

# • MINE'S A PINT... HIC! •

## Dwarf Brewmasters in Warhammer Quest

By Nick Kyme



### • DWARF BREWMAS- TER CHARACTER •

Beer. It's the one thing that Dwarfs hold dear above all else, except perhaps gold. Yet there are those Dwarfs even more fanatical than their other kin. Those that savour the taste of the golden throat charmer and positively tingle with glee at even the merest thought of a tankard of Bugman's XXXXXX affectionately known as 'Bowel-burner'. These Dwarfs are the Brewmasters, a secret guild of tasters and brewers whose life goal is to make the perfect beer, the one pure drop to usurp all others and grant them a place in Dwarf history and what's more the fullest tavern in the entire Old World.

Josef Bugman is perhaps the greatest Dwarf Brewmaster who ever lived. His famous Troll Brew and the legendary Bugman's XXXXXX are almost the stuff of myth. Bugman's story is not without tragedy

That Nick Kyme's one prolific fellow and that's for sure. If you were to cut off his hands he'd start writing with his tongue! Well here he is again, following up on his success with *Escape from Hag Graef* (CJ 29), the Outlaw character for *Quest* (CJ 33) and other incredible efforts for Warhammer as well. A wobbly character that belches, guzzles too much beer and is so fat he could eclipse the sun, no it's not Fatbloke it's the Dwarf Brewmaster...

however and whilst he was away from his Brew House a horde of Goblins ransacked his home and destroyed and devoured his precious brew. Bugman was incensed and took to roaming the hills and mountains in search of Goblins and other foul creatures in the hope that he would avenge the loss of his fabled brew. It is the Guild of Brewmasters that honour the legends of Bugman's brew and wander the Old World in search of ingredients and the knowledge to make the one perfect brew. There is also a dual purpose in their quest, to exact vengeance, as Bugman did, upon the enemies of the Dwarfs and find retribution for that brew that was destroyed, never to pass the lips of a Dwarf again, never to be savoured.

The Brewmasters take their quest very seriously and will often join up with a group of Warriors and enter the dark dungeons of the Old Dwarf Empire in search of those ingredients and the knowledge that might make them legends...

A Brewmaster is like any other Dwarf except they could probably drink more than a

Trollslayer (sounds incredible doesn't it). They bear grudges like all of their kin and are stubborn and cantankerous. What sets a Brewmaster aside from other Dwarfs are his shifting mood swings brought on by excessive drinking. One moment they could be cheerful and jokey and the next depressed and sombre like a Trollslayer. It is this characteristic that makes it difficult to fathom a Brewmaster and his motivations. His tracking skills from many months roaming the hills and mountain passes of the Old World however are very valuable as is his incredible endurance that even other Dwarfs are impressed with. The first thing the other Warriors will notice about a Brewmaster is his tremendous girth. His beer gut is what provides the Brewmaster with his durability and it shows. A Brewmaster is often ridiculed due to his size and will consequently find it difficult to get into certain types of armour or keep a mule for very long. However the Brewmaster is thick skinned and will take any insult with a few grumbles or sworn oath. Only if he is really pushed will

he resort to the tried and tested method of his axe...

### •STARTING AS A DWARF BREWMASTER•

You may start as a Level 1 Brewmaster instead of choosing one of the Warriors from the Warhammer Quest box. Just substitute the Warrior counter for the Warrior you are not using to represent the Brewmaster. Alternatively you could make your own Brewmaster counter.

Wounds	1D6+8
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	3
Initiative	4
Attacks	1
Pinning	4+

**Weapons:** The Brewmaster starts the game with an axe that does D6+3 wounds and a Crossbow that does D6+5 wounds. The Brewmaster can only use one weapon at a time and cannot use his Crossbow while pinned as per the normal Warhammer Quest rules.

**Armour:** The Brewmaster also starts with a suit of Chainmail. This armour only just fits him but adds +1 to his Toughness.



### Equipment:

The Brewmaster has the *Beer Casks* equipment. He has three casks in total and each contains a different brew that

can have profound effects upon the Brewmaster. At the start of the first adventure each cask will contain enough brew for D3 draughts, roll separately for each brew. The brews and their effects are covered in the special rules.

