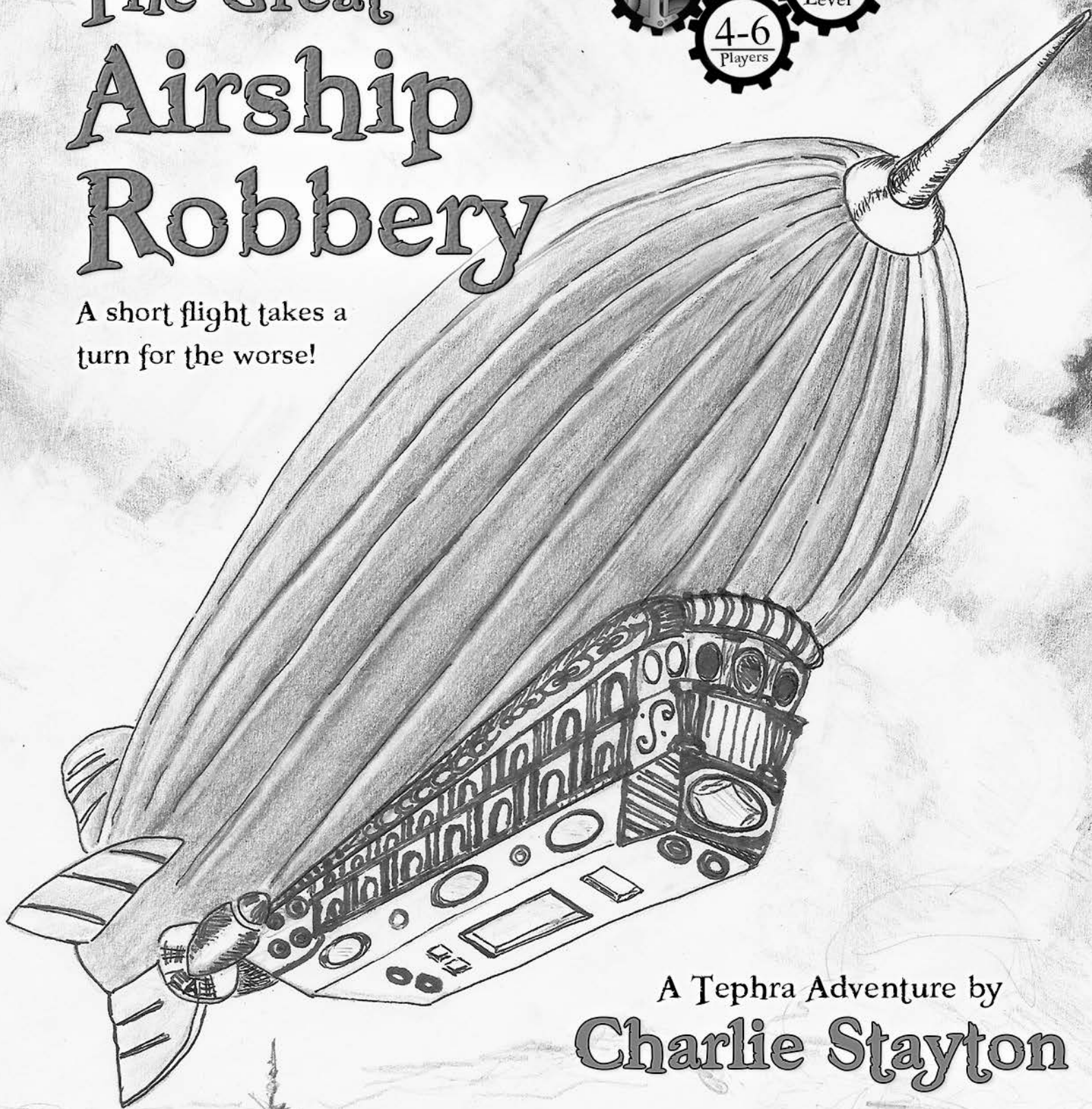


The Great Airship Robbery

A short flight takes a
turn for the worse!



A Tephra Adventure by
Charlie Stayton

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The Great Airship Robbery is an adventure for **TEPHRA: THE STEAMPUNK RPG** using the Clockwork System. It contains write-ups, maps, non-player characters, and all the information you need to run this adventure aside from the **PLAYING GUIDE** (of which, one **PLAYING GUIDE** per player is recommended for ease of use at the table).

This Tephra adventure was designed as a four to five hour adventure for level 1 characters. It is best suited for a party of 4 to 6 adventurers. It takes place aboard the airship *Intrepid*. Adventurers should be reminded that a fall from this height is more-than-likely fatal, and the dangers of firing off projectile weapons aboard a flying airship shouldn't be left unstated. It is suggested that you—our narrator—read through the entire adventure prior to running the adventure so you can be familiar with the NPCs, plots, and locations, (although this is not necessary in a pinch).



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 RPG** using the Clockwork System.
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The Briefing

This is information that the players should have. Feel free to read or paraphrase this briefing to them:



Talk on the street and in the papers is that the Trust has lost a lot of money by having some of their cargo aboard airships fall victim to burglaries. The working class, however, believes this is a stunt to allow Trust banks to raise interest rates on their loans. Whether it's true or not, you and your fellow adventurers have learned it could be worth traveling to the city of New Welthayus in the hope of taking lucrative security positions for the Trust.

New Welthayus is not only home to the current headquarters of the Trust, it is also in the middle of a massive economic revolution. There are innumerable jobs for qualified gentlemen and gentlewomen such as yourselves. The trip is irrefutably an excellent move for any group looking to burgeon their estate.

Luckily for you, the Airship Intrepid has open births in its steerage class. After putting a few princes in the right hands, you and your friends have found yourselves on your way to New Welthayus.

