class feature:

STUPOR (STAGE -1)

A Stupor is a stage of a drunk who has had more than he could handle. When the stupor monk enters this stage, he is immediately rendered unconscious for 2d8 minutes. He can be awakened before this time through an application of the aid another action (or being dealt damage), but he remains in this stage while awake.

Bonuses: There are no bonuses for being in a stupor.

Penalties: Generally a stupor monk is unconscious during this time, but if he is awake, he suffers a -4 penalty on all d20-based rolls, and on all damage rolls until the duration would otherwise be over.

Stage change: If the stupor monk attempts to drink while in this stage, he immediately falls unconscious and he must roll again for the duration, increasing the duration of his stupor by the amount rolled. At the end of the duration that he would normally be unconscious (even if he was woken up), he raises his stage to Sober.

SOBER (STAGE ∅)

The stupor monk has not had a drink, and is still a fully functional adult (usually).

Bonuses: None

Penalties: None

Stage Change: Drinking any alcoholic beverage raises him to the Buzzed.

An alcoholic "beverage" or "drink" is fully drunk when the stupor monk drinks one, meaning a single drink cannot be drunk 'twice' over several rounds in order to benefit from it multiple times. The alcoholic beverage should be alcoholic enough to trigger the ability, although the exact potency of the drink does not truly matter. A single drink should only ever increase the stupor monk's stage by one.

BUZZED (STAGE 1)

The stupor monk's body loosens and his mind is more free, though is largely still functional.

Bonuses: The stupor monk can expend his martial focus as an immediate action to add his Wisdom modifier as a morale bonus when attempting Reflex or Fortitude saves.

Penalties: None.

Stage Change: Drinking any alcoholic beverage raises him to the Tipsy stage.

TIPSY (STAGE 2)

The stupor monk is beginning to feel the effects of alcohol.

Bonuses: The stupor monk gains a +2 circumstance bonus against all emotion and pain effects and may use his Wisdom modifier in place of his Strength modifier with all attack and damage rolls made using his unarmed attacks.

Penalties: He suffers a -2 penalty on all Dexterity-based checks.

Stage Change: Drinking any alcoholic beverage raises him to the Soused stage.

SOUSED (STAGE 3)

The stupor monk's cheeks are beginning to become red, and his soul is heavily drunk.

Bonuses: The stupor monk converts all the penalties from the sickened condition into bonuses. He still suffers from the nauseated condition normally. He also gains access to the stupor punch special attack action if he at least 3rd level, as listed in the stupor punch class feature.

Penalties: He increases his penalty with all Dexterity-based checks to -4, and suffers the same penalty on all Perception checks.

Stage Change: If the stupor monk is at least 5th level, he may drink an alcoholic beverage to raise himself to the Drunk stage, however he must succeed at a DC 10 Fortitude save or otherwise he suffers a fumble and does not raise his stage.

DRUNK (STAGE 4) (REQUIRES STH LEVEL)

The stupor monk reaches his true state of mind.

Bonuses: The stupor monk gains access to a list of talents as detailed under the soul of the drunk class feature, and converts his -4 penalty to his Acrobatics checks into a competence bonus.

Penalties: He automatically fails on all Stealth and Ride checks.

Stage Change: If the stupor monk is at least 8th level, he may drink an alcoholic beverage to raise himself to the Flushed stage, however he must succeed at a DC 15 Fortitude save or otherwise he suffers a fumble and does not raise his stage.

FLUSHED (STAGE 5) (REQUIRES 8TH LEVEL)

The stupor monk begins to lose his focus on the world, rescinding internally into his drunken state, allowing his body to act on nothing but reflexes.

Bonuses: The stupor monk can never be caught flat-footed while at this stage, and his attacks become far too unpredictable to parry, deflect or otherwise negate using non-magical means. Any attempt to negate, deflect or parry his attacks automatically fail. Additionally, the stupor monk gains a +4 morale bonus to his Wisdom score.

Penalties: He increases his penalty to Perception checks to -8, and if his initiative is rolled while in this stage, he treats his initiative check as if he had rolled a 1.

Stage Change: If the stupor monk is at least 11th level, he may drink an alcoholic beverage to raise himself to the Staggering stage, however he must succeed at a DC 20 Fortitude save or otherwise he suffers a fumble and does not raise his stage.

STAGGERING (STAGE 6) (REQUIRES 11TH LEVEL)

The stupor monk's focus has turned inwards; his body a flowing wave of movement, and his soul blossoming.

Bonuses: The stupor monk is considered to be 8 levels higher when calculating his bonuses from his AC bonus and fast movement class features, and never provokes attacks of opportunity for movement. His morale bonuses to his Wisdom score increase to +6.

