



BEER OF THE GOODS



THE BEER OF THE GODS

(Or, This Toad's for You)

GagMen Episode 33

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A Basic Fantasy Adventure

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Introduction

This adventure was created with the Basic Fantasy Rules (by Chris Gonnerman) but could be used for most retro-clone versions of Dungeons & Dragons, or any version of Dungeons & Dragons with which you may be more familiar. The adventure is designed for beginning level characters, preferably between level 1 - 3, and was written with lots of silly little things meant to keep your gaming experience fun.

For this adventure we took that path that might be slightly difficult for some families playing with kids, as alcohol is a major feature. But never fear! We suggest that you go with the "Root Beer of the Gods" approach. You can explain the silliness of the characters, and the undead, as a reaction to high amounts of sugar, or even a silliness spell cast on the kettle or the Root beer. In the end, this adventure could be easily converted without any major consequences to the story.

Brattleburg is the central city of the GagMen's in house fantasy world, and serves a starting place for most of our fantasy adventures. While definitely tailored to our needs, Brattleburg is adaptable with most other fantasy settings. The main philosophy behind the World of Brattleburg is that not all members of the "monster" species are thoughtless killers to be used by the game master; rather, every race has a diversity of personalities and culture that makes them worthwhile. Parties exploring Brattleburg and the surrounding region may find themselves helping ogres, traveling with goblins, or rationalizing with a Minotaur. The GagMen love to add comedic twists and plenty of fun to every adventure, and we encourage you to be a creative and enthusiastic GM; create new content, throw in your own twist or flair, and polish up any parts of the game where you think we took a wrong step. As the GM, YOU are a co-writer, so make it your own!

Disclaimer- Please do not feed the Gnomes. We know they're cute and funny, but when you tire of them and get bored, we both know who's going to have to feed them, house them, and supply them with pointy clothing and barley for beer. Please do not knock on the glass of the GagMen writing offices. As a species, Geeks and writers are flighty creatures, and unreliable when it comes to fight or flight responses. Your attempt to get a reaction may result in a GagMen fighting you and running away, or running away and fighting the next person they encounter; which can make things complicated and confusing, especially when hiring a lawyer.

Summary

When a long lost treasure of tavern legend is found in an old mine, the local town of Beer Gnomes becomes embroiled in a battle of Brothers and recipes. Called in to find the item and restore the peace, the Party must figure out how to party with the undead, schmooze with the Gods and endure horrifying and deadly new foods that have a habit of fighting back! Can our heroes save the day while still walking in a straight line? Will Loki forgive their folly? And most importantly, does this color of green make the warrior look fat? Find these answers, along with plenty of bubbly action and adventure, when you sample "The Beer of the Gods!"

Setting

Potwallow

The gnomish brewing town of Potwallow is known for the fine wines and beers made in the beer-gnome vineyards and breweries of the area. Potwallow is home to about eighty beer-gnomes, surrounded by rolling hills of grapevines and barley. The surrounding area is quite lovely, and frequented by many tourists interested in the brewing arts.

The town is decorated with red cobblestone roads navigating through the little village, and densely packed with adorable cottages topped by red clay tile roofs. Since the primary inhabitants of the town are beer-gnomes (standing no higher than two feet tall) the village is actually much smaller than average sized towns.

The Grabob Brewery

The Grabob Brewery is one of the largest buildings in Potwallow and sits in the middle of the town with a distinctive white painted line down the middle of the building. The building is made with strong wood planking, with red shingles along the rooftop. The brewery contains a large warehouse space, and is one of the few buildings that a human could stand upright inside. The Grobob brothers have

divided the once prominent brewery and each sell their own very unusual, yet suspiciously similar, flavors of beer.



Stenke Pits, The Dwarven Mine

Stenke Pitts is a Dwarven mining claim in the hillside, just outside of Potwallow. A small barracks style cabin sits just outside the mine entrance. The mine is protected covetously by the three Stenke Brothers, who have worked their mine for twenty years with no serious results. The cabin is designed to support the three dwarves that run the mine, though their housekeeping skills leave much to be desired. An assortment of rusty and worn mining tools litters the outside of the scrappy little cabin.

Plot

Bubbles Beckons

The party is summoned by Bubbles McDuff to the town of Potwallow at the request of the Grabob Brewery. The adventure should



open with the party arriving at Potwallow. After being surprised by the small buildings, the party is surrounded by a gathering crowd and ushered to the Grabob brewery in the center of town.