Overview

The Trust occasionally uses airship lines to transport large amounts of rare materials and payrolls. One such airshipping fleet is Brown Dog Lines, started by Phineas Trowlbridge Wellington. The line has often been used by the Trust, and so far Brown Dog Lines has been reliable.

That all changed a couple weeks ago. Two of the airships were attacked and the Trust's cargo was taken. Because of this, the Trust has hired members of the LaVrey National Detective Agency to guard their cargo. These LaVreys are not identified and could be anyone on the airship, but adventurers can use a cunning roll to determine that Cornelius Materson, a dull-looking elf, is the LaVrey on board the *Intrepid*. (See "Who's on Board - in Coach" for information on that cunning roll.)

The adventurers have decided to take an airship to New Welthayus in the hope of finding some much needed work. They unfortunately—or fortunately, depending on how you look at it—have picked the airship that is the robbers' next target. Unbeknownst to the adventurers, the other passengers, and most of the crew, this airship is carrying a large quantity of gold bullion headed for the Trust vaults.

When the action starts, the adventurers will be called upon by a conductor to help stop the robbery. First the adventurers will be confronting some of the bandits in the passenger compartment. Here the adventurers must stop the robbers and protect the passengers from death or injuries.

Once they are finished there, then it will become clear that another group of robbers are on board and in the baggage area of the airship.

If the adventurers up to this point have not identified the LaVrey agent, it will become clear as they get close to the baggage area; they will find Cornelius in a heated gun battle with the robbers. The adventurers are called upon again to assist the agent and stop the robbers.

When the fight is over, depending on the adventurers' actions, they might be awarded two different story awards and receive payment from the LaVrey agent for their help.

The LaVreys

Founded by Jordana LaVrey, the LaVrey National Detective Agency has become known as the foremost security force for hire in Evangless, as well as the largest. Primarily employed and stationed in western Evangless by the bankers and the railway companies, the LaVreys are composed of security personnel from all walks of life. The organization incorporates everything from mustered-out specialists from the Evanglessian army to contracted mercenaries.

From riding shotgun across unfinished stretches of rail to guarding cargo on its way through the worst of the lawless wilds, the LaVreys have earned a name for themselves as the best (and most) bang for your buck outside of the big city. Many bandits will outright abandon a job if signs of the LaVreys are about. Their reputation has earned as many enemies as it has potential business, however, as many times bandits will attack a LaVrey-warded target simply to test their mettle against the LaVrey reputation.

Adventure Hooks

A Little Extra Money Never Hurts

Prior to their boarding the *Intrepid*, the adventurers heard the rumors about the robberies occurring on airships chartered by the Trust, and some of them have come across articles in local papers advertising the Trust's search for extra protection on its interests in Evangless. All those wanting to apply are required to travel to the Trust headquarters in New Welthayus.

This would be a good chance for the adventurers to get their names out there for future endeavors, and it never hurts to have the Trust on your side or signing your pay-checks.

A Favorite Uncle

One of the adventurer's favorite uncles passed away a few weeks prior. The adventurer has received a letter from the Trust stating that they are the sole heir to his estate and that they must travel to New Welthayus for the reading of the will and to sign documents for the inheritance. After the trip when the adventurers arrives in New Welthayus they will be given the inheritance from the late uncle. It adds a sum of 5 princes and two well-worn walking canes to the rewards for completing this adventure.

An Easy Job

Before ever purchasing their tickets for their voyage to New Welthayus, the adventurers were approached by a distinguished member of the gentry, Lord Mordecai Winkworth Creaven III, who—recognizing them as adventures—would like them to escort his cargo aboard the *Intrepid*. He knows nothing of the robberies and just wants to make sure his cargo makes it to New Welthayus safely. He will offer them 10 princes apiece and pay for their tickets in steerage.

If the adventurers push as to what the cargo is, Lord Creaven will simply state it's important business papers going to the main Trust offices. If they push for better accommodations he will tell them he'd rather have them by the baggage compartment.

Just Bad Luck

The adventurers find themselves aboard the *Intrepid* as passengers by pure luck. They know nothing about the robberies or the cargo. This hook could be used during another saga or as filler between adventures while the adventurers are traveling.

Who's on Board - in Coach

Berakus Braceman is a gnomish engineer traveling to New Welthayus hoping that the Trust will buy a new kind of lock he's developing.

Cornelius Matterson is an elfen man dressed in worn business attire. He is secretly the LaVrey agent assigned to keep the gold protected. Any adventurer doing a cunning roll has a chance of marking Cornelius as the LaVrey agent.

- ① You don't notice anything strange about the elf
- ② The elf seems to be watching your group and making eye contact with Alushias Farinton, should the latter man come down from First Class.*
- ③ It's apparent that the elf is some type of officer, as he is carrying a concealed weapon.
- ④ You notice that the elf is wearing a LaVrey Badge on his belt and is carrying a concealed weapon. You noticed earlier he was talking to Alushias Farinton.*

Galbian Flaus is an ayodin trader going to New Welthayus in the hopes of getting a loan from the Trust to expand his business and influence.

Riley O'Bannon is a rough looking human miner made good. He's headed to deposit his earnings at the Trust bank in New Welthayus.

Sgt. Michael Connaly is a human military attaché assigned to Captain Daniel.*

Maxwell S. Berrigan is a human gambler trying to find the next big card game.

* See "Who's On Board: First Class" for details on Alushias Farinton and Captain Marcellus Arnold Daniel.

Background

The adventure begins with the adventurers boarding the airship *Intrepid*. The adventurers will be escorted by one of the stewards below decks to the steerage area. Once there, the adventurers are told that they may freely roam the steerage and coach-class decks but are not allowed on the first-class deck area. Adventurers will also be asked to keep all projectile weapons in their cabins at all times for safety reasons.

