Weekly Wonders

Drunken Feats

Alex Ríggs, Joshua Zaback



ROLEPLAYING GAME COMPATIBLE

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Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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Introduction

Whether its drunken monks stumbling into their foes and unleashing fists of fury, alcoholic barbarians swigging down wine as they curse and cut their way to glory, or the charming roguish individual who uses a little alcohol to lower their inhibitions and skate through life, drink has a potent grasp on the imagination when it comes to adventures. This is no surprise, really; alcohol is one of humanity's greatest vices and fondest indulgences, and has been since more or less the dawn of human history. Being such an integral part of the human experience, it should be no wonder that alcohol has so thoroughly permeated our folklore and fantasy for nearly as long as it has been around. From myths and legends to being a driving force behind some of the most cherished characters from more contemporary literature, alcohol holds a very special place in the hearts and minds of a wide array of audiences as something easily relatable and yet mystifying.

Still, alcohol can be a bit of taboo subject, especially for younger players, and thus it should come as no surprise that game content for alcohol and the heroes that rely on it is relegated to a few niche specialty choices, typically designed to closely emulate certain archetypes. While this is fine for most players, for some, it can be somewhat wanting. After all, what if you want your character to draw on aspects from various styles of drunken heroes? Should you have to multi-class and carefully select archetypes or meticulously dig through books and websites for a handful of feats that let your character do something with the wondrous and nearly magical substance known as alcohol? Luckily, there is a solution! What follows is a collection of feats available to a wide variety of player characters, allowing them to tap into the magic of beer, wine, and whiskey (or whatever be their pleasure) to capture the essence of the drinking hero. In addition to staples such as inexplicably beneficial drunken stumbling and alcohol-fueled rage, these feats offer a wide range of unique and interesting tweaks to the drunken hero's arsenal. It is my pleasure to present the following drinking feats to you.

The Effects of Alcohol

While the feats presented in this book, as well as many of the archetypes, feats, rage powers, and other abilities found in other products provide detailed information on the extra benefits they grant when you consume alcoholic beverages, they do not go into detail about alcohol's normal effect. The following rules for alcohol can be found in the *Pathfinder Roleplaying Game GameMastery Guide*, as can more extensive rules on drugs and addiction. Just like drugs, alcohol can be abused and have significant negative effects. In general, a character can consume a number of alcoholic beverages equal to 1 plus double his Constitution modifier before being sickened for 1 hour equal to the number of drinks above this maximum. Particularly exotic or strong forms of alcohol might be treated as normal drugs. Those who regularly abuse alcohol might eventually develop a moderate addiction.

Becoming Intoxicated

Several of the feats in this book provide bonuses based on the number of alcoholic beverages that you consumed in order to become intoxicated. For the purposes of these feats, "becoming intoxicated" refers to gaining the sickened condition as a result of consuming alcohol.

New Feats

The following feats are presented in alphabetical order.

Alcoholic Admixture

You are able to inject your magical infusions into alcoholic beverages in order to briefly preserve them, allowing them to be enjoyed by others.

Prerequisite: Alchemist.

Benefit: You may choose to add an alcoholic beverage as an additional material component whenever you prepare an extract. If you do, the extract retains its potency for 2d6 rounds after you stop handling it, allowing another creature to consume the extract in that time in order to benefit from it. If you do, the creature who consumes the extract becomes sickened for 1d4 minutes after the effects of the extract wear off. If you have the infusion discovery, the caster level of an extract prepared in this manner is increased by 2.

Alcoholic Energy

After a few drinks, you are able to perform incredible feats of derring-do.

Benefit: You are able to draw upon alcohol for great bursts of energy, allowing you to accomplish things you would never be able to sober. For every alcoholic drink you have consumed in the last hour, you gain 1 energy point. You gain a bonus on all initiative checks equal to the number of energy points you currently have. Additionally, at any time, you may expend 1 energy point in order to add 1d6 to any initiative check, attack roll, Reflex save, or Strength-, Dexterity-, or Charisma-based skill check. When you expend a number of energy points equal to your Constitution modifier in a given hour, you become nauseated for 1d10 rounds.