### SPECIAL RULES

**Beer Gut:** The Brewmaster's beer gut acts as a virtual shield against the attacks of monsters and while it may appear flabby the constant roaming around the hillsides has toned the soft flesh of the Brewmaster's stomach into hard muscle. It is this that grants the Brewmaster his endurance, so much so that at the start of every adventure roll a D6. The number rolled is the amount of wounds in total that the Brewmaster can ignore. Once these wounds have been taken the Brewmaster can be injured as normal.

### Beer Casks:

**Bugman's XXXXXX** – A very rare beverage that is almost considered sacred by Brewmasters. Never as potent as it was, Bugman's original XXXXXX puts this new batch to shame but it is still a fine brew. One draught of Bugman's XXXXXX will add +3 to a Brewmaster's Strength for one turn and allow him to completely ignore the effects of *Fear* and *Terror* for one whole combat.

**Dwarf Special Reserve** – A fairly common but no less enjoyable brew. It is said to warm cold bellies and put spirit into the heart of any Dwarf who drinks it. One draught of this brew will restore D6 lost wounds. Roll a D6 if you roll a '6' it restores all of your warrior's wounds but if you roll a '1' he will

collapse blind drunk and may do nothing for a whole turn.

**Troll Brew** – This brew is so named due to the fact that the main ingredient is Trolls blood! It may sound bizarre but mixed with the proper ingredients the blood of a Troll can take on a very sweet taste and have interesting effects upon the drinker. One draught of this brew will add +1 to a Brewmaster's Toughness for one turn and allow him to *Regenerate* D6 wounds at the end of that turn.

Once a Brewmaster has supped all of the draughts in his casks then he will not get anymore until he refills them. Also, only the Brewmaster or another Dwarf may ever drink from his Beer Casks, and can only drink from one cask at the start of the turn. The brew is considered too potent and too precious to waste on Elves or Men! Also, whenever the Brewmaster has a draught of brew, roll a D6. If you roll a '1', he loses 1 Attack this turn due to his giddy and drunken disposition!

### •ADVANCED RULES•

#### Brewmasters and Events

Due to the Brewmaster's size and usually drunken disposition there may be occasions when other particularly bold or foolish individuals will try to take advantage or make fun of him. What they don't know is that beneath the glassy eyed expression and beaming smile there lies a cunning and awareness that few people would give the Brewmaster credit for. In any event whereby the Brewmaster comes into contact with a trader or anyone he has to talk to, roll a D6. If you roll a 1 the Brewmaster takes

exception to a particularly caustic remark (such as 'you fat sow!' for instance) and slugs the offending individual in the chest.



### BRAWLING TABLE

Roll a D6

1. The disgruntled Brewmaster lays into the insulting party with much aplomb but not before the Watch get wind of the whole situation and turf him out of the settlement, groaning profusely as they try to shift the Brewmaster's immense bulk.
- 2-4. A swift blow to the top of the head ensures that the offending individual will not wake for some time and when he does it will be with a tremendous headache. The Brewmaster takes D6x10 gold from the trader's purse as recompense for the insult.
- 5-6. As the Brewmaster severely decks the loud mouth to the ground a great cheer echoes out from the assembled crowds. The Brewmaster has just floored Cruel-Tongued Pete, a notoriously bad tempered, cheating and verbally abusive market trader. The astonished Brewmaster is hailed as a local hero and gains 100 gold from the gratified crowd. Furthermore

whenever he visits the Alehouse in this settlement he may roll 3D6 and pick whichever two dice he wishes as the result.

### BREWMASTERS AND EQUIPMENT

The Brewmaster may use any equipment ordinarily available to the Dwarf except for Heavy or Plate Armour as his ever expanding beer gut just wouldn't fit into any tight suit of armour. A Brewmaster may also use any treasure normally available to a Dwarf but whenever he finds a suit of magical armour you must roll a dice. On a roll of 5+ the Brewmaster decides that the armour looks too tight-fitting and so he will not wear it and nothing the other Warriors will say can convince him otherwise.