The townsfolk act as though the party was expected; as if they were meeting the most important people in the kingdom. The town is bustling with excitement over a recent find at the Dwarven mining operation just outside of town. Rumor has it that the Dwarven Miners have stumbled upon an ancient tomb, thought to house the legendary kettle of Aegir. In the Gossip Table below, you should roll at least once for random things said by the crowd escorting the party to the brewery.

1d6	Potwallow Gossip Table
1	"Eeeeeee! We are being invaded by giants!"
2	The tomb is filled with the undead and they will not tolerate the living.
3	The Stenke brothers that run the mine don't like people poking around!
4	Candied Pickle Beer is disgusting; that's why I drink Pickled Candy Beer!
5	If the kettle is real, it could make one of the Grabob brothers very powerful.
6	The Grabob brothers are fighting over the silliest thing. If only Bubbles McDuff would step in and set those boys right!

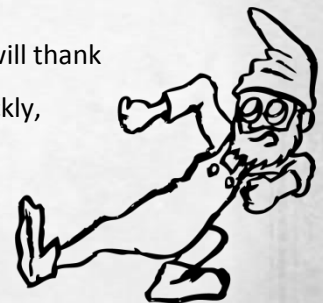
The Kettle, The Myth, The Legend

Aegir (pronounced EYE-ear) is the Norse god of the sea. When Aegir was given a kettle by Thor that brewed the drink of the gods, the Norse gods had a party over at Aegir's place that lasted a few eons until Aegir's wife kicked everyone out. Odin and all the gods thanked Aegir for having such a rocking kegger, and said, "We gotta do this again sometime dude!" This may be paraphrasing, but we are certain that it happened about like that.

What people may not know is that Aegir had an assistant, Fimafeng, who handled the kettle and helped to serve the gods. Loki was jealous of the praise that Fimafeng received and decided to play a prank on him by casting a curse on the kettle. The curse would turn anyone that touched the kettle into a frog (as frogs are a funny thing to Loki).

The Job

Bubbles McDuff will thank the group for coming quickly, and run through as much as he can about the adventure ahead.



"Recently, a dwarven mining operation accidentally broke into a tomb deep in the mountain. The markings on the items they

recovered all point to the god Aegir and, more importantly, to the kettle of legend. We need you to retrieve the kettle for the Grabob brothers and you will be richly rewarded. The kettle is rumored to have the ability to make an endless supply of beer for the person that knows how to use it.

“We don’t know if it really works but it will be fantastic advertising for the brewery. The problem is that since their father passed, the Grabob brothers have been squabbling over which side of the brewery will get the kettle. Please ignore anything either brother has to say to you and focus on returning that kettle.”

Brotherly Backbiting

Felyx and Kendrix will separately and secretly approach the party while they are preparing to head into the mine, and each will make similar pitches to the group.

“My brother is an idiot and couldn’t run this brewery if his life depended on it. Bubbles is trying his best to tolerate my brother’s silly ideas, but I am the rightful heir and deserve the kettle to make my beloved beer. If you make sure to bring the kettle back to me, I can promise you a substantially larger reward.”

After each brother makes their offer and the group has properly found any gear that might help them in the mine, Bubbles will escort the group out to the mine. When the group gets within visual distance of the dwarven mine, Bubbles will wish the group the best of luck and warn them that the dwarves are very protective of their claim.

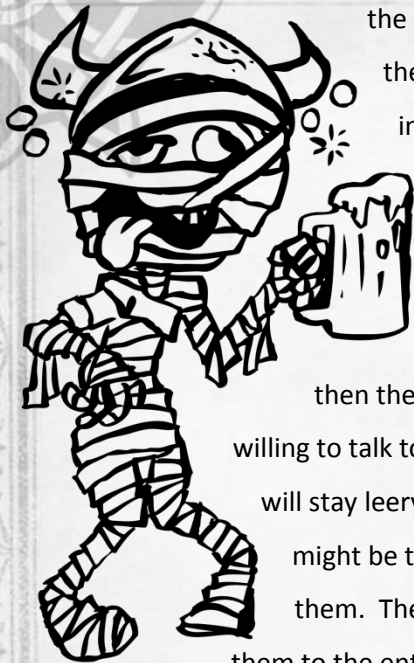
This is Our Claim

On approach to the mine, along the road, there are an array of weathered, makeshift signs, each labeled with “Warning”, “Turn Back”, “Stenke Brothers Mining”, “Stay Out”, “This Means You!”, “Seriously, Why Are You Still Walking This Way?”, and “Your

Funeral.” The little signs are spaced about twenty feet apart from each other. At the base camp of the Stenke Pits Mine, there is a quaint cabin littered with rusted mining equipment.

