

# SNOW STILLS

**D**uring the “First war with the south” the frequent occurrence of drunken soldiers called for general prohibition. An unacceptable measure to the Northlings who responded by building “snow stills”. Ingenious moonshine installations yielding illegal yet legendary spirits. When authorities abandoned prohibition, the Dwarven abandoned their snow stills causing legendary recipes to go lost.

## ROOMS:

### A. ENTRANCE

When Dwarven build a door to remain hidden, and closed to those who finally find it, it isn't easily walked through. Especially when nature had time to reclaim it and winter to cover it with a blanket of snow.

### B. STORAGE

*Open, emptied boxes labelled rye, wheat and chips of white oak show gnaw marks on the edges.*

- **DM-Note:** Originally lured by the food dire rats now permanently house here. Allow the the “gnaw marks” hint to settle in. If not they're surprised by dire rats.
- **Encounter:** Dire rats.
- **Trap:** Some storage boxes are rigged with explosives to punish thieves.
- **Story:** Lost recipe ingredients; rye, wheat and chips of white oak.

### C. STORAGE CACHE.

A secret cache built to hide and disappear finished product.

- **Challenge:** Search, add a bonus if they found “*the letter home*”.
- **Treasure:** 9 bottles of Dwarven Moonshine.

### D. BOILER ROOM

An ingenious design leading the boiled mixture's vapor via copper pipes through the snow. Returning both vapor and snow to their liquid form yielding the legendary liquor and crystal clear fresh water for the next brew.

- **Treasure:** Glass flasks, vials, timber, flint and steel.
- **Trap:** Starting the still will spread a toxic gas in the room causing visitors to hallucinate.

### E. DESK

Find a part of the recipe and a diary in the desk.

- **Story:** Lost recipe ingredients; Mashed barley, corn and rye.
- **Story:** A diary “24th day of high winter: I suspect Grayback of stealing bottles or at least secretly finishing them way too quickly. Which would explain him hearing and seeing things. I'll fire him tonight.”

### F. SLEEPING QUARTERS.

Find a letter searching the beds.

- **The letter home:** “I had it with Windcoat. He thinks himself a real head brewer. Keeping mint in the water to brew moonshine. Simply ridiculous! Luckily I'm only one bottle short. All neatly stored behind the storage crates as you proposed. Love, Grayback”
- **Story:** Lost recipe ingredient; mint water.

### G. WATER RECOVERY CAVE

Mint leaves (part of the lost recipe) and expensive brewing equipment held firmly in its icy grasp.

- **Treasure:** A crystal tasters glass.
- **Story:** Lost recipe ingredient; mint water.
- **Story:** Restarting the still will cause it to melt, yielding its secrets.

### SOLUTION: THE LONG LOST RECIPE

The solution/solvent: Distill minted water with mashed barley, corn, rye, wheat and chips of white oak.

- **Foreshadowing:** Talk of a legendary beverage produced illegally.
- **Bait:** Recovering a long lost legendary recipe.

## CREDITS:

[Worldbuilding.io](#) [Twitter](#), [Instagram](#) [Website](#)

**Tooling:** [Home brewery](#) - [Natural Crit](#)

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