### Mules

Brewmasters aren't great fans of animals as they find the constant rocking motion to be err... uncomfortable. Not only that but the fact that they are so heavy means that most mounts will struggle to carry the Brewmaster up the street let alone to the far reaches of the Worlds Edge Mountains! Brewmasters may purchase a mule from the Animal Trader's just like any other Dwarf but each time you reach a new settlement you must roll a D6. On a roll of '1' the poor laboured beast collapses from exhaustion stone dead from carrying his immense bulk!

### THE QUEST FOR THE PERFECT BREW...

Whilst in the dungeon and on route to a set of caves or mountainous underworld domain the Brewmaster will

be on the lookout for special plants and moss, even fresh springs that might provide the key ingredient for a new beer, even the perfect brew. To represent this whenever the Warriors are travelling back from the dungeon to civilisation and they have an Uneventful Week, roll a D6. On the roll a '6' the Brewmaster has found a rare plant or a pure spring from which he takes a large sample. Furthermore, if in the dungeon and the Warriors come across the Guard Room the Brewmaster may check the barrels after the combat or event has been resolved. Again roll a D6. On a 5+ the Brewmaster has found the remnants of an ancient Dwarfish Brew.

In both of these situations make a note whenever the Brewmaster finds an ingredient and write down the number of times on his adventure record sheet.

### • BREWMASTERS IN SETTLEMENTS •

Whilst in a settlement the Dwarf Brewmaster may visit any of the traders and the following special locations Dwarf's Guild, Alchemist's Laboratory, Gambling House, Temple and Alehouse (2D6). He may also visit a new special location; The Brewmaster's Tavern, rules for which follow after the section on Drinking Binges and Brewing the Perfect Brew.

### Drinking Binges

Dwarfs are renowned for their drinking exploits but a Brewmaster's reputation even precedes that of your average Dwarf! It is not uncommon for a Brewmaster to go out on a massive drinking binge at least once when he visits a

settlement and he will usually drag the other Warriors along too.

After any settlement events have been resolved and any living expenses have been paid the Brewmaster may decide to go out on a drinking binge. He will also invite all of the other Warriors who are welcome to accept or decline if they wish. However if you're a Barbarian or Dwarf then shame on you if you decline as it is distinctly out of character.

Once the Warriors have decided who will go on this binge of epic proportions roll 2D6 on the table below and add the total number of Warriors and then include any modifiers that would usually apply on the Alehouse table. So, for example, if the party consisted of a Barbarian, Wizard, Trollslayer and Brewmaster then you would roll 2D6+4 (for the number of Warriors) +0 for the Barbarian, -3 for the Wizard and +1 for the Trollslayer; making a total of 2D6+2.

### BINGING TABLE

2D6+modifiers

- 0-5** As soon as the warriors hit the first tavern the rude songs sung by the Brewmaster offend some of the patrons who complain to the bar-keeper. After an hour or more of suffering he throws the warriors out with the help of some cudgel armed thugs and the warriors wake up in the morning with sore heads and purses D6x100 gold coins lighter.
- 6-9** After the third tavern the Brewmaster locates a particularly seedy bar in a decidedly dodgy part of

town. The warriors have only been drinking in the establishment for a few minutes when one of the local 'clientele' takes exception to one of the Warriors and there is a fight. A massive bar brawl ensues and one of the Warriors is injured. Each Warrior must roll 2D6 and apply their Alehouse modifier. The Warrior with the lowest score starts the next adventure with -1 Toughness.

- 8-13** After a glorious night of pure drinking and gambling the Warriors wake up in the morning with their winnings of D6x50 gold coins and a piece of Treasure each! But they make do nothing for the next day as they are too busy throwing up.



- 14+** It is a binge of phenomenal proportions where the warriors virtually drink dry most of the taverns they visit. The merry making and songs go on far into the night and the next morning. A local bar tender is so impressed that he awards the Warriors with 3 casks of beer each and D6x100 gold coins for bringing in a whole horde of extra patrons and making his tavern local folklore. Not only that but it seems the

experience has fortified the Warriors and they will be immune to *Fear* and *Terror* for the next dungeon and gain an extra wound permanently!

### Brewing the Perfect Brew

Instead of visiting any locations the Brewmaster may attempt to use any special ingredients he has found on his travels to make a brew. This will require some time and involves the Brewmaster needing copper pipes, hops, a huge vat and other brewing equipment that is too heavy for him to carry around.