From the nearby mine entrance the party will hear someone yell, “Hold it right there you claim jumpers!” Out from the mine entrance Roquefort Stenke will step out of the shadows and level a crossbow at the party. His two brothers are still in the shadows, and are not interested in negotiating with ‘claim jumpers’. If the party can convince





the dwarves that they are not interested in their claim but only in the entrance to the tomb, then the dwarves will be willing to talk to the party, but will stay leery that the group might be trying to trick them. They will lead them to the entrance of the tomb and warn them that the undead are everywhere and appear invulnerable.

The Drinking Dead

The mine descends seven levels deep through deep red clay and stone; it should be obvious that the dwarves have spent a long time digging through the hillside. On the bottommost level an unearthed grey stone wall has been broken open. If the Stenke brothers have escorted the party down to the tomb, they will refuse to enter it again. The last time they barely made it out alive, and describe the dead that wander the halls as invulnerable to all forms of attacks. What they don't know is why the dead have not left the tomb, nor what is keeping the dead inside; but the brothers are glad they are staying inside the tomb.

Entering the tomb can be shocking; characters entering should make a save vs. poison or spend a few moments emptying their stomach. The smell of aged body odor, rotting flesh, and alcohol fill the musty tomb. The walls are a hardened grey stone with a brown clay floor.

Turning a corner, the group will see a slow moving undead that seems to be nursing a mug of beer; when he sees that the mug is empty he will turn and charge the party. The speed that the undead creature moves at is staggeringly fast, forcing all the party to be caught off guard. The undead berserker, known as a Draugr, is unwilling to give ground and will keep trying to push the party back to the entrance. All damage done by the Draugr is subdual and as soon as the party is unconscious the Draugr will drag the bodies back to the entrance and throw them out.



It's a Party and I'll Die If I Want To



Along the hallway are countless bottles, glasses, and mugs of beer. The beer in the mugs is delicious, and drinking it will make any character instantly intoxicated with no constitution save and allow the undead to accept the character as one of their own. While drunk from the beer, the characters will accept the undead as their Viking drinking buddies and will have a difficult time distinguishing their own friends from the random undead.

Unfortunately, like normal Vikings the undead want to fight while they drink, making it a little more difficult to get down the hall. Drunken characters will need to roll on the Drunken Combat Chart if they decide to start a fight with anyone while inebriated. In order to keep the comedy of the game it is important to keep the drunken bit fun, so consider all damage as subdual damage and have some fun with it. Leaving the tomb will remove the effect of the beer from any creature under its spell.

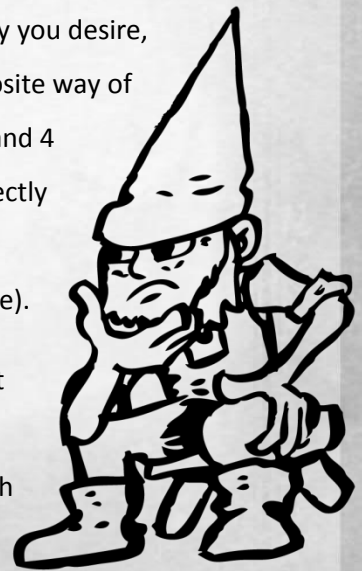
1d10	Drunken Combat Table
1	You lunge at your opponent, but your opponent was a wall, and you are now unconscious.
2	You Forget who you are fighting and try to slow dance with nearest body.

3	You Forget the fight and start looking for food, as You are suddenly starving.
4	You Begin throwing up the contents of your stomach, and oddly, the stomach contents of those nearby.
5	Certain that you have a bug on your face, you start slapping yourself while yelling "Get it off!"
6	You pull down your pants and relieve your bladder.
7	You relieve your bladder; and then pull down your pants.
8	You hit your target, and combat continues normally.
9	You hit your target and do double damage.
10	Hit a party member and do double the damage.

Cross-eyed Catacombs

In the center of the tomb is a single room holding Aegir's Kettle, unfortunately it will be more difficult for the drunken party members to navigate this one room dungeon. The simple method for handling drunken movement is to roll a six-sided die; on a 1 and 6 you move the way you desire, 2 and 5 you move the opposite way of your choosing, and on a 3 and 4 your character stands perfectly still or walks in a circle (essentially getting nowhere).