After settling in to their cabins, the adventurers will notice some interesting things about steerage. If they walk down toward the engine compartment they will notice that they become almost weightless due to the graviton sphere being used to help lift the ship. The adventurers will notice that even in their berths they can still hear the constant mechanical working of the steam engines that run the thrust propellers. The crew quarters are also in steerage. The crew, both here and throughout the *Intrepid*, are friendly and happy to show off their ship. The crew is willing to give tours of the ship to all areas except for the engine compartment and baggage, both of which are off-limits except to members of the crew with proper security credentials.

When the adventurers move up to coach, they will notice a much nicer arrangement of berths, including more room, a lounge, and gallery area along the sides of the deck. There is also the distinct lack of engine noise, which makes for a more pleasing atmosphere. Here the adventurers will meet most of the passengers and can mingle at the lounge.

Should any of the adventurers wander to the stairs leading to first-class, the steward will politely ask them to return to steerage or coach class and remind them that, for them, the first-class section is off-limits (see the information under *Coach*, page 7).

While the adventurers spend time in the coach lounge, they will be kept under the watchful eye of Cornelius Matterson, the LaVrey agent. He is an imposing elf with little sense of humor. He trusts no one, especially adventurers, and will keep an eye on them.

Depending on where the adventurers are, they may not immediately see the robbers when the attack on the *Intrepid* first begins. A cunning roll of tier 2 or higher will allow an adventurer to notice something amiss. The robbers will attempt to flank the passengers of the ship by coming in from two sides: the rear captain's gallery and the coach gallery. The robbers will use grappling hooks fired from their flying steam-powered "horses" to pull alongside the ship and then board.

Five of the robbers will burst into the coach gallery before heading towards the first class deck, robbing any passengers they encounter along the way. The other five will enter through the airship's cockpit, better known as the captain's gallery. They take the *Intrepid*'s captain hostage, planning to release him once they've finished robbing the area. Afterwards, they will make their way to the baggage compartment to retrieve their real target: the gold bullion.

As soon as Cornelius realizes something is wrong, he will head straight to the baggage area to secure the gold. This will happen immediately if he spots the robbers outside the window during their initial approach in the sky.

Once the attack has begun, any adventurers who haven't already joined the fight to protect the *Intrepid* will be approached by one of the stewards for help. Now it's up to them to try and stop the robbery.

Who's on Board - First-Class

Alexis Farinton is a young human woman traveling for the first time. She is the daughter of a Trust regulator by the name of Alushias Farinton.

Alushias Farinton is a human Trust regulator sent here by his superiors to keep an eye on the gold being transported. He is also the over-protective father of Alexis Farinton.

Marina Terrington is a female farishtaa heading out to Dalvozzea via New Welthayus.

Captain Marcellus Arnold Daniel is a human military officer from the capital at Aldamiir headed to Fort Malson.

Sir H. Doolsy Pole is a distant cousin of the Evanglessian royal line. He is traveling in an attempt to make a name for himself.

Doctor Gideon L. Muskell is a human doctor who is currently working for the Trust branch in Razule.

The Intrepid

The Intrepid

The pride of Brown Dog Lines!

Welcome aboard the *Intrepid*! Whether staying in one of our luxurious first-class cabins or using our comfortable and practicable coach and steerage accommodations, you will find your stay aboard the *Intrepid* to be both pleasing and relaxing. Let our crew and automaton auto-pilot take the stress of travel away. While aboard, make sure you enjoy our lounge and dining area, and should you need anything please ask one of our friendly stewards.

Enjoy your trip aboard Brown Dog Lines and let us take the worry out of travel.

Steerage



As you look around this small deck, one thing becomes apparent: it's not made for comfort. The berths here are both utilitarian and practical; no space wasted. The other noticeable trait of this area is the constant noise of the engines. Whether at rest or running, there is a constant sound coming from the nearby engine room.

The steerage deck contains the heart of the vessel. Engineering is located close by at the aft of this deck. This is where the steam-engines and the graviton sphere are located. The other areas on this deck are the crew's quarters, steerage passenger quarters, and access to baggage compartment. Although this area is plain and compacted, it is very clean. The only real drawback to this area is the constant noise of the engines. Any adventurer coming within 10 feet of the engineering door will notice a definite change in their weight due to the graviton sphere. They won't lift off the floor per say, but they may feel a tad light-headed.



BROWN DOG LINES

Coach



The coach area is much nicer than the Steerage deck. It contains a dining area for steerage and coach passengers alike. Running along the sides of the coach deck is a gallery that allows passengers to relax and watch the view. Rooms are a little larger than steerage: they have an actual bed instead of the pull down bunk. There is a smoking lounge and bar on this deck.

The coach area is larger and has some of the comforts not afforded to steerage, primarily a lounge and bar. This area is open to steerage passengers and is also where their meals are served. While still somewhat streamlined, this deck is very tastefully decorated and designed for comfort. There are two stairways on this deck: one which leads to the steerage deck area, the other leading to first-class. Any adventurer approaching first-class will be asked for their first-class ticket. If they can't produce one, they will be politely but firmly advised of the *Intrepid's* strict policy: first-class is off-limits except to first-class passengers. However, adventurers can try several ways to obtain entry to first class, including talking or bribing the attendant, pick-pocketing the ticket off another first-class passenger, or forging a fake ticket to sneak their way in. All of these attempts require a tier 2 or better success.

First Class



Where the steerage and coach decks were both about simplicity and comfort, this exclusive deck is purely about opulence and luxury. Heavy carpets cover the floor, fine paintings adorn the heavy-paneled and ornately-carved walls and the cabins are spacious. Individual booths are set in the first-class dining area. Two private sitting rooms with libraries are in front of the dining area. The ceiling is domed, its sides made of large glass panes to allow a beautiful skyward view for the passengers.