Sidebar: Drinking Feats and Archetypes

While there are a variety of existing feats, archetypes, and other content that provide mechanical incentive for drinking, they tend to be scattered in a variety of books. For your convenience, the following section lists all of the alcohol-related content that we were able to find from Paizo books, as well as where you can find them. For the full titles of the books containing these products, see section 15 of the OGL in the back of this book.

Archetypes

Drunken Master (Monk)^{APG} Drunken Rager (Barbarian)^{PC:AM}

Feats

Drink is Life^{MA} (Mythic) Drunkard's Recovery^{UI} Fast Drinker^{APG} Truth in Wine^{PC:OA}

Alcohol Poisoning

You are adept at slipping something deadly into others' drinks and can use alcohol to conceal and delay the effects of your poisons.

Prerequisites: Craft (alchemy) 5 ranks, Stealth 5 ranks. **Benefit:** Whenever you apply an ingested poison to an alcoholic beverage, you may choose to increase the onset time of that poison to last until the alcohol wears off. Additionally, if a character who consumed an alcoholic beverage poisoned in this way becomes intoxicated, he suffers a -4 penalty on his saving throw to resist the effects of the poison.

Angry Drunk

You substitute drunken fantasy for real anger, allowing you to enter a rage without needing to call upon your reserves of anger.

Prerequisite: Bloodrage or rage class feature.

Benefit: You may consume an alcoholic beverage in order to enter a bloodrage or rage for 1d6 rounds without consuming any rounds worth of bloodrage or rage. While in this state, you gain only 1/2 the normal morale bonus to Strength and Constitution that you would ordinarily gain, but are otherwise treated as raging or blood raging for the purposes of class features such as the barbarian's rage powers or the bloodrager's bloodline abilities. After this temporary bloodrage or rage, you become intoxicated for a number of minutes equal to the number of rounds you spent in this temporary bloodrage or rage, or while intoxicated.

Drunk Punch

While drunk, you are an expert at instinctual dirty fighting, making it difficult for your foes to shake off your wild punches.

Prerequisite: Improved Dirty Trick.

Benefit: Whenever you are intoxicated, you ignore any penalty to combat maneuver checks made to make a dirty trick combat maneuver that are incurred as a result of

Two-Fisted Drinker^{MA} (Mythic)

Magic Items

Drinking horn of bottomless valor^{UE} Tankard of the drunken hero^{PCS:ISG}

Rage Powers

Good for What Ails You^{APG} Liquid Courage^{APG} Staggering Drunk^{APG}

Spells

Pick your poison^{PCS:ISG} Polypurpose panacaea^{UM} Tears to wine^{PC:AA}

Traits Fortified Drinker^{UC}

Potion Glutton^{PCS:ISG}

being intoxicated. Additionally, you gain a bonus on dirty trick combat maneuvers equal to the number of alcoholic beverages you consumed in the last hour. Additionally, any dirty trick you perform while intoxicated lasts until the target spends a full-round action to shake off your drunken attacks.

Drunk Talent

When drinking, you display abilities that you do not normally have.

Prerequisite: Con 12.

Benefit: Choose two skills. While intoxicated, you treat those skills as class skills and gain a bonus on those skills equal to the number of drinks that you consumed in the last hour.

Drunken Rush

When filled with alcohol, you have no fear of what might befall you, allowing you to make powerful, if reckless, attacks. **Prerequisite:** Base attack bonus +3.

Benefit: Whenever you are intoxicated, you ignore any penalty to attack rolls incurred as a result of being intoxicated, including those imposed as a result of the sickened condition gained from intoxication. Additionally, you may choose to enter a reckless drunken state; if you do, you suffer a penalty to AC equal to the number of alcoholic beverages you consumed in the last hour, but also gain a like bonus on damage rolls, up to a maximum bonus equal to your Constitution modifier.