This is the simplest method for making movements happen, though you could make a more



complicated chart (similar to the Drunken Combat Chart). You may want to avoid this option in order to keep the action fun and moving. If done right the players will laugh along with you; keep referencing a chart for everything and your game will grind to a halt.



Aegir's Kettle

The room in the center of the tomb is a large 30' x 30' room with a 20' high ceiling. Runes are carved into the stone walls, Norse in nature. In the center of the room is a six feet tall tempered iron

kettle with similar Norse markings. There should be little doubt that this must be the mystical kettle once owned by the Norse God Aegir (pronounced EYE-ear). There is a faint buzzing sound in the room that can only be heard by the most careful listeners, though it is difficult to locate the source.

Getting Froggy

The moment any party member touches the kettle, they will be transformed into a frog; a perfectly normal, helpless

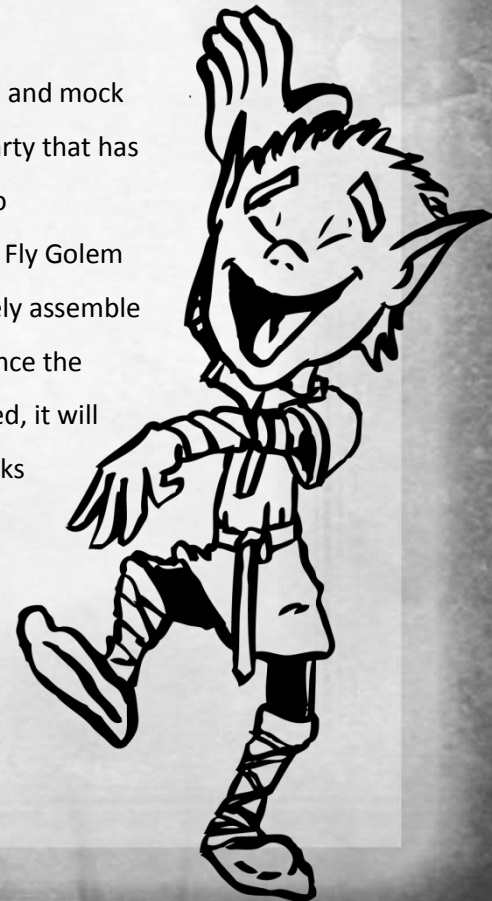
frog. The Players will still have the ability to act and control their character, but as a frog they only communicate verbally with other frogs, gods, or frog gods. All of the character's gear and weapons will disappear during the transformation and will not reappear until they return to their normal form.

Conflict

The gods show up for the Party

Loki cursed the kettle out of jealousy of Fimafeng; in addition Loki placed a curse on the kettle that turns any mortal into a frog. Touching the kettle will not only trigger the transformation, but also summon Loki so that he can watch as the party faces the dangers of yet another trick left by the God: the deadly fly golem.

Loki will laugh and mock any member of the party that has been transformed into frogs. Meanwhile the Fly Golem will begin to collectively assemble in the background. Once the creature has assembled, it will make aggressive attacks against the group, starting with anyone that isn't a frog,



disregarding them as lesser creatures.

The Fly Golem

The buzzing sound will become much louder as a large group of insects begin to swarm and form into the shape of a humanoid creature. The insects are made up mostly of flies crawling out of all the cracks in the walls. The human-shaped figure will



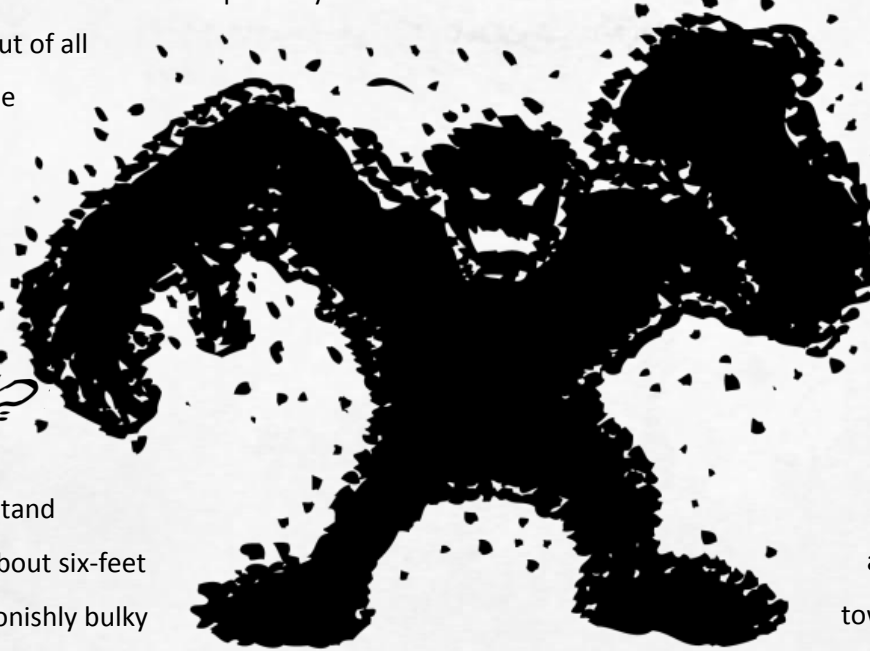
stand about six-feet tall, with cartoonishly bulky arms and chest. The creature will ignore any frogs in the room until they make themselves a nuisance by attacking. The Golem is a slow moving creature and is rather easy to hit and any smaller creatures should have a simple task of avoiding it.