This deck area is truly stunning. From its imported Tordryoni carpets to its finely carved paneling from the woods of Dalvozzea, any who see it are overwhelmed. There are only six cabins on this deck and each is a full suite. The dining area is made for privacy with booths. Food can be ordered here any time of the day. The sitting rooms are spacious and offer a wonderful view out of the glass bay window installed in each. A wooden stairway leads to the coach deck. Far from the noise of the engines and further dampened by its heavy carpeting, the first-class deck has almost a library feeling about it.

Captain of the *Intrepid*:

Captain Horatio Nelson Tennenbalm

The captain is a large man, standing almost 6'5". He is imposing in his uniform and can found on the bridge or often sitting with his crew in steerage class. If he is forced, he will take dinner with the passengers, but he much prefers the company of his men. His most notable feature beside his size is his large handle bar mustache that connects to his mutton chops that run up to a large mop of gray hair.

He refuses to carry a weapon and, while airborne, can be found with a spyglass almost always in his hand.



Day 1

The adventurers are going to have a little downtime before the first attack begins. This is a perfect time to introduce some of the NPCs to the adventurers, or maybe have one of the crew give them a tour of the ship. The tour can even include the first-class area with a few dukes dropped in the right hands.

Here are some things the adventurers can do:

Get a Tour

If adventurers ask the crew for a tour, they are happy to show them around. They will be reminded that first-class and the engineering area are off-limits. While on tour, the adventurers can meet some of the NPCs. See the “Who’s on Board” sidebars for information on who they might run into.

Adventurers who want a free tour of first-class must attain a tier 2 brute or cunning result to successfully intimidate or persuade the crew, respectively.

No amount of intimidation or cunning will allow them into engineering as such a foray is a hanging offense for the crew.

Talking at the Bar

If the any of the adventurers decide to have a drink at the bar, they can hear some interesting conversations going on with a tier 2 or higher cunning roll.

- ★ “I saw armed men loading several crates, wonder what it was?”
- ★ “I heard that there is a Trust Regulator on board. Would love to talk to him!”
- ★ “So I was thinking of upgrading my ticket to first-class. By my understanding, all you have to do is talk to the captain. If there is an opening up there, he can get you the upgraded ticket for a prince!”
- ★ “My aunt told me that the Brown Dog Lines could lose their contract with the Trust!”
- ★ “I heard one of the crew members saying that a passenger is an agent from the LaVreys. How exciting! Blessed Mother forbid something happen while we’re aloft, but I would love to see a LaVrey detective in action!”
- ★ “The crew always joke that the bar staff keep a couple of shotguns behind the bar. You think it’s true?”

Invited to the Captain's Table

The captain of the *Intrepid* is a man who believes in being close to his crew. He often will have dinner with his crew in the steerage dining area. On the first night he will offer the adventurers to have dinner with him and the crew. Adventurers can take this opportunity to ask the captain about upgrading to first-class if they so choose.

Play in a Game

The adventurers can be invited to play a game of dice with Maxwell S. Berrigan. The adventurers can buy into his game at 5 dukes apiece and play high die with him.

Maxwell has an uncanny knack for winning die rolls. Let the adventurers win the first three plays and Maxwell will pay out to all. Then, after the third roll, Maxwell will receive a +4 to all his rolls. Any adventurer doing a cunning roll and receiving a tier 3 will notice it appears he has changed his dice—these new ones are weighted. If confronted, he will plead that he didn’t know his dice weren’t true. He will then offer to make good on his bets. If the adventurers push him, he will offer them information about the other passengers aboard.

There could be one other NPC of your choosing in the game. After the third hand, this extra gambler will payout and leave.

Maxwell S. Berrigan

Race: Human
Level: 1st AP: 3
HP: 28 Wounds: 12
Priority: +4 Speed: 20 feet

Guard

Basic Clothing (minimal textile armor)

Eva: +2 Def: +1
Soak: 1 | 2 | 3 | 4

Attacks

Pocket Pistol (2 AP, 0 AP to ready)

Acc: +1 Range: 50 feet
Damage: 2 | 4 | 8 | 12

Skills

Ace: +1
Agility: +3
Expertise: +2
Marksmanship: +1
Resilience: +4
Shamanism: +1

Attributes

Brute: +3
Cunning: +2
Dexterity: +6
Spirit: +2
Sciences: +0

Reference

Specialties: Sleight of Hand

Equipment: Pocket pistol (light metal firearm), basic clothing (minimal textile armor)



The Lost Dragoons of the 7th

During the Evanglessian Civil War, many military units became legend in the constant struggle of Militarists against Royalists. One unit in-particular was the 7th Dragoons of the 4th Division. A militarist unit commanded by Lt. Col. Horace Filch, the unit was one of many dragoon units, but the 7th was special. Within its ranks was a gnomish scientist by the name of Anketin Barnwell Hoban. While many cavalry units during the war were using steam-powered conveyance that combined both horse and vehicle, Hoban decided to take it a step further. He designed a steam-powered stead that—using an aether infused engine with a small graviton sphere—could allow the horse-like vehicle to fly.

The effect was instantaneous; the 7th became a unit to be feared. The technology allowed them move to anywhere. They became military raiders and were devastating to some of the Royalist airships. This made the unit a high-profile target to the royalist's high command.

The royalist command set a trap to catch the 7th in the mountainous canyons outside of Rykon. They leaked a rumor that a large supply train would be headed to Razule from the ports of Celldamar. The trap was sprung when the 7th attacked the train. A royalist division was waiting for them in the cars, and chain guns and disrupters tore into the Dragoon unit. To the credit of the 7th, the train was wrecked and many from the royalist unit were killed.

