

WHISKEY FIST

A SPIRITED FIGHT CLUB FOR THE PUGILIST



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FIGHT CLUB: WHISKEY FIST

At 3rd level, a pugilist gains the Fight Club feature. The following option is available to a pugilist, in addition to those offered in the Pugilist class document: Whiskey Fist.

WHISKEY FIST

Pugilists in the Whiskey Fist fight club are the bane of tavern owners throughout the land. There is nothing a Whiskey Fist pugilist likes more than to get a few drinks in his belly and throw down with anyone who dares to give him side eye. Even when wandering ancient ruins or traveling through the wilderness these pugilist always keep a few bottles “just in case”.

DRINK LIKE A DEMON

Starting when you choose this Fight Club at 3rd level, you can use a bonus action on each of your turns to consume a potion or other beverage.

Additionally, when you drink an alcoholic beverage you can use your reaction to trigger your Bloodied but Unbowed feature.

FISH IN WATER

Also at 3rd level, when you drink an alcoholic beverage you can use your reaction to gain 1 moxie point. You can use this feature a number of times equal to your Constitution modifier and regain all expended uses when you finish a long rest.

HOMEBREWER

Also at 3rd level, you gain proficiency with brewer’s supplies. When you finish a rest you can use whatever plant materials and water are at hand and brewer’s supplies to create alcoholic beverages. You create 1d3 when you finish a short rest and 2d6 when you finish a long rest.

HAIR OF THE DOG

Starting at 6th level, when you drink an alcoholic beverage you can use your reaction to lose a level of exhaustion. Once you use this feature, you can’t use it again until you finish a long rest.

MEAN DRUNK

Starting at 11th level, when you consume an alcoholic beverage you can use your reaction and spend 5 moxie points to enter a drunken frenzy for 1 minute. While in a drunken frenzy, you gain the following benefits:

- When you use your Haymaker feature, you do not gain disadvantage on your weapon attack rolls.
- You gain a special reaction you can use each turn to make an opportunity attack. You cannot use your reaction on the same turn you use one of your special reactions.
- You ignore the effects of exhaustion.

MINOTAUR IN A GLASSWORKER’S SHOPPE

Starting at 17th level, add the following benefits to your drunken frenzy.

- You have resistance to bludgeoning, piercing, and slashing damage.
- You have advantage on ability checks that add your Strength modifier.
- You can move through other creatures. You can use your reaction when you move through a creature one size larger than you or smaller to make a shove attack against that creature.