Return the kettle to the Brothers

After the party defeats Loki's champion, he will become furious and declare that this isn't the last they have seen of him and disappear in a blinding magical flash. The party

may take a little time to make plans on returning the kettle to the Grabob brewery.

If they try to move it as frogs, it will definitely take time, and if they return to the hallways with the mummies they are likely to try to keep the frogs as pets. If the party hops

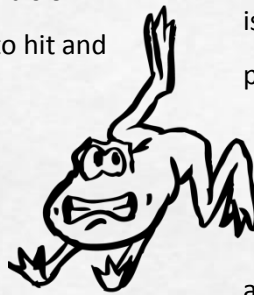


all the way back to the Potwallow they will be faced with trying to write out any requests for help, presuming that anyone in the town would even

notice a group of frogs.

What the party may not know is that if they drink from the kettle, the power of the beer of the gods will restore them back to normal. Of

course this means they will have to find a way to stay drunk, carrying the kettle with a cloth covering, avoiding the mummies, and getting all the way back to town. Either way the party chooses it should be a fun little challenge for most players to figure out.



All's End that Well ends

Returning to Potwallow the party will be greeted with a hero's welcome by the entire town, led by Bubbles, and the two Grabob brothers. Both of the Grabob brothers will try to step out in front of the other hoping that the party will return the kettle directly to them. Before the heroes reach the townfolk, a sparkling rainbow colored flash of light will appear between the two parties.

The light will fade to reveal Loki standing between the party and the townfolk. "You have denied me my entertainment, mortals," He will cry as he gestures to the party. "And now you would return the brewing kettle of the gods to these little beer spirits?" He points accusingly at the beer gnomes. The townfolk will cower and gasp, expecting a lightning bolt or some other powerful magic to shoot from his finger. "I think you must first prove to me that you are worthy heroes by besting me in a game of my Choosing! I choose Drukket Dart, and the winner keeps the kettle."

The crowd will gasp at Loki's declaration, shouting out to the heroes, "Don't do it!"

"Of course they will do it," Loki will smirk while talking over his shoulder. "Because if

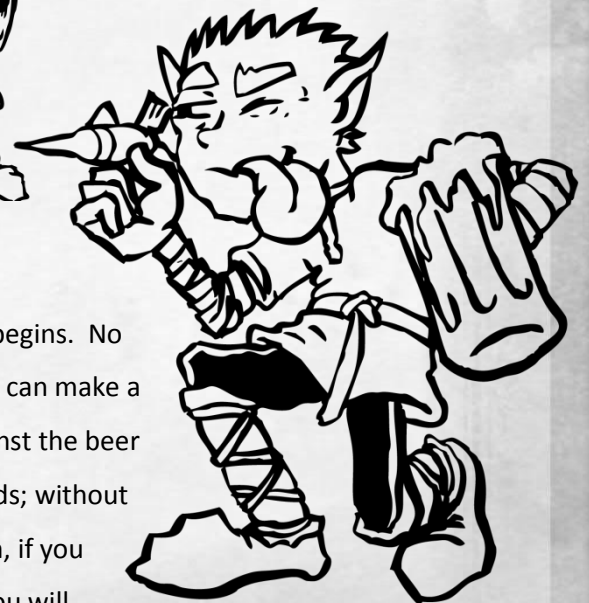
they don't I will turn the lot of you into frogs and drop you off at the nearest swamp."

The Game is the Thing

Drukket Dart is simply darts played while inebriated. Bubbles will warn the party that mortal beer has no chance of making a God drunk. The party's only chance against Loki is the beer of the gods. Loki will be happy to play against all of the party members as it isn't sporting to pick on one puny mortal. The party will have to trick Loki into drinking from the kettle in order for the final dart duel to come to an ending.