When the smoke cleared and the wreckage was inspected, it was believed that the entire unit of the 7th had been destroyed, even though many of the bodies were mangled beyond recognition.

What the royalist didn't know was that Lt. Col. Filch and at least twenty of his men survived. To survive and prosper, many of them remain as the Dragoons of the 7th, striking on airships and robbing the Trust.



Unexpected Guests

Encounter #1

Depending on where the adventurers are at the time of the robbery, you can choose which of the following sections to read. This first encounter should take place the second day of the voyage.

Worth
2
experience

Read or paraphrase the following if the adventurers are in the steerage area:



While resting in your cabins trying to ignore the constant drumming of the engines, you hear a noise you did not expect and cannot identify. When you enter the walkway from your cabin you can hear what appears to be some type of commotion coming from the deck above. As you investigate, you can now see what appears to be smoke coming down the stairway from the dining area above. A steward comes running down the steps yelling about an attack!

Read or paraphrase the following if the adventurers are in the coach area:



While enjoying a pleasant day in the coach lounge, you hear a gasp and then a scream come from the gnome, Berakus Braceman. Turning in his direction, you see what appear to be 5 men on brass mechanical horses that are “galloping” alongside the galleries of the airship with the aid of graviton spheres and thrusters. While you watch transfixed at the site, one throws what looks like a grenade at the window. Within seconds a loud explosion rings in your ears as the windows to the gallery explode in.

As soon as the windows blow in, the raiders will throw another grenade into the gallery that will release a massive cloud of smoke. While the smoke fills the room they will launch grappling hooks from their mounts and jump in through the gallery windows, setting their mounts on autopilot to keep pace with the ship. As the smoke clears, the adventurers will see three men standing with their faces covered and their weapons drawn. Two more are headed up the stairs toward first-class, and the steward lays unconscious on the floor. Another steward will turn toward the adventurers and implore them to do something.

If the adventurers make a move, the large human in a brown duster and large hat will raise his weapons and say:



“Ladies and gentlemen this is a robbery, if you would be so kind to hand over your valuables and don’t do anything stupid we will be moving on shortly.”

This large fellow has a corporal’s badge on and seems to be leading the other dragoons.

If the adventurers comply, the robbers will make true their word. One of the raiders will pull out a burlap bag and begin making his way among the passengers, taking anything that looks valuable. When he reaches Sgt. Connaly, the sergeant will attack him and draw a weapon he had hidden. All hell will break loose at this point and the other two robbers will move to take cover behind the bar.

If the adventurers attack, the robbers will take cover and begin to fight. While the fighting is going on, Sgt. Connaly will call out to the adventurers to protect the civilians. The fight will continue until either the adventurers are wounded and Sgt. Connaly is dead or the raiders are neutralized. If any of the adventurers decide to check, they will notice that Agent Matterson is gone.

The Attackers

It’s obvious to all that these are not normal bandits. These men—by their dress and military precision—lead to the understanding that they all served during the late Evangless Civil War.

If any of the adventurers question them about their uniforms or their military bearing, the robbers will ignore their questions and continue to move among the passengers collecting valuables.

The simple fact is the soldiers don’t really want to hurt the passengers, but they have very little patience for anyone standing in the way of them completing their mission. They will especially have no qualms about shooting anyone in a royalist uniform.

Dragoons of the 7th Brigade

Dragoons

Race: Human
 Level: 1st AP: 3
 HP: 30 Wounds: 12
 Priority: +4 Speed: 25 feet

Guard

Cuirass (medium metal armor)

Eva: -2 Def: +1
 Soak: 3 | 6 | 9 | 12

Attacks

Rifle (2 AP, 0 AP to ready)

Acc: +1 Range: 200 feet
 Damage: 6 | 12 | 18 | 24

Knife (2 AP)

Acc: +1 Stk: +0
 Damage: 4 | 8 | 12 | 16

Skills

Ace: +1
 Agility: +2
 Expertise: +2
 Marksmanship: +1
 Resilience: +3
 Shamanism: +1

Attributes

Brute: +3
 Cunning: +2
 Dexterity: +4
 Spirit: +1
 Sciences: +0

Reference

Specialties: Quick-Mount

Equipment: Rifle (heavy metal firearm), knife (light metal melee weapon), cuirass (medium metal armor)

Dragoon Corporal

Race: Human
 Level: 3rd AP: 3
 HP: 50 Wounds: 13
 Priority: +8 Speed: 25 feet

Guard

Cuirass (medium metal armor)

Eva: -1 Def: +3
 Soak: 3 | 6 | 9 | 12

Attacks

Rifle (2 AP, 0 AP to ready)

Acc: +3 Range: 200 feet
 Damage: 6 | 12 | 18 | 24

Knife (2 AP)

Acc: +3 Stk: +1
 Damage: 4 | 8 | 12 | 16

Skills

Ace: +1
 Agility: +4
 Expertise: +3
 Marksmanship: +1
 Resilience: +7
 Shamanism: +2

Attributes

Brute: +7
 Cunning: +3
 Dexterity: +6
 Spirit: +2
 Sciences: +0

Reference

Specialties: Snap Reload

Equipment: Rifle (heavy metal firearm), knife (light metal melee weapon), cuirass (medium metal armor)



Sgt. Michael Connaly

Race: Human

Level: 3rd AP: 3

HP: 50 Wounds: 13

Priority: +8 Speed: 20 feet

Guard

Wool Uniform Tunic (*minimal textile armor*)

Eva: +1 Def: +3

Soak: 1 | 2 | 3 | 4

Attacks

Pistol (2 AP, 0 AP to ready)

Acc: +3 Range: 100 feet

Damage: 4 | 8 | 12 | 16

Cutlass (2 AP)

