



# **SANDERSON DISTILLERY**

**ADVENTURES BY JOE BANNER**

# SANDERSON DISTILLERY

*The old distillery looms against the afternoon sky, all grey brickwork. A bitter scent of decades of coffee refining lingers on your nose, with hints of something sweeter coming from the renovated entrance. Old women and young families linger, snacking on expensive sweetcakes from the new cafe and trying to ignore the scruffy unemployed scavenging nearby.*

*When the distillery was sold, it's factories were mothballed. Dozens of workers lost their jobs. The new owners partially converted the building; the new cafe and museum is generally agreed to overpriced and underwhelming.*

*But there are opportunities here too. The old owners have questions, and need someone smart to find their answers. While desperate fools scrounge through piles of rubbish, the savvy plan to infiltrate the old complex to find better treasures inside. And you've heard the new owner is looking for able-bodied men and women to protect his new interests, though details are mysteriously absent.*

## THE FACTS: SANDERSON DISTILLERY

The Sandersons distilled coffee in this factory for many years. Recently, they were bought out by one Nathan Shrubbs, for a suspiciously reasonable price. (Legal negotiations continue in the courts.) Nathan bequeathed the purchase to his young son, Dextrous, who turned the whole thing into a gaudy, unpopular museum and café.

Keen to make his own fortune by any means, Dextrous has taken to using the facilities to refine illegal drugs by night.

### **Why might the players be involved?**

- You've snuck in after hours, believing it abandoned.
- The previous owners have asked you to find some dirt on the new owners.
- You owe the old janitor a favour, and he's not allowed back in.
- You've been hired as guards or workers and may be feeling like you've bitten off more than you can chew.
- You went "off-tour" and discovered something you shouldn't.

# AREAS

**A kitschy cafe/restaurant**, playing classical music on a loop (think Bioshock Infinite). The food is overpriced and poor quality. The adjoining kitchen is filthy. The cooks aren't paid properly, and are never allowed to work overtime.

**An overpriced gift shop.** Sells metal miniature replicas of the distillery; pencils, a book detailing the distillery's recent history (written in the new owner's favour - see *the tour*.) The shop servers are just the waiters from the cafe pulling a double-shift; they too aren't allowed to be in the building after dark.

**The tour**, complete with multi-lingual audio options (including Chalcedoni, Mirkasian and Umbertoan. At least one of these is poorly-translated.) The tour lasts 2 hours and paints the new owners in a positive light while downplaying the former owners.

**The distillery**, smelling strongly of coffee and behind that, a dense, sweeter smell. In each of the five rooms stands a 20-foot tall metal vat, formerly used for storing the beans. Vats can be entered (there's a safety catch on the inside in case of emergency.) A sluice at the bottom of each vat leads to the drains below.

At night, there's a 3-in-6 chance of any vat (and at least 2 of the five) being used to boil a cocktail of resins into hard drugs. These operations usually run through to about 5am, where the vats are drained and cleaned in time for the morning workers.