If the Brewmaster wishes to attempt a brew then he must pay D6x20 gold getting the equipment he needs together and must then spend the whole day assembling it and preparing the brew itself. Once prepared the Brewmaster may leave the brew to ferment for as many days as he wishes at which time he may visit locations as normal. However at the end of each day that the Brewmaster leaves the brew to ferment roll a D6. If you roll a '1' the brew explodes as his brewing kit falls apart. The brew is wasted as are all the special ingredients used to make it.

Once he visits the Brewmaster's Tavern he will take his brew with him to present to the Tavern Lord. Make sure you keep a careful note of how many days the brew has been fermenting not including the preparation day. Dwarfs have special herbs and spices that they put into beer so that it ferments quicker but the longer the Brewmaster leaves a brew the better it will be but the more likely it will be to explode.

## THE BREWMASTER'S TAVERN

These Taverns are strictly for Dwarfs only and the atmosphere within is usually dark and smoke filled. It is here that the Brewmasters bring their newly created brews and talk of their exploits as well as refill their empty beer casks in the huge subterranean Beer Cellars that lie beneath the Tavern floor. The sweet smell of ale is always ripe in the Tavern and whenever a newcomer enters the assembled Dwarfs all turn to appraise the visitor hands clasped firmly over their tankards.

The Tavern is governed over by the esteemed Tavern Lord who is basically the bar keeper and purveyor of all beers. He is a Dwarf of great age, respect and of course vast in beer belly! His knowledge of the brew is second to none and equal to that of all the other Tavern Lords in the Old World. The Tavern Lord was also once a Brewmaster but has settled down to open his establishment for all weary Brewmasters, so that they might sample some of his brew.

Brewmaster Taverns are rare and often in out of the way places in a town or city. Like all special locations they can only be found by first rolling a 7+ with the modifiers that apply to towns and cities as given in the Warhammer Quest rulebook.

Only the Brewmaster and any Dwarfs who accompany him may enter the Tavern and while the other Dwarfs may get involved in the various 'events' of the Tavern it is only the Brewmaster who may buy new beers and consult with

the Tavern Lord.

The Tavern is much larger than its name would suggest and is actually comprised of three sections. The first is the Drinking Hall where all of the Brewmasters and other Dwarfs assemble to eat, drink and get drunk. The second is the Ale Store and Beer Cellar where the Brewmaster can refill his casks and purchase new brews and the final area is the Brewhouse where the Tavern Lord will consult with the younger Brewmaster and taste his brews.

### Drinking Hall

This is where the Brewmaster and any other Dwarfs will first enter. The hall is usually crowded and echoes with the drone of Dwarf drinking songs and other ditties. It is also usually the site of many a fierce drinking competition and other wagers relating to brew. When the Brewmaster and his Dwarf companions enter the Drinking Hall they must roll a D6 on the table below to see what 'events' they get involved in. The Brewmaster may add +1 to his roll.

### DRINKING HALL EVENTS

#### 1D6 Roll

1. The warrior partakes of a particularly dubious brew offered to him by a young Brewmaster who is eager to get an initial reaction to his newest creation. After taking a large quaff of the brew he suddenly starts to feel dizzy as the liquid slips down like tar more than silk and then collapses onto the floor out cold. The last thing the warrior remembers hearing is the raucous laughter of the

other patrons. He gains nothing from this visit to the Tavern other than a sore head and a hazy recollection of what happened.

- 2-3. The warrior quickly gets involved in a hotly contested drinking competition. The ale consumption is fast and frenzied and it is a tough and determined Dwarf indeed who can emerge victorious against such well watered opponents. To start the competition off roll a D3 and add +2. This is the number of rounds the competition lasts and in each round the brew gets more potent. To survive the first round you must roll a D6 and add your warrior's Toughness, if you roll 6+ you may go on to the next round. In the following round you must roll 7+ and then in the third round 8+ and so on until the last round. If the warrior survives all the rounds then he emerges the winner but if you fail to roll high enough he collapses into a drunken stupor and can take no further part in the competition and must pay a losers fee of 100 gold coins. If the warrior wins the competition then he is given 100 gold coins for each round he survived and a bonus of an extra 50 goldxthe number of total rounds, for the last round.
- 4-5. The warrior gets talking to an ageing Brewmaster who seems to have been propping up the bar for most of his stay in the Tavern. He takes a liking

to the warrior, saying that he has great courage and a fine beard and then offers a drink of his own personal brew. The liquid is extremely potent but makes the warrior feel incredibly strong. Roll a D6 and add the warrior's Toughness. If you roll 9+ you may add +1 to his Toughness for the whole of the next adventure and gain one wound permanently. If you roll 8 or less he still gets the Toughness bonus but collapses drunk before the liquid can take full effect and so he does not gain an extra wound.