As far as drinking the beer of the gods, Loki is a lightweight and will become just as intoxicated as any party

members when the drinking begins. No character can make a save against the beer of the gods; without exception, if you drink it you will become drunk. Once everyone is drunk, all bets are off; expect darts to be stuck everywhere in



the town. If you are having a difficult time picturing fun things to do with the darts game, simply play a game of darts at your gaming table. In a pinch, you can roll on the Drunk Combat Table to determine if your target was struck.

Super Happy Fun Ending

If all goes well, the game was so enjoyable for all parties that even if Loki wins he will declare the party his “best buds,” patting them on the backs and scruffing up their hair. If you want to have an even more fun with Loki, allow him to become so drunk that he can’t leave independently. Odin will appear,

apologize for Loki’s behavior, and carry him off like a scruffy dog. Loki or Odin could put a blessing upon the town to always work together in harmony, which would magically heal the wounded feelings of the two Grabob brothers.

Bubbles should find a way for the two brothers to work together; obviously the kettle is a great tool to unite the brothers in finally picking a single flavor of beer. The Stenke brothers should show up with a large rock with glittering gold flakes, declaring that they “struck it rich!” In the end, everyone should be able to walk away feeling good and having fun.



Characters

Felyx Grabob

(AC 12; hp 2; #AT: 1; save as Fighter 1; DMG fist 1d2 or by weapon)

Felyx the beer gnome is the creator of Pickled Candy Beer, and the bitter rival of his brother Kendrix. Felyx stands almost three feet tall, making him the tallest of the beer gnomes. His hair is darker, but he keeps it covered with a traditional red pointed hat. The two brothers received inherited their father's brewery and secret recipe together, but refused to share it. The brothers divided the brewery into two parts, and during an argument tore the secret recipe in half. Because each of them has half the recipe, each of them has made their own versions of the same beer.



Kendrix Grabob

(AC 13; hp 3; #AT: 1; save as Fighter 1; DMG fist 1d2 or by weapon)

Kendrix the beer gnome is the brother of Felyx and creator of Candied Pickle Beer, which he accomplished by using half of his father's original brewery. He is the shorter of the two brothers and wears a blue pointed hat, mostly to spite his brother. Kendrix is not terribly jealous of Felyx, but is fighting to keep his share of the brewery.



Dwarven Miners

Camembert Stenke (AC 14; hp 8; #AT: 1; save as Fighter 1; DMG hammer 1d6)

Stilton Stenke (AC 12; hp 5; #AT: 1; save as Fighter 1; DMG thrown rock 1d4)

Roquefort Stenke (AC 13; hp 6; #AT: 1; save as Fighter 1; DMG crossbow 1d6)

The Stenke brothers moved into the area about forty years ago and found that after a long day of mining it is great to have a town right nearby that has some of the best booze in the whole kingdom. They have not had a lot of luck with their claim, however they have been able to sell the excess stones they dig up to local construction projects that has been keeping them going. They are very protective of their claim and have acted out against locals that happen by for a visit, though nothing ended in tragedy, everyone knows you don't go out to the Stenke Pits.

Bubbles Mcduff

(AC 15; hp 6; #AT: 1; save as Fighter 1; DMG dagger 1d4)

Bubbles has served as foreman of the brewery for as long as anyone can remember. He worked for over a hundred years in the brewery even before the two brothers were born. His hair has faded from a blond to silver over the years, and he tends to wear a traditional red pointed cap. His stomach has expanded because of the years of plenty, but he still has a very healthy glow about him. Bubbles is frustrated with the two brothers fighting over the brewery and will do anything to try to get them to work together.





Loki

The Norse god of tricks and mischief, son of Odin, and half-brother of Thor. Loki is often plagued by the foibles that humans suffer (jealousy, anger, and rage) because his emotions stay very close to the surface. He should be portrayed as a child, at least in personality, jumping from one idea to the next with little care of the consequences. The entire reason he even appears in this adventure is just to toy with someone that fell into his little kettle trick, and he could use a laugh.

You may have noticed that he has not statistics, this is because he is a god and as such should be played with the idea that, “gods can do anything”. If you would prefer to go into a direct conflict with a god feel free to dig up stats, Loki is popular and we’re sure that someone has made him already. If you are worried about how to deal with a stat-less encounter, take a look at the Details section for ideas on how to handle it in a game.

