

# A Hand Full

By Mark Morrison

A Hand Full is an adventure made for 4th-6th level characters.

**Background:** The adventure takes place in the Dwarven Brewery called "Fullstein Ale"

The owner is a dwarf who goes by the name of Tappy. Tappy was drunk one night at a local pub and was flirting with a night hag who was polymorphed as a "beautiful" dwarven female. Tappy swept the night hag off her feet. When Tappy sobered up and saw her true form, he ran away screaming. The night hag now has come to the brewery to seek revenge. She has set free the elementals.

**Start:** The players will be traveling down the road when three dwarves run out of the brewery in terror. They will tell the players that all of the magical creatures the brewery that they were using has escaped and their boss Tappy and one other are still inside. They will offer a cask of their best ale for payment.

**Room 1** This room has a fireplace, a large copper kettle, a mashing tun and a hot water tank. The fireplace used to hold a fire elemental, but now is free and roaming around in the room.

**Room 2** This room is where the brewery ferments their ale. Inside is a dwarf battling a Ale Elemental (same as a water elemental). The dwarf has no weapons, so he is doing the only thing he can do, he's trying to drink the elemental to death. Each are at half of their life.

**Room 3** This room is a loading dock. Inside this room hangs a pair of Gauntlets of Ogre Power. They used the gauntlets to load the casks onto wagons.

**Room 4** The room is filled with wooden crates. The crates are filled with several different imported hops and grains.

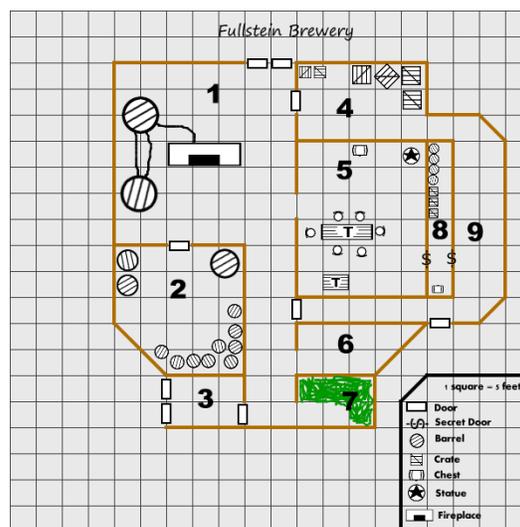
**Room 5** This is the employee lounge. The room contains a large table with six chairs around it, a large chest (filled with 12 silver and gold steins, worth 25 gp each) a small table with a Pair of Beer Goggles (when worn, the player will see all opposite sex players and NPC with a +8 charisma) and a statue of a minor dwarf god of ales.

**Room 6** The room contains empty ale casks.

**Room 7** This room is filled with fresh hops from the local village. Underneath the pile is a giant slug.

**Room 8** This is the dwarf's secret room where they hide their most valuable ales. The room is quite cold for there is a large patch of Brown Mold (to keep the ale cold of course). A small chest is locked (contains 500 gp and 500sp). The room contains 4 large barrels of dwarven ale worth 250 gp each.

**Room 9** This area is the dwarf's sleeping quarters. Tappy is here trying to ease things over with the Night Hag and things are not going over very well.



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