Acc: +3 Stk: +1

Damage: 6 | 12 | 18 | 24

Skills

Ace: +1

Agility: +4

Expertise: +3

Marksmanship: +1

Resilience: +7

Shamanism: +2

Attributes

Brute: +7

Cunning: +3

Dexterity: +6

Spirit: +2

Sciences: +0

Reference

Specialties: Snap Reload

Equipment: Pistol (*medium metal firearm*), cutlass (*medium metal melee weapon*), wool uniform tunic (*minimal textile armor*)

Sgt. Michael Connaly is a career military man who believes in his unit and the royal line. A veteran of the Evanglessian Civil War, he served on many campaign with Captain M. A. Daniel. He is completely loyal to his captain. Standing just under 6' and with a barrel chest full of medals, when he's in the scarlet-red tunic of the house guards he is an impressive man with a high military bearing. He wears his pistol at his side at all times. His face shows the signs of a scar he received on campaign outside of Razule.

Conclusion

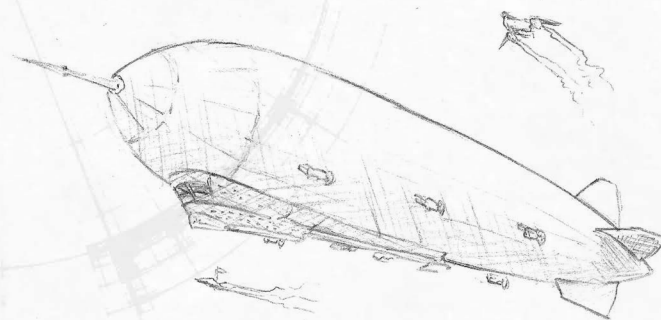
As the fight progresses, if the adventurers are doing well and begin to get the upper hand the Dragoons of the 7th will begin a fighting retreat toward the stairs leading to first-class. Their hope is to meet up with the other two members of their unit for support.

If the adventurers are losing, the soldiers will try to just subdue them and tell them to stand down. The Dragoons have no quarrel with them and just want to be on their way.

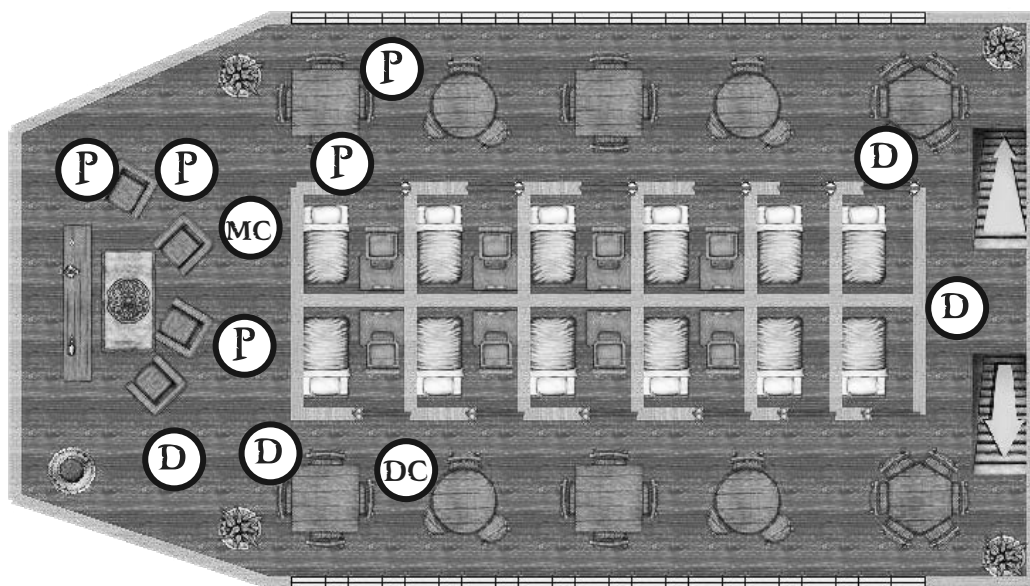
If the adventurers flat out win, they will hear a scream coming from the direction of first-class. This should entice them to continue on up to assist the other passengers. (If this doesn't get the adventurers' attention, remind them that this may be their only chance to see first-class.)



As you begin to recover from the fight at hand, from above in the first-class deck you hear the scream of a young girl. She then yells out "Father! They've killed my father!"



Unexpected Guests - Map



Encounter Notes

- ✧ All of the robbers appear to be wearing old militarist uniforms from the Evanglessian Civil War.
- ✧ The human standing closest to the bar with the duster appears to be in charge of this small group and is referred to as corporal. This man is the dragoon corporal.
- ✧ All of the robbers are wearing the same military patch: a horse's head inside a gear with a red 7 overlayed on the horse.
- ✧ After combat breaks out, the two dragoons closest to the stairs will run toward first-class.
- ✧ All furniture except chairs are bolted and cannot be moved.
- ✧ The bar is made of thick, heavy wood and provides medium cover (+6 to evade). The lounge chairs are heavy leather and provide light cover (+4 to evade).
- ✧ Each cabin has a bed, chair, writing desk, and fold-down wash basin and toilet.
- ✧ The last two cabins on both sides are for the stewards and do not have a chair or writing desk.

P - Passenger
MC - Sgt. Micheal Connaly
D - Dragoons
DC - Dragoon Corporal

Amenities of 1st-Class

Encounter #2

If the adventurers are fighting their way up the stairs, read or paraphrase the following:



Fighting your way up the stairs, the raiders continue to lay down fire as they retreat. Finally making your way to the top of the stairs, a scene of chaos and combat meets your eyes.

