

# A Most Potent Brew

A Level 1 Adventure

Play [Tavern Ambiance](#)

- As you all enjoy a pint of ale with your new found companions, you realize that none of you have properly introduced yourselves just yet.
  - Why don't you each describe your characters
- Perception Check (Highest Roll)
  - As you finish up chatting, you see the Bartender head over to the notice board and nail in a new flier
  - Upon taking a closer look at the flier, it reads: In need of those well-trained with a weapon to exterminate exceedingly large vermin, speak with Glowkindle at the Wizards' Tower Brewery. 100gp reward (25gp per party member)
    - If players ask for directions
      - Persuasion Check DC 10
        - Advantage if they offer a drink
      - The Wizards Tower Brewery, oh that's simple it's a couple of miles out of town, just follow the dirt road and you'll pass right by it.

Play [Travel Ambiance](#)

- You follow the directions you've been given, trudging maybe a mile or two out of town along an old dirt road that winds its way up a low hill. As you near the top, a large stone building comes into view, flanked by a couple of barns. By the door is a brightly painted sign that reads 'The Wizard's Tower Brewing Co. For the Freshest Pint in the Realm!'
  - If Players walk right in (Play [Alternate Tavern Ambiance](#))
    - You enter a building infused with the smell of hops and beer. It's extremely clean and well-organized. A few humans and Halflings, dressed in white shirts and tight black trousers held up with green suspenders wander about, checking on barrels and vats of bubbling liquid with no sense of urgency.
    - A fairly young looking Gnome, who sports an impressive beard looks over to you.
    - **GlowKindle:** Yes, yes how may I help you? We're not currently running tours right now.
      - After a moment of confusion you can see his face turn to a smile.
    - All those weapons are quite lovely, you don't happen to be adventurers who saw my job posting do you?
    - Perfect! Well my name is Glowkindle, why don't you come in and join me for a drink and I'll explain everything!
  - If Players knock

- As you knock on the door and wait a few moments, it's eventually answered by a fairly young looking Gnome, who sports an impressive beard, as well as a white shirt and tight black trousers held up with green suspenders.
- **GlowKindle:** Yes, yes how may I help you? We're not currently running tours right now.
  - After a moment of confusion you can see his face turn to a smile.
- All those weapons are quite lovely, you don't happen to be adventurers who saw my job posting do you?
- As you follow Glowkindle, you enter a building infused with the smell of hops and beer. It's extremely clean and well-organized. A few humans and Halflings, dressed much like their boss wander about, checking on barrels and vats of bubbling liquid with no sense of urgency.

(Play [Alternate Tavern Ambiance](#))

- You continue your way to a small bar set up in the corner of the brewery where he offers you all a seat and begins to pour drinks for each of you
  - This is our Tashalar Pale Ale, it's a nice hoppy summer ale. I hope you enjoy it.
  - Now onto business. I suppose I should start when this all began. We've been doing fairly well for ourselves and were looking to expand our operations. In order to do this, we first needed to expand their beer cellar.
  - We had some workmen down there, digging out some extra room, when they uncovered an old wall. As far as we could tell it may have been a remnant of some long-forgotten ruin.
    - Curious, we knocked a hole in the wall, only to be attacked by black rats the size of dogs! Big dogs too, not poodles, you know? Which emerged from the darkness on the other side.
  - We all managed to escape with nothing worse than a few cuts and bruises, but the cellars are completely unusable. If we have any hope of getting production starting again, we need the giant rat infestation dealt with.
  - Now that's where you all come in. I'm not sure where the rats came from, but the brewery took its name from the old Wizard's Tower that used to be on the site, so it may be something to do with that.
  - If you find out where they came from, take care of the infestation and make sure we won't have any surprises like this in the future, I'd be willing to pay each of you 25gp
- Players agree
  - I can't thank you enough, follow me to the cellars.
  - Glowkindle leads you to a hatch in the floor of the main brewing area. Lifts it up and peers into the darkness below.