Penalties: The stupor monk now automatically fails all Perception checks and any Intelligence-based checks.

Stage Change: If the stupor monk is at least 14th level, he may drink an alcoholic beverage to raise himself to the Body Of Booze stage, however he must succeed at a DC 25 Fortitude save or otherwise he suffers a fumble and does not raise his stage.

BODY OF BOOZE (STAGE 7) (REQUIRES 14TH LEVEL)

The stupor monk's body is so heavily diluted with alcohol, that he begins to sweat the same substance he has drunk.

Bonuses: The stupor monk exudes a 10-foot aura of alcoholic sweat. Creatures that end their turn in this aura automatically are exposed to alcohol, and must succeed at a Fortitude save (DC 10 + 1/2 the stupor monk's level + his Wisdom modifier) or else suffer the penalties of his Drunk stage for 1 minute, but none of the benefits. Each extra turn such creatures end adjacent to him cause them to suffer the penalties of the next stage (up to stage 7) on a failed save, and extends the duration by one minute. This is a poison effect, and other stupor monks are immune to the effect. Additionally, the stupor monk becomes immune to emotion effects, nonlethal damage, poison effects, and pain effects. While in this stage, if he is inflicted the nauseated condition, instead of its penalties, he increases all movement speeds he possesses by 60 feet, and gains a +1 insight bonus on all attack rolls. Lastly, his morale bonus to his Wisdom score increases to +8.

Penalties: At the start of each of the stupor monk's turns, he moves 10 feet in a random direction (roll a 1d8 to determine, with 1 being north). This can include directions that may inherently be dangerous (or obstacles, in which case he suffers 1d6 damage as he runs into the obstacle), but he may use alternative movement speeds to keep himself safe (such as using a fly speed to prevent himself from falling into lava). The stupor monk also moves in this way after he suffers damage from a melee or ranged weapon attack.

Stage Change: If the stupor monk is at least 17th level, he may drink an alcoholic beverage to raise himself to the Drunken Soul stage while in this stage, however he must succeed at a DC 30 Fortitude save or otherwise he suffers a fumble and does not raise his stage. When the stupor monk exits this stage for a lower stage, he gains 2d4 permanent negative levels.

DRUNKEN SOUL (STAGE 8) (REQUIRES 17TH LEVEL)

The stupor monk ascends. He becomes divinely inspired by his drunken soul, but at the cost of his life.

Bonuses: The stupor monk sees the world in a thousand different realities, and acts as if they were all true. Each round on his turn, the stupor monk gains an additional standard action he may use for any purpose. Additionally, he becomes immune to negative levels (including ridding himself of any he currently possesses), ability damage, ability drain, and when he suffers from an effect or condition that would stop him from taking a standard action, he is instead staggered and loses his bonus standard action for the duration of the effect.

Penalties: None; the stupor monk loses all penalties he has accumulated from previous stages upon entering this stage.

Stage Change: While in this stage, the stupor monk is one with all the drinks he has ever had in his lifetime; drinking more does nothing for him. This stage lasts for one minute, and at the end of this time, the stupor monk dies.

ALCHEMY SPHERE BASIC TALENTS

UNIVERSAL ALCOHOL (FORMULAE)

Craft DC: 10

You gain the knowledge of the creation of various minor types of beneficial alcohol. When you create this formulae, you create a set of drinks, with a number of drinks equal to your practitioner modifier, together counting as a single formulae slot. All drinks created with one formulae slot must be of the same type, and the slot is considered to be used until no creature benefits from them any longer, and all the drinks have expired or have been consumed or destroyed.

You can create the following drinks:

Calming Cider: Creatures that drink this alcohol feel an incredible sense of calm, gaining a +2 circumstance bonus against emotion related effects for 1 hour. This bonus increases by 1 per 5 ranks in Craft (alchemy) that you possess.

Invisible Ichor: Creatures that drink this alcohol cannot tell it is alcoholic, as it is entirely and purely tasteless, but is as potent as two alcoholic beverages. This drink also masks poisons mixed with it, foiling Perception checks entirely and even magic, unless the caster succeeds on a magic skill check against your Alchemy sphere DC.

Lullabying Lager: Creatures that drink this alcohol fall asleep after an hour of consuming it and experience a fully lucid and comforting dream, allowing them to regain twice the number of hit points or ability damage they regain from resting. This benefit stacks with the benefit provided by a Heal check made to provide long-term care, providing them with three times the benefits of resting.

Mindbending Mead: Creatures that drink this alcohol are subject to strange visual and sound-based hallucinations, which apply a -2 penalty to all Perception checks they attempt, but cause them to see past true illusions, granting them a +2 circumstance bonus against all illusion effects. The bonus and penalty both increase by 1 per 5 ranks in Craft (alchemy) that you possess.