Drunken Savant

Through some weird quirk of alcoholic inspiration, you display a greater talent for combat while drinking. **Benefit:** When you gain this feat, choose any two combat feats; you need not meet the prerequisites of these feats. Whenever you become intoxicated, you may choose to gain the benefits of one of the chosen feats for so long as you remain intoxicated; if you do, you suffer an additional –1 penalty on ability checks, attack rolls, saving throws, and skill checks, in addition to any penalty caused by being intoxicated.

Drunken Spells

While casting spells drunkenly, you enjoy wild swings in power.

Prerequisite: Caster level 10th.

Benefit: Whenever you cast a spell while intoxicated, if that spell has a variable effect based on your caster level, you may cast that spell as a drunken spell. If you do, roll id20 and use the result in place of your caster level. If the result of the d20 is equal to your actual caster level, you instead gain a +2 bonus to your caster level for the purposes of the effects of the spell.

Drunken Stumbling

When you consume an alcoholic beverage, you can chose to enter a brief state of drunken confusion in order to easily evade attacks.

Prerequisite: Dodge.

Benefit: As a move action, you can consume an alcoholic beverage in order to enter a drunken staggering state for 1d4 rounds. While in this state, you become confused but gain a +4 dodge bonus to AC. This dodge bonus is doubled against attacks of opportunity caused by movement.

Drunken Visions

You are able to become more in tune with divination forces through the power of strong drink.

Prerequisites: Ability to cast divination spells, Con 12. **Benefit**: While intoxicated, you gain a bonus to your caster level for all divination effects you cast equal to the number of drinks you consumed in the past hour. Additionally, while intoxicated, if you cast a divination spell with a percentage chance to deliver a true answer or more accurate information, you may add or subtract an amount equal to the number of drinks you have consumed that day from the roll before determining the result.

Ferment Potion

You like to put a little something extra in the potions that you craft.

Prerequisite: Brew Potion.

Benefit: When you create a potion using the Brew Potion feat, you can choose to have that potion count as an alcoholic beverage for the purposes of activating alcohol feats or using certain class features and other special abilities.

Good Morale

You are always in a good mood when you've been drinking and are better able to take advantage of effects that boost your morale.

Benefit: As a move action, you can consume an alcoholic beverage while benefiting from a morale bonus in order to increase a single morale bonus you are receiving by a further +2. This boost lasts for 1d6 rounds. However, if the alcoholic beverage you consume is sufficient to make you intoxicated, then the effects of this feat last until you cease to be intoxicated, instead.

Instant Intoxication

You are a master of drinking, able to get drunk in an instant. **Benefit:** Whenever you consume an alcoholic beverage, you may choose to become intoxicated even if the alcoholic beverage you consumed would normally not be enough to make you intoxicated. If you do, you suffer no penalties as a result of your intoxication until you take another drink. This intoxication lasts for a number of minutes equal to your Constitution modifier.

Life Water

You can draw upon the subtle magics of alcohol and its painkilling properties to extend your life.

Prerequisite: Con 12.

Benefit: Once per day, while you are intoxicated, you can choose to drink another drink in order to recover your wounds through sheer confused willpower. If you do, you gain a number of temporary hit points equal to 1d4 times the number of drinks you consumed in the last hour. These temporary hit points last until you cease to be intoxicated, or until you gain the nauseated condition.

Liquid Glory

You are a bit of delusional drunk and can substitution drunken fantasies of success for the real thing. **Prerequisite:** Grit or panache class feature.

Benefit: The first time each day that you become intoxicated, you regain 1 point of grit or panache. Additionally, so long as you remain intoxicated, for the purposes of class abilities and deeds, you are treated as having at least 1 point of grit or panache, even if you do not have any points remaining.

Mind Fog

You can shelter in the fog of alcohol to protect yourself from mental influence.