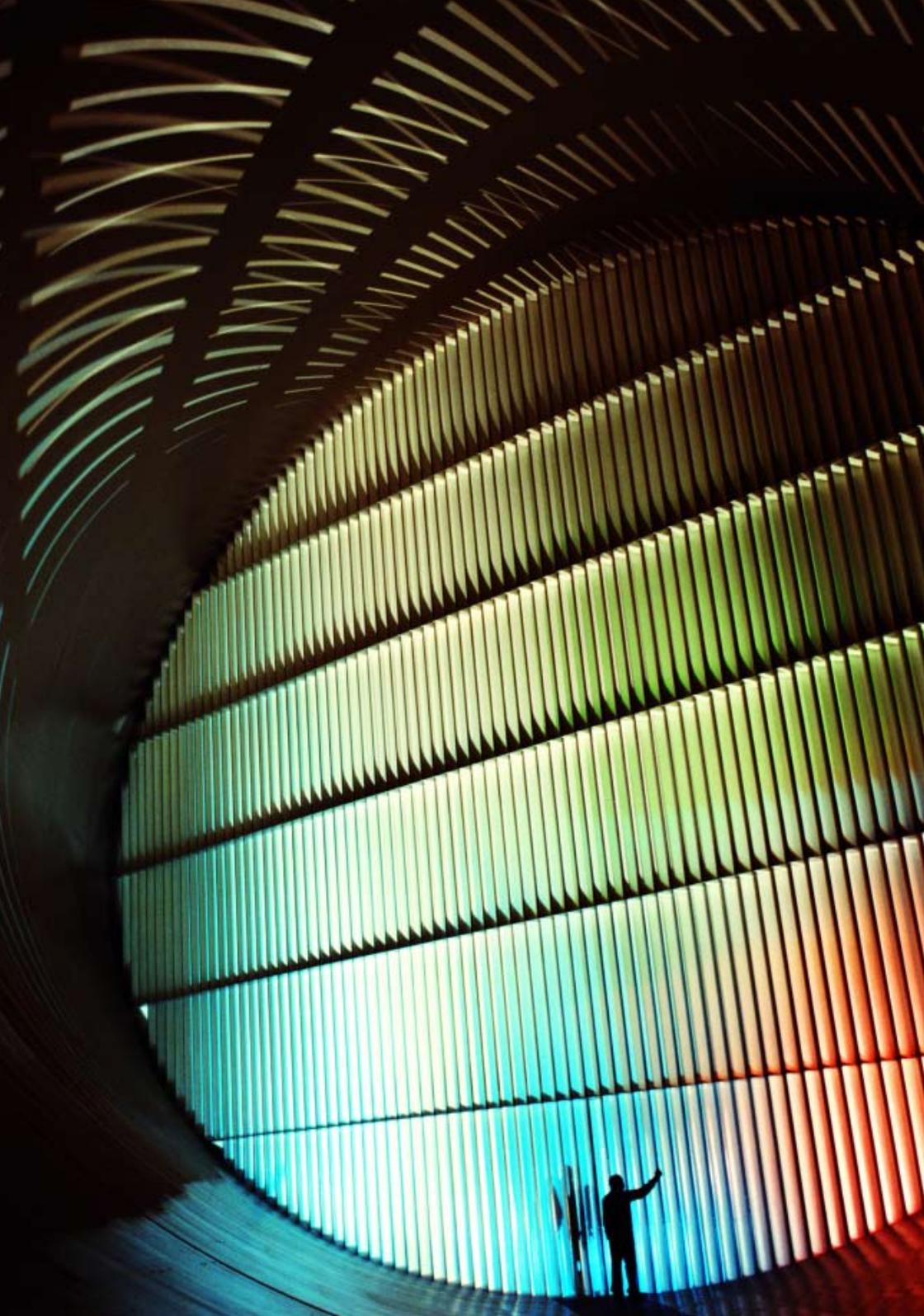
A skeleton staff of workers and a few hired goons guard the area by day; at night, there might be dozens of workers and guards. They all want to keep their work a secret.

**The office**, an executive suite lavishly furnished. It smells of decades of coffee and cigars; a faint hint of drugs might also be sniffed by the perceptive. A bottle of expensive brandy is on the counter, and a sturdy safe is hidden under the desk.

The desk is cluttered with business documents as well as flyers and matchbooks from a range of dubious bars. There's a fully-loaded pistol and a measure of hard drugs (1 dust) in a hidden drawer.

By day, there's a 4-in-6 chance Dextrous will be taking care of business. At night there's a 1-in-6 chance he's still working or has brought a tweaked-out prostitute back here to take some drugs and have sex.