Play [Dungeon Ambiance](#)

## 1. Beer Cellar

- a. The wooden stairs creak as you descend into the cool, dry air of the cellar, which is infused with the smell of beer and damp fur. Somewhere in the darkness you hear the scrabbling sound of claws on floorboards and a faint squeaking noise.
  - i. If players have darkvision or shine light
    - 1. It's difficult to make out the entire area at once, the floor is taken up by barrels and casks of beer. The only clear area is towards the far side of the cellar, which has a dirt floor littered with stones and workman's tools.
    - 2. You're actually able to just make out the hole in the wall mentioned by Glowkindle as well
  - ii. Enemies (Play [Combat Music 1](#))
    - 1. **8 x [Giant Rats](#)**
      - a. **DC 10 Perception to spot or surprise round**
      - b. **After 5 die the rest will flee**
        - i. As you tear down yet another vermin, you watch as the rest flee in fear through the hole in the wall...only to be greeted with screeches of pain moments later, followed by complete silence.

## 2. Mosaic Corridor

- a. Through the hole in the wall you can see a dusty stone corridor, its floor lying around a foot below that of the cellar where you stand. Over to the left you can see the start of a staircase buried in collapsed masonry, earth and rubble that block the way completely. To the right the passage heads around a corner, but on the wall you can just make out what appears to be writing in a clear gold script.
  - i. **When player asks about writing**
    - 1. As you make your way to the gold script you can see that the passageway continues to the left and ends with two doorways, one heading left and the other straight on. In front of you is a 20 ft. section of floor covered in a mosaic that depicts a rural scene. It shows the sun, the sky, a hillside, and a river. Each showing the scene at a different time of day. You also notice that two halves of a Giant Rat seemingly cut by a giant blade lie on the river section of the second panel.
    - 2. The writing on the wall is engraved in a golden script that appears to be shining slightly, even in complete darkness. It's written in Common and reads:
      - a. "Dawn breaks with stirring air, As sun shines down on new day fair
        - i. Answer = Air (Sky)
      - b. "Midday blaze bakes earth and grass, The farmer waits for heat to pass
        - i. Answer = Earth (Hill)
      - c. "Evening cool brings water, wine, Drink and laughter passing time
        - i. Answer = Water (River)

- d. "Night sees shining, roaring fire, as wood and coals burn on the pyre"
    - i. Answer = Fire (Fire)
- 3. Players must stand on correct portion of each tile in order to not activate trap
  - a. DC 12 Dex Save or
    - i. 1d10 Slashing damage
    - ii. Activates each time player steps on wrong panel

### 3. Well Room

- a. In the center of the small room ahead of you is a large stone well, topped with a wooden handle and the rotten remnants of a heavily frayed rope that descends into the shaft. In the far right corner, the ceiling has collapsed slightly, and a narrow shaft of weak sunlight shines through a narrow hole. To the far left is a plain wooden table, crusted with dirt and dust and laden with old plates, buckets and other strange pieces of tableware.
  - i. DC 12 Perception
    - 1. You're able to find that several of the old plates on the tables are made from tarnished silver.
      - a. [Set of Silver plates – 50gp](#)
  - ii. If Players aren't stealthing
    - 1. [3 x Giant Centipedes](#) (Play [Combat Music 2](#))
      - a. As you make your way through the room looking about, you begin to hear a scuttling sound from inside the well. In a flash the wood covering the well shatters. The first thing you see is antennas moving frantically from side to side, followed by a massive pincer-like mouth. As it exits you count 2, 4, 6, 10, 20, 50, 100 plus legs skittering all about, excitedly looking for its next meal and these 3 giant centipedes are quite sure they've found it.
      - b. [Will attempt to knock player unconscious and drag them into the well](#)
        - i. Well is 50ft deep, with 10ft of water that will break fall

### 4. The Lab

- a. The door opens onto what might once have been a lab or workroom. To your left sits a moldering desk and the shattered remnants of alchemical glassware, while the center of the room is dominated by a set of tall bookcases arranged back-to-back. All around, however, are scorch marks and signs of countless small fires. The air is filled with the smell of smoke and burned meat. The wooden furniture is blackened and burned in places, while what may once have been a pile of books has been reduced to ash. Singed traces of what may be webbing hang from the ceiling. As you enter you feel something crunch beneath your feet - glancing down, you realize that it's the charred hindquarters of a Giant Rat.
  - i. [1 x Giant Inferno Spider\(Adv on Stealth vs player perception\)](#) (Play [Boss Music](#))