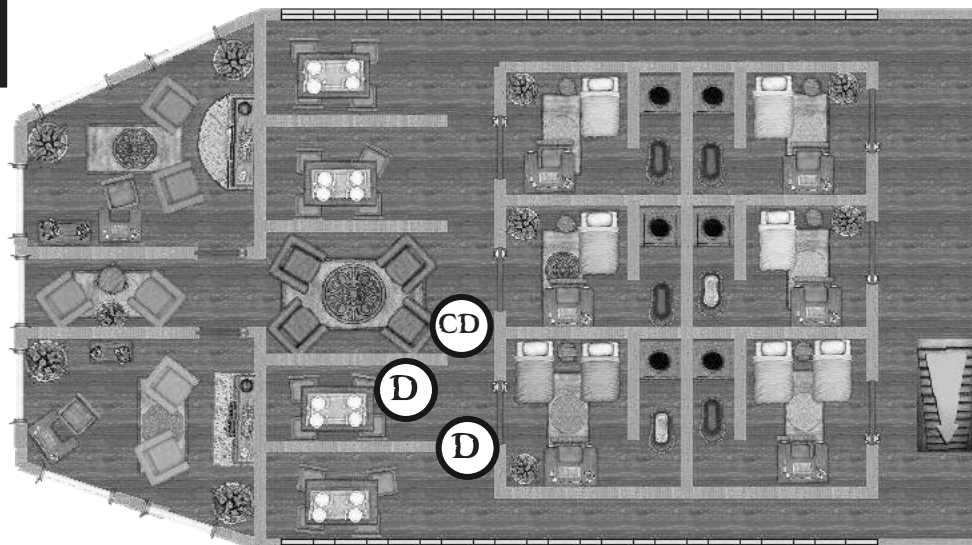
If the adventurers are responding to the cries from Alexis, read or paraphrase the following:



Rushing to respond to the cries you hear, you arrive at the top landing of the stairs. A scene of chaos and combat meets your eyes.

Amenities of 1st-Class - Map

D - Dragoons
CD - Captain Daniel



- ✳ Just like in couch, all furniture is bolted down except for the chairs.
- ✳ There are two types of cabins: one with a single queen-sized bed and one with two queen beds. All cabins have toilet, bath, and writing desk with chair.
- ✳ The dining booths are large enough for four people and the tables are made from heavy wood.
- ✳ The reading rooms contain a fireplace, chairs, and writing desk with bookcase.
- ✳ The smoking lounge has chairs and a large hookah to share.
- ✳ The observation seating is narrow, just big enough for a couple of chairs to look out over the front of the ship.

When the adventurers reach enter First Class, they will see several things going on. Captain Marcellus Arnold Daniel is in a heated saber duel with one of the raiders. Second, Alushias Farinton is laying in the lap of his daughter Alexis and appears to be unconscious or dead. Bending over him is Doctor Gideon L. Muskell, trying to treat his wounds. Lastly, Marina Terrington and Sir H. Doolsy Pole look on with disgust and fear respectively.

Worth
1
experience

The remaining raiders will put up the best fight they can. When only two raiders are left, one will run, grabbing Alexis, and throw a grenade at the windows, blowing them out. He then will take a whistle from his neck, blowing it while making his way toward the broken window. His Hoban Horse will appear as he jumps out of the window with Alexis in his arms and lands on the mechanical flying horse to make his escape. If the other raiders are still present, they will follow suit as their horses appear.

Conclusion

When the fight ends—either by defeating the Dragons or by their escape—the adventurers will have only a moment to check on the passengers on this level. The good doctor will inform them that Alushias is only unconscious and not dead, and Captain Daniel states that he is also okay. While the adventurers are recovering from this latest foray, another surprise will occur: the ship will be rocked by an explosion coming from below in steerage.



Taking a moment to try and gather your wits and check on the passengers, suddenly the ship is rocked by an explosion from below and more gunfire can be heard from down the stairwell. Captain Daniel looks at your group and yells, “Go! I will secure this area and keep the passengers safe! Go, now!”

If the adventurers managed to stop the kidnapping of Alexis, she will stay with her father. Captain Daniel informs the adventurers that he will stay behind to make sure all is safe on this deck.

Captain Marcellus Arnold Daniel

Race: Human
Level: 5th AP: 4
HP: 71 Wounds: 13
Priority: +11 Speed: 20 feet

Guard

Wool Uniform Tunic (*minimal textile armor*)

Eva: +1 Def: +4
Soak: 1 | 2 | 3 | 4

Attacks

Rifle (2 AP, 0 AP to ready)

Acc: +4 Range: 100 feet
Damage: 4 | 8 | 12 | 16

Cutlass (2 AP)

Acc: +4 Stk: +2
Damage: 6 | 12 | 18 | 24

Skills

Ace: +1
Agility: +6
Expertise: +5
Marksmanship: +1
Resilience: +11
Shamanism: +2

Attributes

Brute: +11
Cunning: +5
Dexterity: +8
Spirit: +2
Sciences: +0

Reference

Specialties: Snap Reload

Equipment: Pistol (*medium metal firearm*), cutlass (*medium metal melee weapon*), wool uniform tunic (*minimal textile armor*)

Captain Marcellus Arnold Daniel, an officer of the Royal House Guards and minor nobility of Evangless, was born into a military family. Members of the Daniel family have served in almost every military engagement since Evangless's founding. Marcellus was the first son of three in the family and was expected to continue the family military tradition. At 10, he was sent to the Evangless Military Academy where he was given his military education and given a command as a lieutenant on the outskirts of Bael. During the civil war, he was named captain. As a man who believes that the war could have been avoided and who puts the lives of his men first, his morals have likely cost him any further promotion.

