

It was fifty years ago tonight as the tales go that something horrible happened at the Brickbeard Brewery. The workers fled saying only that Brickbeard -the greatest brewer of his age- was cursed and gone mad. Those who investigated found only a boarded up building. But the old brewery still stands! And haunted places always carry rumours; "They say old Brickbeard stashed away a fortune!" or "Have you heard about the lights that flicker in the windows on the night of the full moon?" Everyone has heard these stories; and don't rumours sometimes have a kernel of truth? In fact, those strange events happened exactly fifty years ago today...

Before you start roll a d4 to decide what actually happened to Brickbeard...

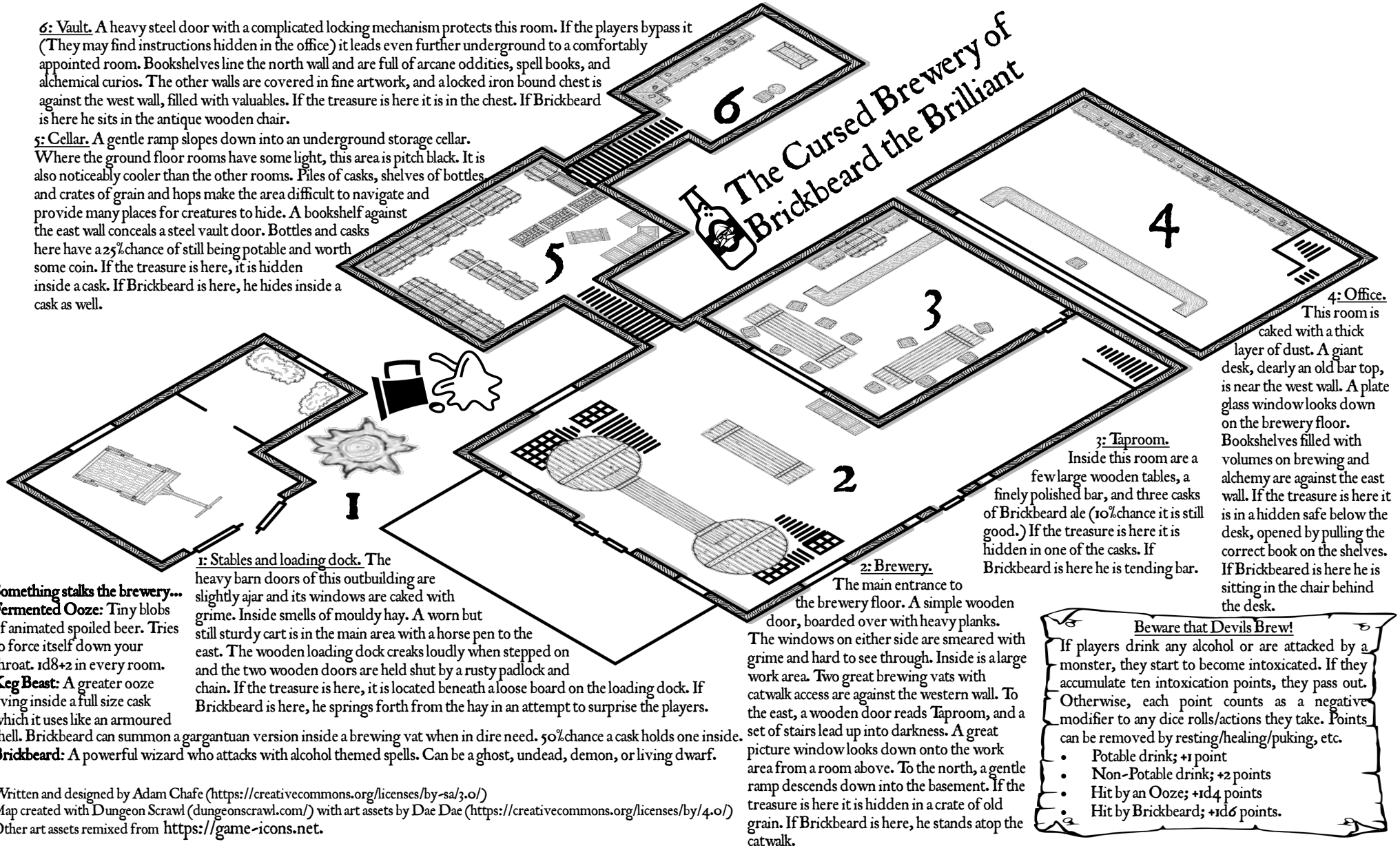
1- He died in a magical experiment. His ghost now haunts the old brewery. In its madness it will attempt to repel or kill invaders. 2- He was cursed and poisoned by a rival. His undead corpse wanders the old building looking for fresh blood that it adds to a final ghastly brew. 3- His success came from an infernal deal. All those years ago, the devil came to collect. Brickbeard's soulless, demon possessed husk wanders the grounds. 4- He made everything up and paid off his workers to leave. He was tired of brewing and just wanted to work on his magic and alchemy in peace. He "haunts" the old building using simple magic and illusion to keep folks away.

Roll a d4 to determine the treasure: 1- A chest of gold and the deed to the brewery. 2- Rare and valuable alchemical ingredients. 3- Brickbeard's recipe book. 4- The last keg of Brickbeard's Special reserve, the magical seals still intact.

Finally, roll 2d6. The first d6 determines wheres the treasure will be found. The second d6 determines where Brickbeard will always be encountered. Otherwise there is a 25% chance he is encountered when entering a room.

6: Vault. A heavy steel door with a complicated locking mechanism protects this room. If the players bypass it (They may find instructions hidden in the office) it leads even further underground to a comfortably appointed room. Bookshelves line the north wall and are full of arcane oddities, spell books, and alchemical curios. The other walls are covered in fine artwork, and a locked iron bound chest is against the west wall, filled with valuables. If the treasure is here it is in the chest. If Brickbeard is here he sits in the antique wooden chair.

5: Cellar. A gentle ramp slopes down into an underground storage cellar. Where the ground floor rooms have some light, this area is pitch black. It is also noticeably cooler than the other rooms. Piles of casks, shelves of bottles and crates of grain and hops make the area difficult to navigate and provide many places for creatures to hide. A bookshelf against the east wall conceals a steel vault door. Bottles and casks here have a 25% chance of still being potable and worth some coin. If the treasure is here, it is hidden inside a cask. If Brickbeard is here, he hides inside a cask as well.



Something stalks the brewery...

Fermented Ooze: Tiny blobs of animated spoiled beer. Tries to force itself down your throat. 1d8+2 in every room.

Keg Beast: A greater ooze living inside a full size cask which it uses like an armoured shell. Brickbeard can summon a gargantuan version inside a brewing vat when in dire need. 50% chance a cask holds one inside.

Brickbeard: A powerful wizard who attacks with alcohol themed spells. Can be a ghost, undead, demon, or living dwarf.

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Beware that Devils Brew!

If players drink any alcohol or are attacked by a monster, they start to become intoxicated. If they accumulate ten intoxication points, they pass out. Otherwise, each point counts as a negative modifier to any dice rolls/actions they take. Points can be removed by resting/healing/puking, etc.

- Potable drink; +1 point
- Non-Potable drink; +2 points
- Hit by an Ooze; +1d4 points
- Hit by Brickbeard; +1d6 points.