6. The fabled Volcano Brew is perhaps one of the most potent beers known to all Brewmasters. It is a fiery and vibrant draught that is said to make beards bristle and hair stand on end such is its strength. The warrior is challenged by a Brewmaster to drink a full tankard of Volcano Brew and remain standing after the experience! If he

accepts the challenge roll a 2D6 and add his Toughness. If you roll 12+ then he has survived the experience and remains on his feet much to the adulation of the amassed crowds who are watching the spectacle. Any less than 12 and he finishes the tankard but suddenly stands bolt upright, his eyes rolled back and then collapses in a heap on the floor. If the warrior is successful in supping the Volcano Brew then he may have a rune inscribed on his axe for free by a Runesmith who witnessed the event and was impressed by his courage. Follow the rules as in the Dwarfs Guild in the Warhammer Quest rule book.

- 7+ As the warrior take stock of all the merry making and sup some of the finest brews in the Dwarf Kingdom he is brought to one side by a venerable looking Brewmaster who presses a small tankard into his

hand. He whispers the words 'Aye, young'n this tankard will never be drained' and a smile plays across his craggy features as he disappears back into the throng. The Tankard is magical and is mysteriously never empty... the Brewmaster may pour one of his original brews into the tankard and it may then be drunk from D6 times in an adventure. At the start of a new adventure it will refill itself for another D6 draughts. There will be a fresh total each time.

### The Beer Cellar and Ale Store

The Beer Cellar is just like any other shop and there are stock rolls and prices as there are for most items. There are no sell prices though as the Beer Cellar will refuse to buy 'second-hand' brews. A Brewmaster may only ever have one cask of each type and may only refill empty casks and NOT casks that still have draughts in them. But he

## •THE BEER CELLAR•

STARTING BREWS	COST(BUY)	STOCK (2D6)
Bugman's XXXXXX	200 gold	5
Dwarf Special Reserve	150 gold	4
Troll Brew	200 gold	5
SPECIAL BREWS	COST(BUY)	STOCK (2D6)
Volcanus Hellfire	350 gold	8
Nordic Original	250 gold	8
Lycanthropic Reserve	400 gold	9
The Golden Drop	500 gold	9
Bugman's Premier Ale	600 gold	10

Each cask has D3 draughts in it (2D3 for a double), except for Bugman's Premier Ale which only ever has one draught such is its precious nature and rarity.



may buy a double amount, for double gold, with a maximum of six draughts in one cask (except for Bugman's Premier Ale).

**Volcanus Hellfire:** A heady brew with a much longer fermentation and run off period than most brews. Its actual brewing process is something of a secret but some say it is a magical concoction enhanced with the aid of Runesmiths who have a passion for brewing. When a Dwarf drinks this fiery brew there is a sudden loud gurgling heard in the pit of his stomach, which builds up to a massive crescendo when the Dwarf finally emits a tremendous belch and flames burst forth from his mouth! Any one monster stood next to the Dwarf will be hit by the raging flames and suffers 2D6 Wounds with no modifiers for Armour. A Dwarf may only ever have one draught of *Volcanus Hellfire* per combat as it is far too volatile to quaff in large quantities.



**Nordic Original:** Said to hail from the icy lands of Norsca and first brewed by the Norse Dwarfs of the northern hold of Kraka Drak this brew is chilled to perfection but bears the bite of the Northern winds and the fiery temperament of the Norse. As it is consumed the Dwarf screws up his face and grits his teeth due to the extreme

potency. When the last drop goes down, froth begins to bubble on the Dwarfs lips and he goes totally Berserk just like the Barbarian. He remains in this state until the end of combat.

