

SAMPLE ADVENTURE

3-GUNS &

THE BIG STEAL



3-Guns &
the Big Steal

A Bank Robbery in the Wild West

This Tephra adventure is designed as a quick (2-3 hour) adventure for a group of wandering heroes. It's best suited for 3-5 players at 1st level.

Background

Inside the town called Douglass City, a gang lead by the infamous "3-Guns Charlie" has seized the Trust Bank and is robbing the vault. It's taken a couple hours to get into the vault, so people are well aware of what's going on. Members of his gang patrol the road outside, well armed and making sure nobody interferes. The town's lone sheriff is currently holed up in his office with his young deputy, nursing some wounds inflicted by the gang.

Overview

The goal of this game is to introduce people to the rules and experience a bit of roleplaying and strategic thinking.

The first combat is a simple one, with the heroes being pitted against a gang of gunfighters outside of the bank.

The second combat is much more complex. A mad scientist with a amethrower-wielding automaton is inside the bank, and he's using all of the bank employees as human shields. The players will have to either deal with the threats separately or immediately go for the scientist who is controlling the automaton at the risk of hurting the hostages.

The third combat will involve them going down under the bank, to the vault, where 3-Guns Charlie is just getting the vault door open. 3-Guns Charlie is an elite gunman with two mechanical arms. He'll use the vault layout to his advantage and attempt to gun down the heroes.

After the adventure, the surviving heroes will be treated well by the town and will be rewarded kindly, unless of course they failed to protect the hostages...

INTRODUCTION

You've reached Douglass City, a town not hardly large enough to warrant being called a city. It's a dusty, dry day, and the air is blurred from heat rising off the dirt. The town is little more than a single dusty street lined with wooden buildings. There's a small crowd gathering off to the side of one of the buildings and a handful of rough, armed men walking up and down the street.

Looks like trouble.

The Town

The crowd is gathering behind the sheriff's office, and his back door is open. Fearful townspeople cycle in and out. The sheriff is inside, an older gentleman named Thomas Gallagher. He sits idly at his desk, blaming his inaction on the agony of the "crippling wounds" inflicted upon him by the outlaws.

He has a sole deputy named Card, a man who is only 16 and barely worth his salt in a fight. He is a bit presumptuous, however, and scoffs at the sheriff's excuses, eagerly whispering to the party that he was only barely grazed and is simply too afraid to stand up to the gunmen.

Also in the office is the Trust Bank Chairman, a man named Hollace Estherbrook. He's a middle-aged man with a strong moustache and dark hair. He talks smart and holds his chin high. He asks for their help, though does not immediately offer a reward. If pressed, he'll offer them 25 princes each, plus 10 princes per outlaw they take out (per hero). With a good argument or a tier 3 cunning result, he could be talked up to 50 princes each, "but not a single mark more!"

Written by Daniel Burrow, Revised by Tim Bedard
Illustrations by Victor Helton. Maps by Daniel Burrow



Copyright 2015 Daniel Burrow, Cracked Monocle.

This adventure is designed for Tephra: the Steampunk RPG using the Clockwork System.

This adventure may be printed for personal use. Maps are included after the adventure and may be copied for personal use.