**The drains**, leading from each of the vats to the cities' sewage system. If you research the



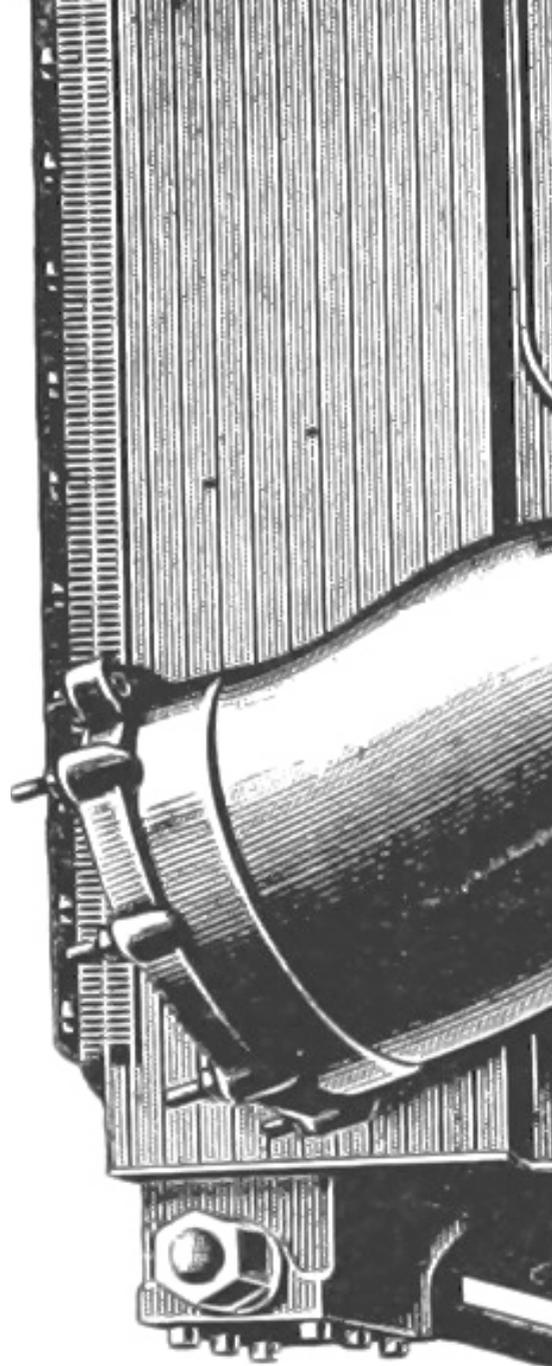
building plans, you might realise you can sneak into the distillery by climbing up the drains into one of the old vats.

Two things that aren't on the plans, though: there's a 3-in-6 chance any drain is now being used, spilling a wave of boiling hot drug resin runoff into the sewers every minute or so; and the drug runoff has attracted a number of rats, who've gotten a little twitchy from eating all the runoff.

**The Sewers** are a foetid, unwelcome place at the best of times. The homeless have been living in this area for years, and many of them don't take visitors gladly.

Thanks to the distilleries' closure there's more drifters here than ever, many of which have wound up in a state of permanent stupor or frenzy from the drug-laced vapours spilling from the drains.

The largest entrance to the sewers is via the canals. Several tenants of the canal-side workhouse (including *Manny Bumley*) might offer more information.



# INDIVIDUALS



**DEXTROUS SHRUBB** is using the distillery to secretly refine a lot of drugs. Wants to keep his involvement a secret, but make a ton of money.

*If attacked:* Dextrous will attempt to maim rather than kill, so he can interrogate them later.

*If attacked while tripping:* Dextrous will shoot to kill, believe he is surrounded by bloated rats with tiny swan's wings, and will no longer listen to reason or persuasion.

**BLUNT TRAUMA**, a former wrestler-turned goon in Dextrous' employ. Doesn't think so good and has no sense of smell or taste, but is good for dealing with 'little troubles'.

**NATHAN SHRUBB** wants to maintain his legacy and has coddled Dextrous for most of his life. He's frequently in court seeing to any number of legal disputes (many of which he's guilty of, but he has a very good legal team.)

If he learns of Dextrous' drug peddling, he'll publically thank the PCs for their involvement, then pay them to stay silent (or have them killed if he doesn't think that will work) then proceed to take over the distillery to ensure his 'idiot son' doesn't get the family into trouble.

**FARLEY BROWN** is a historian and old friend of Dextrous from school. He wrote the guidebook and distillery tour. He knows a lot about the Sandersons and the Shrubbs, and suspects (but can't, or won't prove) his old friend is up to no good after hours.

If pressed, he may even sort-of admit the Shrubbs bamboozled the Sandersons out of their fortune - but not in a way that holds up in court. Despite claims of favouritism, he's very proud of the work he's put into the distillery, and frequently gives the tour himself.

