

BACKGROUND

Alkhee the jolly dwarf, famous chief brewer of Mt. Goff Lager, has lost his brewery to Salamanders. "Re-take it please! Gold and brew for you! Keep any loot you find, like the Frost Fan. Enter by Nest Gate. Oh! Uh. Keymaster Tyna was devoured by Goff as we escaped. Best check the droppings."

GM NOTES: Alkhee lets players keep any loot marked #. After players win he fetes them at #6 before "awarding them gold". Betrays! Attacks drunk players with 8 Brewmars, cages them, takes back his loot. "My loot! And you've seen the secret recipe! I know it!"

P.S. Locket is must-find to succeed. So sue me.

RULES CONVENTIONS

Effect vs STAT - test that stat or suffer the Effect. DEX/INT lets player choose which stat.

Suffocate - CON rounds of breath holding (½ if casting, ¼ if fighting) then die in 5 rounds.

***Critter** - Short people wearing Brewer's Sash will not be attacked by brewery guardians Golem, Ooze or Inveizeel unless they attack.

#Item - Brewery Property owned by Alkhee. 1d4/r means a d4 of damage per round.

CREATURES

H is Health. **A** is Armor.
P is Power, eg Hit Dice, Attack Bonus
Use ½P for Saving and Skill Checks

24 **Brewmar:** Undead dwarf sweats beer. Touch intoxicates -2 WIS vs WIS until pass out. 1d6 club. "Drunk Stumble" absorbs 50% physical damage.

480 **Goff:** House-sized Roc. In nest fights to drive off, not kill, intruders. Tosses you 30'. Swallows persistent enemies whole. On mountain side picks up players vs DEX to drop in sludge at #2. **Chicks** are 90hp, AC14, peck 2d8 in self-defense. If wounded Goff will carry them away.