1. As you peer around attempting to find what could have caused all this damage, you begin to hear a scuttling sound just above you. You feel something drip on you and burn your skin. You look up to see what and as you do the entirety of the ceiling begins to glow, no...not the ceiling, the creature itself. What appears to be magma like blood courses through its veins of this 8 legged abomination that's latched onto the ceiling. The tip of its abdomen glows brighter and brighter as it releases an onslaught of burning webs at you.
    - a. Roll for initiative
    - b. As you lay your final blow into this creature it lets out a screeching hiss, you're unsure if it comes from the creature's pain or the steam escaping its body. Its legs slowly curl in on itself and all that's left is the lifeless carcass of this mutated arachnid.
  - b. DC 12 Perception Check
    - i. Taking a look around you can see that most of the books and equipment are charred and falling apart rendering them completely unusable. However; there is one thing that stands out. A single book atop the bookshelf appears to be completely undamaged.
      1. Spellbook
        - a. Contains: Detect Magic, Identify, and Arcane Lock
5. Storeroom
  - a. The rear wall of this small room is lined with sturdy-looking wooden shelves. Clearly these were once laden with bottles and glass vials, but over the years many of these have been reduced to glittering shards of glass on the floor. There's a flicker of movement among the wreckage and you see a small black rat lapping up the last remnants of liquid left in the shattered remains of a dark blue bottle.
    - i. Perception check
      1. Taking a closer look at the broken bottle that the rat is drinking from you notice that it has the torn remains of a white label affixed to it. The writing on it reads '-tion of enlargement'.
        - a. After one minute rat will turn into a Giant Rat and attack
          - i. [Giant Rat](#) x 1 (Play [Battle Music 4](#))
      2. You're also able to find another smashed and empty bottle on the floor with a partial label reading 'Essence of Fire Ele-'.
        -
      3. Lastly upon looking at the shelves you notice that a few bottles are still fully intact. There's 3 bottles, each with different colors. One Red, One a clear liquid and finally one containing a greenish liquid.
        - a. Potion of Healing
        - b. Potion of Invisibility
        - c. Potion of Vitality

- As you make your way back, following the reverse order on the mosaic tile trap and finally reaching the exit to the cellar, you see the bearded gnome pacing back and forth anxiously. Upon seeing your faces, his eyes immediately light up!

Play [Tavern Ambiance](#)

- You've made it back I see, I heard so much noise down there. I'm so glad you're all in one piece! Please, please, tell me what you found out. Here follow me I'll have one of my workers grab us another round of drinks!
  - Questions he'll ask if players take a while to recount things or are unsure what to say.
    - Were you able to clear out all of the vermin?
      - Do you have any idea what made them so large
    - Where did the tunnel lead you all?
  - Thank you all so much for your help, this is truly a day to celebrate! Not only is the cellar cleared, but there's entire rooms that can be dedicated to storage down there. We'll be able to expand and become the largest brewery on the Sword Coast!
  - As promised, here's your reward of 25gp each, I added a little bit extra for your trouble (35gp ea). Also any time you have the urge to wet your whistle feel free to drop on by. With what you were able to accomplish here today, I can tell you have a bright future as adventurers and I'd love to hear those stories!
- With your first successful adventure, you all exit the brewery, excited for all that the future may hold. Will you continue on together and make a name for yourselves or was the constant threat of death, dismemberment and nearly being eaten a bit too much for some of you. Only time will tell, but those stories are for another time. For now you head back home a tad bit richer, slightly worse for wear, but with an experience you'll never forget.
  - And that is where we'll end tonight's session!

## Special Thanks

NihilVerum322X

Tim

James

And to all my [Patrons!](#)

Without your support, none of this would be possible! Thank you so much!!!