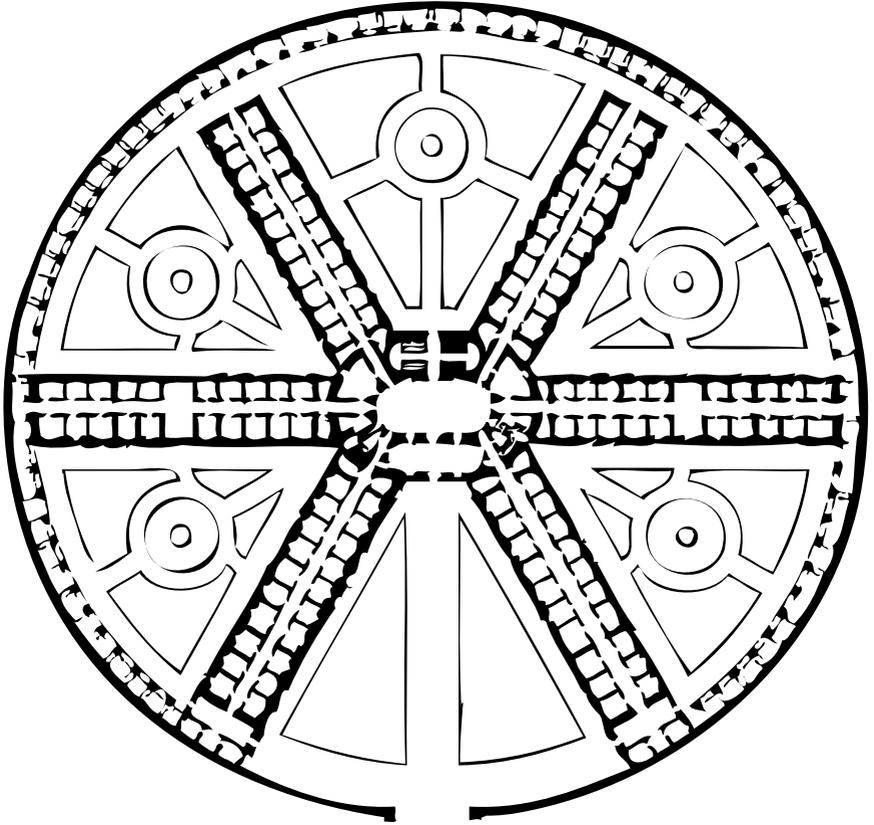
**SANDRA SANDERSON** is the sole heir of her family's estate. She wants the Shrubbs to pay for the distillery in full. In addition to her frequent court visits, she may hire the PCs discreetly to investigate Dextrous' operations.

If she learns of Dextrous' dealings, she'll go very public with the knowledge. In the short term, this may put Dextrous out of business and weaken the Shrubbs name, but after a long and bitter legal dispute the Shrubbs family will most likely find a way to make something like this 'go away'. In the meantime they'll put a price on Sanderson's head.

**MANIFOLD BUMLEY** (Manny to his friends) was janitor to the distillery for 30 years. He's been let go now, and makes a pittance in the canalside workhouse. Most think he's mad when he talks about the *things he's seen*,

## REWARDS

- On any worker or goon, 5-in-6 chance of one or more of: knives, clubs, tongs, and purses of coin;
- On any drifter, 1-in-6 chance of some coin or stolen trinket.
- On any beast, 3-in-6 chance of an intact hide (the council will pay a bounty on any monstrous rats dispatched.) Also, 1-in-6 chance of: traces of etheric dust, magical vapours, evidence of magical corruption (silver eyes, azure claws, etc.)
- In any vat or on a worker, 2-in-6 chance of a rare oil sample (used for refinement, fuel, and maintenance.)
- On any worker, 1-in-6 chance of arcanic or essential dusts (gunpowder, catalysts, or drug samples);
- In Dextrous' safe: one man's earring with a ruby stud, more drugs, an ornate dagger and a bar of silver.



## SOME INTERESTING CHARACTERS

<b>D#</b>	<b>Name</b>	<b>Interest</b>	<b>Weapon</b>
1	Duke	Notorious womaniser	Fists (wrapped in leather)
2	Hamish	Drink	Bottle
3	Fantridge	Likes climbing	Fist-spike
4	Erven	Deserted the army	Army pistol (empty)
5	Marta	In debt to someone	Whip
6	Andernach	Good eyesight	Two-handed hammer
7	Mallord	Good breeding	Woodman's axe
8	Raf	From out-of-town	Obscure sword
9	Tully	Qualified chemist	Gaseous bomb
10	Moe	Can't take a joke	Crossbow
11	Belmont	Never left this district	Wooden mallet
12	Almeda	Owens a boat	Harpoon gun



