

BARBARIAN

PATH OF THE BREWMASTER

The right drink is welcome on any occasion. Mayhaps you want to invigorate your body ahead of a bloody brawl, ruminate over a moral quandary, celebrate a sensational dragon slaying, or fill your veins with liquid bread after a hard day's slog through the elements. Knowing which drink to suggest for which occasion—and having that drink on hand—is what separates a lay brewer from a brewmaster.

For a brewmaster, the act of brewing—a process which can take months—is a practice in mindfulness. Carrying their barrels and demijohns from place to place, you would be mistaken to construe these individuals as peaceful. This apparent tranquillity is but the calm before the storm, for when a brewmaster enters a rage, they do so fueled by the fermented products of their labours.

BREWER

3rd-Level Path of the Brewmaster Feature

Years spent experimenting in breweries and kombucha clubs have given you a taste for fermentation and experience in bar room brawls. You gain proficiency with brewer's supplies and you have a **+1 bonus** to attack and damage rolls you make with improvised weapons. When you reach 10th level in this class, this bonus increases to **+2**.

ANCESTRAL SPIRITS

3rd-Level Path of the Brewmaster Feature

The act of refining ingredients, maintaining special yeast cultures, and carefully monitoring a brew's progress is a ritualistic practice through which you find connection with your forebears and the natural world around you. The beverages you brew are fortified with the spirits of your ancestors, imparting enhanced benefits to you.



When you finish a long rest, you can use brewer's supplies to prepare a number of beverages equal to the number shown for your barbarian level in the Rages column of the Barbarian table (maximum 6), choosing from the list below (you can choose the same option more than once). When you enter a rage, you can imbibe one of these beverages (choosing from those that you prepared) as part of the bonus action you use to enter the rage, gaining its benefits for the duration of the rage. Undrunk beverages lose their potency when you finish a long rest.

Kefir. A nutritious, creamy beverage, kefir fortifies your body. You have **advantage** on Constitution saving throws.

Kombucha. A stimulating blend of fermented teas, this bubbly drink hones your reactions. You gain an additional reaction each round that can be used only to make opportunity attacks. You can take only one reaction per turn.

Mead. Sweet, honey mead fuels your body. Your walking speed increases by **10 feet** and opportunity attacks made against you have **disadvantage**.

Sake. Strongly alcoholic, this clear liquid lends you a bloody, single-mindedness. You have **advantage** on Wisdom saving throws.

Stout. Dark, liquid bread is a bonafide meal replacement. You regain **1d4** hit points at the start of each of your turns, provided you have fewer than half your hit point maximum. If you have more than half your hit point maximum, you gain **1d4** temporary hit points instead. This die increases to **1d8** when you reach 10th level in this class.

BREWER'S GUT

6th-Level Path of the Brewmaster Feature

Over time, you've imbibed an amalgam of experimental yeasts that have fortified your gut. When you finish a short or long rest, you gain one of the following benefits of your choice, which lasts until you finish a short or long rest:

- **Beer Jacket.** You have **resistance** to cold damage, and you don't suffer the effects of extreme cold.
- **Guts of Steel.** You have **resistance** to poison damage.
- **Liquid Courage.** You are **immune** to the frightened condition. As a bonus action, you can give a frightened creature that is friendly to you and within your reach a good-natured slap, ending the frightened condition on it.





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DRINKING BUDDIES

10th-Level Path of the Brewmaster Feature

Sharing is caring. During a short or long rest, you can spend **30 minutes** crafting a pitcher of beverages for up to **10** creatures. At the end of the rest, each creature that drinks your beverage gains your choice of one of the following benefits until it next finishes a short or long rest. Undrunk beverages lose their potency when you finish a short or long rest.

Ginger Ale. Fiery and stimulating, one can react quickly. The creature has **advantage** on initiative rolls.

Pulque. Good accompaniment for a drinking song. The creature gains a bonus to Charisma checks equal to your Constitution modifier (minimum bonus of +1).

Warm Cider. A wholesome beverage. The creature gains **3** temporary hit points at the start of each of its turns.

FERMENTED BINGE

14th-Level Path of the Brewmaster Feature

You have grown a strain of super yeast within yourself that you can activate when you enter a rage. When you drink one of the beverages from your Ancestral Spirits feature, you can enhance the drink to gain an additional benefit based on its type.

Kefir. You are **immune** to poison damage and the poisoned condition and you have **advantage** on saving throws made to avoid or end the **exhaustion** condition on yourself.

Kombucha. Making an opportunity attack doesn't cost you a reaction, but you can make only one opportunity attack per turn, and can't do so on a turn that you use a reaction.

Mead. Your walking speed increases by an additional **10 feet** (20 feet total increase) and you can take the Disengage action as a bonus action on each of your turns.

Sake. You have **resistance** to psychic damage and are **immune** to the charmed condition.

Stout. The number of hit points regained or temporary hit points gained from this drink is doubled.

After you have used this feature, you can't do so again until you finish a short or long rest.