

WAY OF THE DRUNKEN FIST

A MONASTIC TRADITION FOR MONKS



BY SEAN LANDIS, WILLIAM KLEMT
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WAY OF THE DRUNKEN FIST

Monasteries devoted to the Way of the Drunken Fist are practically nonexistent. Instead monks who follow this tradition are often loners or black sheep, who may find they are naturally adept at the tradition, or the occasional pupil may seek out masters of the style, most often found in seedy dives or passed out in the street. While others may disregard this tradition, Drunken Fists are not to be underestimated as their unique blend of alcohol and ki makes them focused, flexible and, most of all, unpredictable.

INEBRIATION

Starting when you choose this tradition at 3rd level, you gain the ability to enter a special state of inebriation by utilizing a combination of your ki and a potent alcoholic drink. As a bonus action, you can take a swig of alcohol and spend 1 ki point to enter an inebriated state. The inebriation lasts a number of rounds equal to half your Monk level (rounded down) + your Wisdom modifier, minimum one round. On the last round of your inebriation, you may use a bonus action on each of your following turns to swig more alcohol and maintain the inebriation until the end of your next turn. You may use a bonus action to spend 1 ki point and dissipate the alcohol from your body, ending your inebriation early. While inebriated you gain the following benefits (and detriments):

- You have advantage on Wisdom and Charisma saving throws, but disadvantage on Intelligence saving throws.
- You have advantage on Strength and Dexterity checks to avoid being grappled, disarmed, or knocked prone; but disadvantage on Intelligence (Investigation) and Wisdom (Perception) checks.

- Your movement speed is reduced by 10 feet.

While inebriated, you also gain the following abilities:

Stumbling Strike. If you move at least 5 feet before making a melee attack, your first melee attack has advantage.

Be Like Water. When an enemy makes a melee attack against you and misses, you can use your reaction to attempt to either disarm or trip your attacker.

When your inebriation ends, you cannot enter another state of inebriation until you finish a short or long rest.

ROLL WITH THE PUNCHES

At 6th level, you've learned how to take a hit and turn it to your advantage. While inebriated, when hit by a melee attack you can use your reaction to take half damage and move 5 feet away from your attacker.

FIRESPIITTER

At 11th level, you gain the ability to expel the alcohol from your body and ignite it with your ki. While inebriated, you can spend 4 ki points to end your inebriation and shoot fire from your mouth in a 15-foot cone. All creatures in the affected area must make a Dexterity saving throw. The DC for this saving throw equals 8 + your Wisdom modifier + your proficiency bonus. On a failed save, affected creatures take 8d6 fire damage, or half as much on a successful save.

INDOMITABLE INEBRIATION

Starting at 17th level, while inebriated, you do not become unconscious when dropped to 0 hit points. Instead, you make your death saving throw at the start of your turn. If you are still alive, you can then take one action, or bonus action, or move up to half your movement.