**Lycantropic Reserve:** Brewed with the blood of the Ulfwerener this beer is a deep black in colour and leaves a bitter but not wholly unsatisfying taste in the mouth. When consumed, the Dwarf who drinks this beer will seem to grow hair all over his body. His blood will feel like it is boiling and he will be possessed with a beast-like courage borne of the Ulfwerener. For a whole turn the Dwarf turns to his feral instincts and gains D6 extra Attacks and a +1 to Strength as he batters his enemies with barely concealed animalistic fury, after which the hairs recede and the Dwarf returns to normal.

**The Golden Drop:** One of the purest brews around, the *Golden Drop* is a fine beverage that is smooth and creamy with a sweet tangy after-taste. When drunk this ale will put a smile on any Dwarf's face. He will feel light and able. The Dwarf may strike first for the rest of the combat, regardless of Initiative or who has the lantern and what's more he will fight with +1 Attack and +1 to his Move until the combat ends.

**Bugman's Premier Ale:** This is perhaps the finest brew ever devised in modern times. It is said to 'charm' the throat and slip down like silk. When this beer is drunk and savoured the Dwarf takes on a warm glow and a positively beaming smile. It immediately restores all lost wounds and makes the Dwarf who drinks it immune

to *Fear* and *Terror* for an entire combat. It will also add +1 to Strength and Toughness for a whole combat. Furthermore, once drunk, roll a D6. If you roll a 6 then you may add +1 Wound to your starting score permanently.

### The Brew House

This is where the Brewmaster will take his newly made brews and present them to the Tavern Lord for his consumption. It is a very secret meeting with only the Tavern Lord and the Brewmaster present. Roll on the table below and add the number of special ingredients you have found and then add the number of days you have left the brew to ferment.

### BREW TABLE

Roll D6+modifiers

- 1-3 The Tavern Lord takes one swig of the brew and his face screws up in disgust as he spews it out with revulsion! Your brew has sadly not met even the most meagre requirements. You have failed to impress the Tavern Lord and he throws you out of the Tavern. You must hand back any winnings or special items gained in competitions but you may keep any beer casks you have bought. You leave the Brewmaster's Tavern head hung low in shame and your gut gurgling from lack of ale.
- 4-7 The Brewmaster is welcomed by the Tavern Lord who sups his brew with mixed reactions. It is a palatable brew but then again it is nothing special. Still it is a worthy attempt and to en-

courage you the Tavern Lord offers to fill up one of your original casks for free. You may choose which brew you gain and if you already have brew in your original casks then you gain nothing.

**8-10** The Tavern Lord commends you on a fine brew. He is very impressed and gifts you with a special mule from his own personal stable. It is a Beercart Mule and is the same as any other mule except that it is a particularly stout creature that will not collapse after reaching a settlement. Furthermore it is furiously loyal and cannot be stolen but it does cost an extra 2 gold per day to feed and stable.

**11+** As the Tavern Lord drinks up your brew he takes on a beaming smile and his cheeks are flushed with colour. It is one of the finest brews he has ever tasted and he pats the Brewmaster solidly on the back with his achievement. Any gold he has spent on brews bought from the Beer Cellar and Ale Store is immediately reimbursed. Work out the gold spent and give it back to the Brewmaster. He may keep all the brews for free. Furthermore he gives you a cask of Bugman's Premier Ale as a gift!

### •TRAINING•

The Brewmaster trains at the Tavern and this involves consulting with the Tavern Lord and of course drinking copious amounts of beer. Within his training the

Brewmaster will learn to appreciate the finer points of the brew and will also become more enduring and knowledgeable. Training takes one whole week and any skills the Brewmaster gains are generated by rolling 2D6 on the table below. Needless to say after his training the Brewmaster will probably have a sore head but a full beer gut.

The Brewmasters skills are actually a combination of the Dwarf's and his own special attributes that make him a Brewmaster, the details for the Dwarf skills\* can be found on p47 of the Warhammer Quest Roleplay book.

### 2 Mighty Blow\*

### 3 Beer Gut

*Through drinking vast quantities of ale you have developed a near impenetrable beer gut capable of absorbing powerful blows.*

Whenever the Brewmaster is wounded roll a D6, if you roll a 5+ any wounds caused are halved rounding fractions up.

