

NEW CHARACTER CLASSES

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DWARF BREWMASTER

By Chance Dudinack

Demihuman Class

Ability minimums: CON 9

Prime requisite: CON and STR

Hit Die type: 1d8

Combat aptitude: Martial

Maximum level: 10

Armour: Leather, chain mail, shields

Weapons: Battle axe, dagger, hand axe, mace, short sword, war hammer

Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

Brewmasters are dwarves who dedicate their lives to the craft of brewing alcohol. In combat, they are unpredictable brawlers who fight with drunken fury. Dwarf brewmasters are driven to adventure in search of rare ingredients, secret recipes, and ever-stronger drinks.

Prime requisites: A dwarf brewmaster with at least 13 in one prime requisite gains a 5% bonus to experience. If both STR and CON are 16 or higher, the dwarf brewmaster gets a +10% bonus.

Brewing

Working with sufficient brewing equipment, a dwarf brewmaster can brew potent dwarf ales with special properties.

Chance of failure: 25% minus the character's level (minimum 15%).

Time and cost: See table (cost listed per dose, 1 pint).

Materials: At the referee's discretion, creating specialty brews may require rare or expensive ingredients that the character must obtain by adventuring.

Specialty Brews Time and Cost

Ale	Time	Cost
Blood of the Mountain	2 weeks	500gp
Blue Salamander	1 month	1,000gp
Dragonfire	2 months	1,000gp
Liquid Courage	3 weeks	500gp
Strongarm Brew	1 month	1,500gp

Brewery Construction Costs

See *Strongholds* in *OSE* for full details on building.

Standard brewery (any level): 3,000gp.

Alchemical brewery (from 9th level): 20,000gp.

Specialty Brew Effects

Duration: Brews with non-instantaneous effects have a duration of 1d6 turns + 1 per level of the brewmaster.

Blood of the Mountain: Dark, earthy stout. Drinking it restores 1d3 hit points +1 per level of the brewmaster.

Blue Newt: Minty stout that sheds frosty mist. The drinker is resistant to heat (as *resist fire*). Can be poured onto the ground to create a slippery sheet of ice in a 5' diameter area. Creatures who walk onto the ice must **save versus paralysis** or fall to the ground.

Dragonfire: Deep red ale that leaves fire in the belly. Drinkers are resistant to cold (as *resist cold*). Can be burned like oil.

Dwarf Brewmaster Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1	19 [0]	8	9	10	13	12
2	2,500	2	19 [0]	8	9	10	13	12
3	5,000	3	19 [0]	8	9	10	13	12
4	10,000	4	17 [+2]	6	7	8	10	10
5	18,500	5	17 [+2]	6	7	8	10	10
6	37,000	6	17 [+2]	6	7	8	10	10
7	85,000	7	14 [+5]	4	5	6	7	8
8	140,000	8	14 [+5]	4	5	6	7	8
9	270,000	9	14 [+5]	4	5	6	7	8
10	400,000	9+3*	12 [+7]	2	3	4	4	6

THACO: Attack matrix row to use.
(Ascending AC attack bonus in [].)

*: Modifiers from CON no longer apply.

Liquid Courage: Hearty, bitter-sweet, amber ale. Drinking it removes fear. +2 to saves versus magical fear.

Strongarm Brew: Buttery, golden lager. The drinker gains a +2 bonus to attack rolls, saving throws, and morale.

Drunken Fighting

When drunk (referee's judgement), a dwarf brewmaster gains 1d4 bonus hit points and a +1 bonus to melee damage rolls. This increases to 2d4 and +2 at 4th level and to 3d4 and +3 at 8th level.

Penalties: While drunk, a brewmaster suffers a -1 penalty to attack rolls and saves.

Bonus hit points: These can increase the character's hp total above the normal maximum. Damage is subtracted first from the bonus hit points. Any remaining bonus hit points are lost once sober.

Duration: A brewmaster sobers up and loses these effects after 6 turns.

Infravision

Dwarf brewmasters have infravision to 60' (see *Darkness* in OSE).

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.



Ingested Poison Resistance

Dwarf brewmasters gain a +2 bonus to saving throws against ingested poisons.

Listening at Doors

Dwarf brewmasters have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in OSE).

After Reaching 9th Level

A dwarf brewmaster may construct a special alchemical brewery at the heart of a stronghold. This allows the character to research new specialty brew recipes, using the guidelines for spell research (see *Magical Research* in OSE).

When the alchemical brewery is complete, 1d6 1st level brewmasters arrive to train under the character.