LOCATIONS

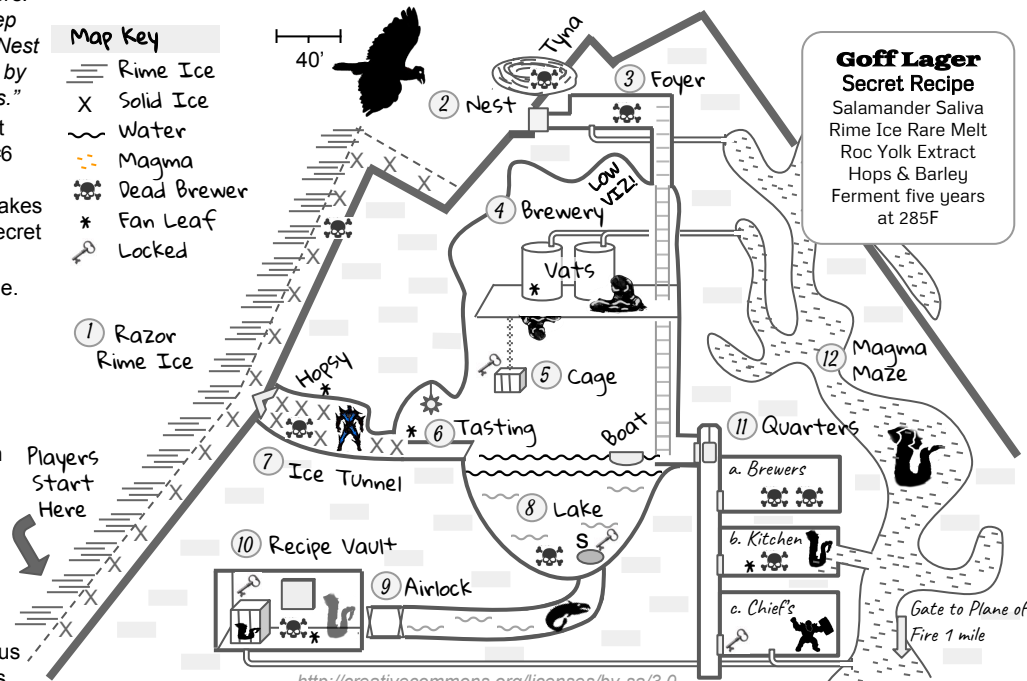
- 1. Razor Rime Ice spikes.** Dress warm or suffer 1d4/r cold vs CON while on the mountain. Use rope or DEX to climb each 40'. Metal gloves or suffer 1d4 vs DEX each 40'. Loud noise draws Goff.
- 2. Roc Nest** huge. **Goff** & **3 Chicks**. Fecal sludge pool paralyzes vs CHA-5 for 10 mins. Stuck in place vs STR-5. The stink clings! After victim rots alive in 20 hours hatchlings feed. Gate is magic locked. Two **Roc Eggs**. Mage bones with *Locket of Melding*, *Ring of Survival*. Tyna, half-eaten, has *Gate Key*.
- 3. Foyer.** So much hotter in here! Rotten egg smell. Scorch marks. Ostentatious furnishings pervade the brewery. 2x *Ghillie Suits* for egg collection. 4 *Lagers*. Burnt corpse *Brewer's Sash*, *Ring of Survival*.
- 4. Brewing Cavern.** Dark! Eery bubbling echoes. Flooded with 5' viz sulfur gas. 1d4/r acid & loud coughing unless holding breath. Trap doors drop non-dwarves to lake vs DEX/INT. **2 psionic oozes**, one hides *under* the floor. They wait patiently! Malignant aura. Huge *vats* of boiling *Goff Lager*. Opaque. A note: "Final brewing week, or it's ruined!" *Fan Leaf* in one vat. *Hermetic Stein* set nearby.
- 5. Hanging Cage.** Slip off slimy 12hp chain vs. DEX. Dead elf Thera with *Tiamid*, which tells: Thera stole the recipe! Tortured. Salamanders broke in 11b, gassed this chamber. If befriended hints at secret lake door. As *Tiamid* talks **2 Salamanders** from #11 fire blast the chain. 2nd ooze may attack now.
- 6. Tasting Platform.** A bar. Swanky accoutrements. A note: "To Bar!! Dropped his leaf, but we'll wait three years, not risk the brew!" 4 *Lagers*, *Brewer's Sash*, 3 *Chill Silks*, *Fan Leaf*, *Crystal Chandelier*

RETAKING MT. GOFF BREWERY

An adventure for 3-5 characters level 4-6 (~20 levels total) by Ken Demarest

Map Key

- ≡ Rime Ice
- X Solid Ice
- ~ Water
- ⚡ Magma
- ☠ Dead Brewer
- * Fan Leaf
- 🔒 Locked



Goff Lager Secret Recipe

Salamander Saliva
Rime Ice Rare Melt
Roc Yolk Extract
Hops & Barley
Ferment five years at 285F

TREASURE

#Brewer's Sash: A glance tells accurate volume and temp. +2 potion brewing. +1 on DEX tests. Looks good!

#Hermetic Stein: Holds a cubic foot of anything, keeping its temperature steady. (Zuuzr fits within)

#Goff Lager: Heals 2d4 HP. Temp loss d4 WIS for 10 minutes. At zero WIS turn to Brewmar! 100 coin/pint.

#Ghillie Suit: Hide +5 among natural flora or +10 if still.

#Gears: Plundering (thus disabling) steam powered mechanisms yields valuable gears. Magically greased.

#Chill Silk: Yeti skin cloth wraps 1 quart in size to keep contents cold. Big enough for Rime Shard. Goff brand.

#Fan Leaf: 1d4 cold ray. Five make Frost Fan. Deflects 3hp/r fire in 20' cube, or 2d6+3 cold ray vs one target.

#Roc Egg: 75lbs. Or 99°F or rots. Sought by gourmets and rare animal trainers. 3,000 coins.

Locket of Melding: Put a substance in this diamond locket. May levitate through, breathe within, resist damage of, that substance. But Blind and Suffocate in any other substance including air. 20 charges.