# BESTIARIES

## INTO THE ODD

### **Dextrous Shrub**

*DEX 17 (d6+2 damage.)*

### **Hired Goons**

*STR 12 (d6+1 damage.)*

### **“Blunt Trauma”, Goon Boss**

*STR 15 (d6+2 damage.)*

### **Drug Workers**

*STR 8 (d3+1 damage.)*

### **Rat Swarm**

*DEX 14 (d6+1 damage.)*

### **Twitchy drifers**

*STR 14, 4 HP (d6 damage)*

*Unless noted otherwise, Roll 3d6 to define attributes. HP is equal to half starting STR.*

## DUNGEON WORLD

### **Dextrous Shrub**

*Solitary, Intelligent  
(d10 damage) Reach, Near  
12 HP 1 Armor*

### **Hired Goons**

*Group, Organised  
(d8 damage) Close  
3 HP*

### **“Blunt Trauma”, Goon Boss**

*Solitary, Organised  
(d10 damage) Close  
5 HP 1 Armor*

### **Drug Workers**

*Horde, Intelligent  
(d4 damage) Close  
3 HP*

### **Rat Swarm**

*Group, Arcane  
(d8 damage) Close  
12 HP*

### **Twitchy drifers**

*Horde, Intelligent  
(d6 damage) Close  
3 HP*

# QUICK-START RULES

## ROLLING DICE

**When you attempt something risky**, roll 2d6 and add an attribute modifier. (The GM will describe the risks before you roll, and pick which attribute to use.)

A 10+ means it happens, without complication. A 7-9 means it happens, but not quite as you would have hoped. A 6- means you mark experience and the GM describes what happens next (you're probably not going to like it.)

### Dungeon World

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## MAKING A CHARACTER

**You have a name:** perhaps Aventail, Bascinet, Morion or Schynbald.

**You have six attributes:** STrength, DEXterity, CONstitution, INTelligence, WISdom and CHARisma. Each has a score and a modifier. Assign these scores to your stats, in whichever order you like: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1).

**You start with hit points** equal to your constitution +6 (usually, at least 14.)

**You deal D6 damage.** You start with an old blade and shortbow, a handful of arrows (3 ammo's worth) and leather armour (+1 armour.) You also start with 5 *rations*, 5 *adventuring gear* and coin equal to your charisma +6.

**You have an alignment.** If you fulfil your alignment at least once per game, you get bonus experience at the end. Pick one of the following statements to describe your alignment:

- *"I will defend those weaker than me."*
- *"I will defeat a worthy opponent."*
- *"I will spur others to significant, unplanned decisive action."*

**Finally, you have a homeland.** Or if you prefer, you don't, and you get this move:

*At the start of a session, the GM will ask you about your homeland: why you left, or what you left behind. If you answer, mark XP.*

# A WORLD IN CONFLICT



*The world is an ever-changing thing. Today's monsters are tomorrow's trophies; nations rise and fall, and no king rules forever. But never forget the actions of a single adventurer may one day change the fates of nations.*

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Several decades ago the mountain gnomes sought asylum in the hinterlands of **Mirkasa**, home of backwards farmhands and devout templars. While gnomish technology and pious discipline have made this nation greater, threats from beyond and within continue to harass it's people.

*If you grew up in Mirkasa, then when you are struck by lightning or magical force, hold 1. Spend hold, one-for-one, to deal +hold damage.*

When an army from Chalcedon invaded the **Green Scar**, the entire island nation rose up to drive them out. But despite their best efforts, the rainforests burned. Most of the land's former glory is lost; the land's magic has been all but exhausted and many of it's gods are dead.

*If you survived the burning of the Green Scar, you start with FAITH equal to your wisdom. You may spend 1 faith at any time to turn a 6- result into a 7. Faith cannot be recovered; when it reaches 0, what remains of your gods is lost with it.*

The sands of **Umberto** are brutal, mysterious and beautiful. It's said there are more ancient terrors beneath the sands than anywhere else in the world, and it's people are constantly vigilant against suspicion from without and demonic incursions from within.

*If you grew up in Umberto, you count as a "place of power" for the purposes of the move Ritual. Be warned: taking full advantage of this may risk your physical, mental or spiritual well-being.*

**Chalcedon** was a green and pleasant land, now in the midst of an industrial revolution. Fog-shrouded factories sprawl across the landscape, spewing raw etherium into the atmosphere. Foppish nobles bicker over politics and status, while the downtrodden mutated workforce plot revolution.

*If you grew up in Chalcedon, then choose an element: earth, wind, fire or water. You are resistant to the harmful effects of that element, but weaker to it's opposite.*

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