Beer Gods

There are probably many more, but here is a “short” list of Beer and Alcohol Gods that you can use as an alternative to using the Norse mythology, or if you just want to add a little more flavor to the game.

Acan - Mayan God of Alcohol.

Accla - Incan Beer Brewing God

Aegir - Norse Beer Brewing God

Aizen Myo o - Japanese God of Tavern Keepers

Bacchus - Roman God of Intoxication

Biersal - German Kobold of the Beer Cellar

Centzon-Totochtin - Aztec God of the Four Hundred Drunken Rabbits

Clurricane - Irish Drinking Spirit

Comus - Greek God of Drunken Revelry

Dionysus - Greek God of Intoxication

Dumuzi - Sumerian God of Brewing

Gnomes and Trolls - Belgian Beer Spirits

Goibhniu - Celtic Brewer of the “Beer of Immortality”

Hanseath - Dwarven God of Alcohol

Hathor - Egyptian God of Drunkenness

Hephaestus - Greek God of Blacksmiths and Brewers

Khuzwane - African God of Beer

Mami - Sumerian Goddess of Drunkenness

Mamlambo - Zulu Goddess of Beer-makers

Marduk - Babylonian Beer-brewing God

Mayahuel - Aztec Goddess of Alcohol

Mbaba-Mwanna-Waresa - Zulu Goddess of Beer

Medb - Irish Goddess of Intoxication

Min Kzawzwa - Burmese God of Drinking

Nephtys - Egyptian Goddess of Beer

Nin-Anna - Babylonian Goddess of Beer

Ninkasi - Babylonian Goddess of Brewing

Pereplut - Slavic Goddess of Drinking

Ragutiene - Slavic Goddess of Beer

Seonaidh - Scottish God of Ale

Siris - Mesopotamian Goddess of Beer

Sucellus - Gaullism God of Alcohol

Yasigi - Mali Goddess of Beer

Yi-Di - Chinese God of Alcohol



Details

How to play with the gods?

Long before role-playing games, we have been fascinated with the gods and their powers that are beyond our understanding. However when the first gaming books gave definition to the gods of old, players started seeing gods not as mystical beings, but as gigantic piles of experience and treasure waiting to happen. Keeping gods mystical and untouchable is the best way to keep them interesting and mysterious. The real challenge of using gods in your game is crafting the challenge to trick them into doing what the party wants, so they can still beat them without having to destroy them.

If you think about it, you create minor challenges for your players all the time through simple chit chat that have no real danger at all. Sure, you could lean over the table and wad up their character sheets in one move; but where is the fun in that? Most gods should adopt a similar style, putting pressure on the party and forcing them in one direction or another. Just remember a threat from a god should not be ignored; just remember a god that threatens all the time is going to be perceived as a bully or a weakling. If a god wants you dead, then you would probably be dead, so don't dilly-dally around with idle threats.

Also, a god should never directly intervene for the characters. The old saying, "God helps those that help themselves," applies here. Sure with the snap of his fingers Ares could make a griffin feather appear in his hand, but how much more interesting would it be if he asked the party to retrieve it for him. Remember the players are there to experience a little adventure, so don't take it from them by having the god do everything for them.



New Race

Beer Gnomes

Character Race

Designed for use with Basic Fantasy by Chris Gonnerman

Description:

Beer Gnomes are small, even for gnomes, standing no more than 2 feet tall and weighing about 30 pounds. They usually have fair hair and skin, and commonly wear large pointed hats. Long lives come naturally the beer gnomes, and the sometimes live as long as four hundred years. They are an inventive species, but are not designed for romping through the forest. Beer Gnomes feel perfectly at home in a city or village.

Beer Gnomes are known for their hospitality and friendship, always offering treats and drinks to accommodate weary travelers. They are often eager to hear a story or tales of adventure. Brewing and creating alcohol (beer or wine) is the one thing that these gnomes do as a race that far exceeds any other. Even the worst Beer Gnome brewer is better than the best human brewer, and they take great pride in that fact.

Restrictions:

Beer Gnomes favor the Thief and will gain 10% experience as they learn faster in this class. They are required to have a minimum Wisdom of 9, as even the simplest of Beer Gnomes can guess when they are in danger or know how to get out of a bad area. Because of their smaller size they are not able to use large weapons (weapons over 4 feet), as they become unwieldy.