Material	Move	Visibility	Effect
Water	med	40'	No harm
Sludge	med	10'	No harm, but you stink!
Ice	slow	15'	1hp cold dmg vs CON
Magma	slow	30'	2hp heat damage/round
Beer	med	20'	d4 DEX/WIS loss awhile
Sulf Gas	fast	10'	No levitate. Just walk.

Ring of Survival: Deflects 3/r heat or cold damage.

Tiamid: An INT 8 talking tiara. 50% any mental attack targets it instead. Its gem pierces magic dark.

Rime Shard: Magic ice blade +1 does 1d4 slash+1d4 cold+1. Melts at room temp. Use as dagger or spear tip.

Inveizeel Sushi: Invisibility 2d4+2 rounds. Keep at 38°F.

Tiger Eye Circlet: Mental ray charms 2 rounds vs WIS.

Opal Crown: Ray disables a metal weapon 1-2 rounds by melting vs. CHA+weaponBonus. Floppy weapon.

Fire Gate Knife: Slash air to open 10 round Fire Plane gate 1/week. If Salamanders owe you, one may come.

Brew Table: Brews potions in half the time, +1d4 effect.

40 **Salamanders:** Fire blast, d8 scimitar. Wall crawl. Magma swim. Cold double, heat immune. Whiskers not vision.

19 **Soldier:** 2d6 blast. Fight as a unit. **Zuuzr:** 12hp, 1d6 blast. Just a baby!

96 **Capt. Brzuth:** Cha 18 Salamander with 3 heads. #1=3d6 blast #2=*Tiger Eye Circlet* #3=*Opal Crown*. Two scimitars also, so 5 attacks. Angry yet shrewd. If given Zuuzr she gives *Fire Gate Knife* and offers "honor combat" (loser forfeits all items) for the brewery. If Zuuzr dead fights at +2.

7. Ice Tunnel with valve to collect Rime Melt. **3 Rime Golems** guard an airspace. **6 Rime Shards.** **Hopsy** is a Brewmar, frozen but not dead. If thawed attacks weakly at first. *Brewer's Sash*, *Fan Leaf*.

8. Meltwater Lake. Clear but magically dark vis 0'. Suffer d4/r cold vs CON. Brewer body has nothing. Secret door has concussion trap 2d4+deaf+stun in 20' radius. When opened **8 Inveizeels** emerge. Surprise!

9. Steam Power Airlock. Scorched. 2 minute cycle. Enchanted to forget/erase copies of the recipe! *Gears*.

10. Recipe Vault. Huge stone tablets on wall have *Lager Recipe* in Dwarven script. **Zuuzr** (tame) mews pitifully in glass cage. **4 Soldiers** at ½ health from the lake angry they can't free her. Recipes: *Inveizeel Sushi*, *Poached Roc Egg*. Corpse with *Fan Leaf*. Elevator password is here: "Alkhee my overlord"

11. Brewer's Quarters. POSH! Steam powered elevator requires password. Has *Gears*.

- **Brewers Area.** 3 corpses. Scrawled in blood "They're so powerful! Be ready." A Note: "Hopsy had a leaf!? Arg! We'll get it come thaw!" 2 *Lagers*, *Brewer's Sash*, 3x *Scrolls of Greasing*.

- **Kitchen,** dining and storage. Magma oozes where the Salamanders breached. **3 Salamanders.** Will flee out the breach if losing. 2 *Lagers*, Corpse with *Fan Leaf*. *Platinum cutlery*.

- **Chief** Alkhee's locked, ultra-posh room. Heated floor/bed. **2 Brewmars** turn away intruders. *Brewery books* show massive profit & underpaid staff, *Brew Table*, *Water Breathing Ring*, *Rich Furnishings*

12. Magma Maze. Inflicts 3d8/r damage, speed zero. **Brzuth** & **2 soldiers** await Zuuzr's safe return.