Benefit: Whenever you consume enough alcohol to become drunk, your mind becomes foggy, making it difficult to control you. Any penalty to Will saves imposed by being drunk (including those imposed by the sickened condition) do not apply against mind-affecting spells. Additionally, 1 round after being affected by a mind-affecting spell or effect, you may make a new Will save to end the effect (this is in addition to any saving throws already granted by the ability).



Numb to the Weather

You use drink to shield yourself from the harsh realities of a cold world.

Prerequisite: Con 12.

Benefit: For every drink you have consumed in the last hour, you gain 1 point of fire and cold resistance. Additionally, if you consume enough alcohol in one hour to become intoxicated, you gain the benefits of an *endure elements* spell, and the amount of energy resistance you gain from this feat increases by an amount equal to your Constitution score. These benefits last for one hour.

One Too Many

You know how to use alcohol to purge your body of simple maladies, though the process is not pleasant.

Benefit: As a move action, you can consume an alcoholic beverage and gain the nauseated condition for 1 round. If you do, you are immediately cured of the sickened condition, unless the sickened condition was incurred as a result of consuming too much alcohol or from an alcohol feat that imposes the sickened condition, in which case the duration of such a condition is reduced by half. Additionally, you gain a +4 bonus on saving throws against poison for 1 minute and may immediately make a new saving throw against any poison you are suffering from.

Pain Blank

Through consumption of an exceptional amount of alcohol, you can ignore the effects of pain upon your body.

Benefit: Whenever you consume an alcoholic beverage, you temporarily become numb to pain. For the next minute, you gain DR 2/– against attacks that deal nonlethal damage and a +4 alchemical bonus on saving throws against pain spells and effects.

Rage Drinker

Your anger blinds you to the negative effects of alcohol. **Prerequisite:** Bloodrage or rage class feature.

Benefit: While in a bloodrage or rage, any alcoholic beverage you consume, including those used to activate the benefits of feats, class features, and special abilities, do not count against the number of drinks you can consume before becoming intoxicated.

Share Alcohol

You are able to use the special bond you share with a companion creature in order to divert the harmful effects of alcohol from yourself to your companion. **Prerequisite:** Animal companion, eidolon, familiar, or phantom class feature.

Benefit: Whenever you consume an alcoholic beverage, if you are within 30 feet of your animal companion, eidolon, familiar, or phantom, you can choose to have the drink affect the companion creature instead. For the purposes of feats, class features, and other abilities, you are still considered to have taken the drink, and it counts towards the number of drinks you have had for the effects of such abilities.

Whiskey Revival

Your love for the liquor is such that its consumption can save you from death's door and bring you back into the fight. **Prerequisite:** Endurance.

Benefit: When you are below o hit points but not dead, if you consume an alcoholic beverage, you immediately become stable and regain 1d6 hit points. For every 25 gp the alcoholic beverage was worth, increase the amount of healing received this way by 1.

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Ninety-Nine Bottles of Beer on My Sheet ...

When they aren't delving dungcons, adventurers can often be found in taverns, where they while away the hours planning their next big score, and spending whatever's left of the last one on booze of all sorts, or so we are told. While there are a handful of feats and archetypes scattered here and there that allow characters to benefit from drinking alcohol, they are few and far between, without much cohesion, and generally restricted to just one or two classes. For the most part, if you want your brawler, swashbuckler, or fighter to gain the same sorts of benefits from drinking that drunken masters or drunken ragers do, you're largely out of luck.

This book presents twenty-three new feats relating to the consumption of alcohol. Alchemists with Alcoholic Admixture can mix booze into their extracts, and Angry Drunk allows you to enter a rage whenever you consume an alcoholic beverage. Drunken Rush allows you to negate the penalties of becoming intexicated, while also giving you the option to make wild attacks, leaving yourself open to deal great amounts of damage. Drunken Stumbling, on the other hand, allows you to use your lack of control to your advantage, effortlessly dodging foes' attacks, and Mind Fog allows you to use the pleasant haze of drunkenness to block out harmful mental assaults. This book contains all this, and much, much more!



Necromancers of the Northwest