### 4 Trademaster\*

### 5 Beer Breath

*As you are fighting a monster you become locked in battle but then emit a tremendous belch of beer breath that puts the beast off long enough for you to land the telling blow...*

Whenever a monster is next to the Brewmaster and trying to attack him he must roll a D6. If you roll a 4+ the creature is put off by your pungent beer breath and suffers a -1 to hit for all of its attacks in that combat. Make a separate roll before each combat and for each monster.

### 6 Ale Master

*Entering the smoky atmosphere of an Alehouse is no problem for you. You feel right at home and quickly strike up a conversation with an interesting individual.*

When rolling on the Alehouse or Tavern Event Table you may reroll the first result on the table and roll again, you must accept the second roll however.

### 7 Deathsong\*

### 8 Path Finder

*The many months you have spent out in the wild has taught you how to find safe routes and short cuts in the wilderness.*

When travelling from the dungeon if you generate an uneventful week roll another dice, if you roll a 6 you manage to reduce the journey time by D3 weeks.

### 9 Rapid Consumption

*You are so fast at quaffing vast quantities of ale you can drink any Dwarf, Man or Elf under the table.*

You can drink two casks of your original beer instead of one in a single turn. The effects of the casks are cumulative and you may even take two draughts from a single cask. You can only drink two casks of your original beers and not any of the other brews from the Beer Cellar and Ale Store.

### 10 Endure\*

### 11 Bar Brawler

*You can't even count the number of bar brawls you've been involved in but the experience gained in such*



# ·DWARF BREWMASTER BATTLE-LEVEL TABLE·

Level	Gold	Title	Weapon/Ballistic		Strength	Damage	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape
			Skill	Skill		Dice								Pinning
1	0	Novice	4	5+	3	1	4	1D6+9	1	1	0	4	0	5+
2	2000	Champion	4	5+	4	1	5	2D6+9	1	1	0	4	1	5+
3	4000	Champion	5	5+	4	1	5	3D6+9	2	2	1	5	2	5+
4	8000	Champion	5	4+	4	1	5	4D6+9	2	2	1	5	2	5+
5	12000	Hero	5	4+	4	2	5	4D6+9	2	2	1	5	3	4+
6	18000	Hero	6	4+	4	2	5	5D6+9	2	3	2	5	3	4+
7	24000	Hero	6	3+	4	2	5	5D6+9	2	3	2	5	4	4+
8	32000	Hero	7	3+	5	2	5	6D6+9	3	3	2	5	5	4+
9	45000	Lord	7	3+	5	3	5	7D6+9	3	4	3	6	5	4+
10	50000	Lord	7	2+	5	3	5	8D6+9	4	4	3	6	6	4+

The Brewmaster's Move characteristic is given in his starting profile and remains at 4 throughout his Battle-Levels.

*fights has enabled you to adopt a wrestling, brawling style of fighting in the dungeon.*

You may use bar brawling, wrestling techniques to fight the monsters in the dungeon. This basically involves using all manner of dirty tricks and vicious crushing holds. When you roll to hit if you roll a '6' you may ignore a monsters armour and will cause an extra D6 wounds. This once per dungeon. This skill. may be used for one whole combat

## 12 Resilience

*You tense your vast stomach muscles, converting your gut into a mass of hardened muscle and flesh.*

This skill allows you to double your Toughness for one turn once per adventure. But after the combat roll a D6, if you roll a '1' the Brewmaster's pants burst open under the strain, and while a thick piece of string will keep them up for the duration of the adventure he must purchase some more as soon as he arrives at a settlement, for 50 gold coins.

## BREWMASTER MODELS

If you're wondering what miniatures would make good Brewmaster characters then I advise you to look no further than the Bugman's Brewers boxed set. After all, they are all Brewmasters anyway and what gave me the inspiration to create this Warrior in the first place! Obviously Josef Bugman minus the banner pole is the perfect choice but I personally go with the Champion model as my Brewmaster, the peg leg and eye patch making him look particularly mean! Seriously though, any stout looking Dwarf model armed with an axe and carrying a crossbow would suffice as a good Brewmaster and who knows, you may even want to model on his Beer Casks yourself.