



GROG BASHUK

Dwarven brewmasters tell a cautionary tale to their apprentices of a careless brewer who met his end at the bottom of a brewing vat and rose again as a fermented corpse. Most brewmasters tell this story to dissuade young apprentices from being lazy or drinking on the job not realizing that grog bashuk are real. Created when a dwarf meets their end by drowning in alcohol, grog bashuk are rare but serious threat.

Beer Bones. When just dead the grog bashuk have most of their flesh still on their body, albeit usually at least slightly pickled due to the manner of their death. Truly old grog bashuk eventually come to resemble little more than skeletons. Regardless of their state of decomposition all grog bashuk are moist to the touch, leaving puddles of fetid beer wherever they step. Grog bashuk are frequently smelled before they are seen due to the powerful odor of alcohol they give off.

Unquenchable Thirst. The nature of a grog bashuk varies greatly based on the nature of the dwarf he was before he died. Grog bashuk who were brewers, or intended to be, spend a great deal of time collecting and brewing ales with vile recipes. Grog bashuk who were drunkards tend to commit raids and attacks on isolated taverns to take what they want. Regardless of these differences, all grog bashuk have an unquenchable thirst for alcohol and a jealous hatred of the living.

GROG BASHUK

Medium undead, lawful evil

Armor Class 13 (leather armor)

Hit Points 45 (6d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	10 (+0)	13 (+1)	11 (+0)

Saving Throws Con +5

Skills Perception +3, Brewer's supplies +4

Damage Immunities poison

Damage Resistances bludgeoning, necrotic, piercing, slashing from non-magical weapons

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft. passive Perception 13

Languages Dwarvish

Challenge 2 (450 XP)

Aura Of Fermentation. The grog bashuk has an aura of fermentation with a 30 foot radius around the grog bashuk. Creatures in this aura have disadvantage on saving throws against the poisoned condition.

ACTIONS

Ferment Ooze (1/Day). The grog bashuk can turn up to 3d4 alcoholic drinks within his aura of fermentation into oozing ales under his control. This control lasts for 24 hours.

Nauseating Belch (Recharge 5-6). The grog bashuk belches nauseating fumes in a 15 foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Slam. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6+2) bludgeoning damage plus 3 (1d4) poison damage.

Multiattack. The grog bashuk makes two slam attacks.

Grog Bashuk, Oozing Ale & Creeping Keg by

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Art Credits in Order of Appearance

"Grog Bashuk and Slime" by [/u/Junkestar](#)

Oozing Ale & Creeping Keg

Dwarves are prolific brewers of alcohol. Huge tomes are devoted to the recipes and crafting techniques necessary to replicate famous beverages from throughout the dwarven history and brewmasters spend lifetimes memorizing and perfecting their creation. Whether experimenting with new brewing methods or ingredients or by following a recipe written by a grog bashuk, brewers sometimes discover their booze has more of a bite than they intended.

It Comes it Pints. When a pint of ale turns sour then spends a century rotting it might become an oozing ale. Other times oozing ales are created intentionally either by grog bashuk or by eccentric or mad brewers attempting a new or bizarre recipe. Regardless, the primary difference between the oozing ale and the creeping keg is a matter of size. Oozing ales are anywhere from the size of one to six pints while the creeping keg is a large ooze, most likely formed in a vat or giant barrel. Given a long enough period of time, usually at least 6 months, a large number of oozing ales can condense together into a creeping keg.

Oozing Ale

Small ooze, chaotic neutral

Armor Class 9
Hit Points 17 (3d6 + 6)
Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	14 (+2)	2 (-4)	6 (-2)	2 (-4)

Damage Immunities poison
Damage Resistances bludgeoning non-magical weapons
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 8
Languages -
Challenge 1/4 (50 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the ooze remains motionless, it is indistinguishable from a pool or glass of ale.

ACTIONS

Inebriate. When the oozing ale is attached to a creature it can climb inside the nearest orifice. When the ooze climbs inside the creature the ooze is reduced to 0 hit points and the creature must succeed on a DC 14 Constitution saving throw or take 16 (3d6 + 6) poison damage and be poisoned for 1 minute. On a successful saving throw the creature still takes half the poison damage.

Pseudopod. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage and the creature must succeed on a DC 12 Strength saving throw or the oozing ale is attached to the creature. A creature can repeat the saving throw at the end of each of its turns, detaching the ooze on a success.

Creeping Keg

Large ooze, chaotic neutral

Armor Class 8
Hit Points 51 (6d10 + 18)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Skills Athletics +4
Damage Immunities poison
Damage Resistances bludgeoning
Damage Vulnerabilities fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned, prone
Senses darkvision 60 ft., passive Perception 7
Languages -
Challenge 1 (200 XP)

Amorphous. The keg can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the keg remains motionless, it is indistinguishable from a pool, keg, or tankard of ale.

Keg Stand. Any creature that begins its turn enveloped by a creeping keg must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the poisoned effect on itself on a success.

Last Call. When the creeping keg is reduced to 0 hit points, 1d4 oozing ales immediately rise out of its remains.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) bludgeoning damage and the creature is grappled.

Envelope. When the creeping keg is being grappled by a creature or is grappling a creature it can attempt to envelope the creature if it is Medium or smaller. The creature must succeed on a DC 12 Strength saving throw or takes 16 (3d6 + 6) poison damage and is enveloped. The enveloped creature can't breathe, is restrained, and takes 16 (3d6 + 6) poison damage at the start of each of the creeping keg's turns. When the creeping keg moves, the enveloped creature moves with it.

An enveloped creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the keg.

If a creature dies while being enveloped by the creeping keg it has a 1% chance of becoming a grog bashuk. This chance increases to 15% if the creature is a dwarf.