Special Abilities:

Their small size makes them difficult to hit; any creatures man-sized or larger will suffer -2 to hit a Beer Gnome in combat. They have very good vision and taste, with the ability to see details from up to one-hundred yards away. Their sense of taste is what makes them such excellent brewers, but this can be a detriment because it is difficult to tasting things even after the creatures tongue has been removed from the tested object. These little fellows definitely have a knack with mechanical operations, and they can re-roll any failed roll dealing with a mechanism once per game.

Saving Throws: +4 vs Poison, Magic Wands, and spells; +2 vs Breath Weapon; +5 vs any drinking effects.



Bestiary

Draugr (Beer Mummies)

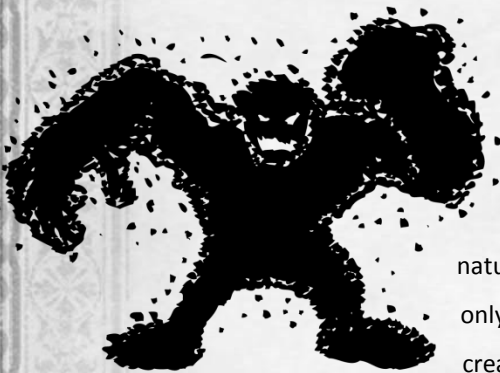
Armor Class:	17	No. Appearing:	1d4
Hit Dice:	6	Save As:	Fighter: 5
No. of Attacks:	1 punch or 1 kick	Morale:	12
Damage:	1d12 (subdual only)	Treasure Type:	D
Movement:	20'	XP:	400



Draugr are very aggressive, however the Draugr in the tomb are simply having fun. They are under the belief that they are still in their favorite pub and enjoying a pint with their pals, though to the outside observer it looks much more menacing. If any of the beer in the tomb is consumed, the Draugr will appear as helpful normal Viking warriors that are very tipsy and looking for a new buddy to play a game of darts or "who punches the hardest." All normal weapons do half damage to the Draugr and like a normal mummy fire will do double damage. The tomb is filled with Draugr and they will be attracted to any noise as they are all looking for a fight as they aimlessly wander a tomb fighting in a bar brawl throughout eternity.

Fly Golem

Armor Class:	11**	No. Appearing:	1
Hit Dice:	3	Save As:	Fighter: 3
No. of Attacks:	1 strike	Morale:	12
Damage:	1d6	Treasure Type:	None
Movement:	20'	XP:	210



A swirling mass of flies and various other fecal feasting insects flying together in a way that resembles a large humanoid. This creature is typically formed as a guardian from nearby insects, most commonly found in a graveyard or tomb. Because all of the insects are moving together the creature is slower than a normal humanoid of similar size. The intangible nature of this construct makes it difficult to land a hit with a conventional weapon, only rolling a natural twenty will hurt the creature with a normal weapon. Any creature that can eat the bugs making up its body will do three times the normal damage, and double that if they are sprayed with any liquid.

Frog

Armor Class:	22	No. Appearing:	1d6
Hit Dice:	½ (2hp)	Save As:	Fighter: 1
No. of Attacks:	1 bite or 1 tongue	Morale:	7
Damage:	1	Treasure Type:	None
Movement:	30' (Swim 30')	XP:	1



One of the most common of swamp dwellers, Frogs are generally about a foot long (when fully stretched) and weigh less than five pounds. They are able to breath in underwater (or under-beer) as well as out of water. Their tongues are sticky and very effective against insects, especially flies. A frog can leap up to five feet in a single leap. These slippery little devils are difficult to catch, much less hit them, with an in ordinate speed and ability leap around during combat.

Magic Item

Aegir's Brewing Kettle

This tempered iron kettle was given to Aegir by Thor for a massive party that Aegir was holding at his home. The kettle has special runic carvings along the lip that give the kettle its power. The kettle will brew the beer of the gods and continuously fill the cups of all who partake. The beer created will make anyone who drinks it instantly drunk, the gods have a penalty but will usually become just as drunk as any mortal. The kettle will magically keep the beer cool, clean, and pure, making it one of the finest of beers with a large foamy head.

BEER of the GODS



When a long lost treasure of tavern legend is found in an old mine, the local town of Beer Gnomes becomes embroiled in a battle of Brothers and recipes. Called in to find the item and restore the peace, the Party must figure out how to party with the undead, schmooze with the Gods and endure horrifying and deadly new foods that have a habit of fighting back! Can our heroes save the day while still walking in a straight line? Will Loki forgive their folly? And most importantly, does this color of green make the warrior look fat? Find these answers, along with plenty of bubbly action and adventure, when you sample "The Beer of the Gods!"