Painkilling Perry: Creatures that drink this alcohol are numbed to pain, gaining a +2 circumstance bonus against all pain-related effects for 1 hour. This bonus increases by 1 per 5 ranks in Craft (alchemy) that you possess.

Revitalizing Rum: Creatures that drink this alcohol gain a +1 resistance bonus to the next saving throw they attempt within an hour. This bonus increases by 1 per 5 ranks in Craft (alchemy) that you possess.

Sobering Schnapps: You create the perfect concoction; an alcoholic drink that wears away at hangovers. Creatures that drink this alcohol ignore the penalties for being drunk (and bonuses, if any) for I hour, and reduce the penalties from the sickened condition by half. Once you have IO ranks in Craft (alchemy), the sickened condition is instead cured automatically, and creatures are immune to it for the duration.

Vitalizing Vodka: Creatures that drink this alcohol gain 1d4 temporary hit points for one hour. The amount of temporary hit points granted increases by 1d4 per 3 ranks in Craft (alchemy) that you possess.

Wakeful Whisky: Creatures that drink this alcohol can remain awake for eight hours without feeling sleepy, granting them a +2 circumstance bonus against sleep effects. A creature can drink this drink to avoid needing to rest, but any vigorous activity such as fighting, traveling or similar ends the effect, and creatures must drink another or sleep for the remaining hours to avoid fatigue and to gain the benefits of a full night's rest. The bonus increases by I per 5 ranks in Craft (alchemy) that you possess.

A creature can only benefit from one drink at a time, although a single drink may have multiple alcohol types mixed together by raising the Craft DC. You can increase the Craft DC of this formulae when creating a set of drinks in increments of 10 to apply the effects of an additional alcohol type for each increment to the set of drinks, allowing a creature to benefit from multiple alcohol types at the same time from those drinks.

BARROOM SPHERE BASIK TALENTS

EVERYTHING IS A DRINK

You consider any beverage, alcoholic or not, to be an alcoholic beverage. This means that even water can potentially cause you to become drunk, and that potions, extracts and even alchemy formulae can grant you the drunk status, and that they may potentially sicken you from drinking too many.

Alternatively, when drinking an alcoholic drink, you can consider it to be nonalcoholic. This allows you to drink as many alcoholic drinks as you desire without gaining the drunk status nor contributing to how many alcoholic drinks you have had before gaining the sickened condition.

You choose whether or not to consider a drink as alcoholic or not alcoholic at the time of drinking.

SEEING DOUBLE (DRUNK)

When you make an attack action, you can make an additional attack as a free action against the same target. This additional attack has a 50% chance to miss. At base attack bonus +10, it only has a 20% chance to miss.

UP, DOWN AND ...

While you have the drunk status, you eliminate the penalties to your armor class and melee attacks while prone. Additionally, if you strike an enemy while prone, and then attack them again within one round while standing (or vice versa), you can expend your martial focus to target their flat-footed armor class for the second attack.

Special: If you possess the Capoeira Spin talent from the Open Hand sphere, you always eliminate all penalties from being prone rather than only when drunk, and you can stand up without provoking attacks of opportunity as a free action made as part of an attack action while you have the drunk status, rather than an immediate action. At +10 base attack bonus, you instead gain a +2 bonus to attack rolls made while prone.

YOU WANT SOME?

If you have an alcoholic beverage (or other non-directly harmful liquid) in one hand when you make an attack action, you can force a creature to drink from it if you succeed on the attack action. Forcing a creature to drink an alcoholic beverage grants them a Reflex save to avoid drinking, and on failure makes that creature sickened for 1 round, and potentially other effects based off the drink (such as gaining the drunk condition).

Additionally, when you succeed on a check made to maintain a grapple, you can choose to force a creature to drink from an alcoholic beverage you have in your hand instead of the other options, or you can make a joint move action as part of the grapple check to draw a beverage and force the creature to drink from it, applying the same effects as above. At +10 base attack bonus, you can instead force a creature to drink a magical potion or beverage, or any other directly harmful drink (such as a mug of lava or acid, or a poisoned mug of alcohol).

FEATS

PROJECTILE VOMIT

Prerequisites: Barroom sphere (Purge), base attack bonus +5.

Benefits: When you utilize your Purge talent, you can instead perform it as a standard action, vomiting on all squares in a close-ranged cone, instead of the normal area. All affected squares are treated affected as per the Purge talent, and creatures in the cone must succeed at a Fortitude save or become sickened for one round. At base attack bonus +10 or higher, creatures that fail their Fortitude save are instead nauseated for one round, and sickened for one minute afterwards. A success negates the nauseate and reduces the sickened duration to one round.

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