Captain Daniel cuts a fine figure for a military officer: his uniform is always strikingly clean and pressed, and he's never without his pistol or saber. He wears the scarlet tunic of the House Guards with a white sash signifying his family title. He also wears knee-high officer boots and the gold spurs won by his father during the Hurricane Wars. He sports a fashionably-large mustache and the side-chops that many Evanglessian officers prefer to wear today.

All that Glitters is Gold

Encounter #3

As the adventurers head down the stairway, they will see smoke and gunfire coming from the steerage deck. Arriving at the bottom of the stairway, they can see that the elf, Cornelius Matterson, has taken position behind the dining table. He is in a desperate gunfight with several more raiders. Past him toward the bridge, the adventurers can see that the doors to the baggage area have been blown open and two of the raiders are busy loading saddlebags.

Worth
3
experience



Arriving at the bottom of the stairway landing, you see the elf from coach—Cornelius Matterson—in a heated gun fight with more robbers. He is trying to fight his way toward the baggage area that has been blown open, and you can see two more robbers filling saddlebags.

This is team #2 of the Dragoons to hit the airship. While the others were attacking the upper decks, these raiders attacked the bridge, coming in through the windows. They then knocked the captain, the first officer, and some of the crew out with gas grenades, and blew open the doors to the baggage area and began to load up the gold.

If the adventurers join in the fight, they can help Cornelius fight off the other five robbers. This second set of robbers is after their true target: the gold bullion of the Trust in the baggage area. The Dragoons have split into two teams: two of them are loading up the saddlebags the other three are holding off Cornelius. One of the robbers at the door to the entrance of the bridge is wearing a militarist sergeant's uniform. The other four are just standard dragoons (see page 11).

Once the adventurers join the fight, the sergeant will give orders for the two soldiers in baggage to hurry up, and he will have the other two dragoons make their way out of the bridge to support him. If the adventurers and Cornelius begin to get the upper hand, he will order the dragoons to take what they can and begin a fighting retreat.

They will try to take as much gold as they can into their saddlebags and retreat to their Hoban horses that are flying outside of the bridge windows.

Conclusion

Once the fight is over on the steerage deck, either by the adventurers beating the raiders or the raiders retreating, the adventurers will be able to revive the captain and crew. If Cornelius is still alive, he will thank the adventurers for their help and show them his badge. As the adventurers are talking to the crew and Agent Cornelius, some of the other passengers will begin to come down the steps.



As you talk to the crew and Cornelius, you see Alushias Farinton and Captain Daniel approach you from the stairs. Alushias is wearing a bandage around his head but appears no worse for the wear. Behind them, the good Dr. Muskell begins to check the crew and captain for further injuries.

Dragoon Sergeant

Race: Human

Level: 5th AP: 4

HP: 71 Wounds: 13

Priority: +11 Speed: 25 feet

Guard

Cuirass (medium metal armor)

Eva: -1 Def: +4

Soak: 3 | 6 | 9 | 12

Attacks

Rifle (2 AP, 0 AP to ready)

Acc: +4 Range: 200 feet

Damage: 6 | 12 | 18 | 24

Knife (2 AP)

Acc: +4 Stk: +2

Damage: 4 | 8 | 12 | 16

Skills

Ace: +1

Agility: +6

Expertise: +5

Marksmanship: +1

Resilience: +11

Shamanism: +2

Attributes

Brute: +11

Cunning: +5

Dexterity: +8

Spirit: +2

Sciences: +0

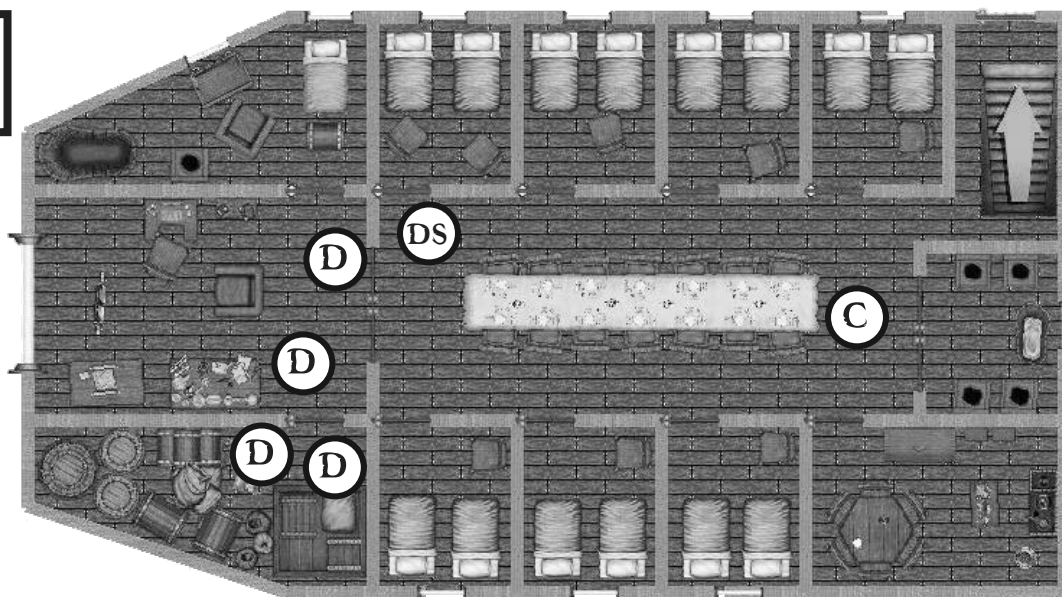
Reference

Specialties: Quick-Mount, Snap Reload

Equipment: Rifle (heavy metal firearm), knife (light metal melee weapon), cuirass (medium metal armor)

All that Glitters is Gold - Map

D - Dragoon
DS - Dragoon Sergeant
C - Cornelius



- ✳ The door to the bridge is open and the adventurers can see the damage done to the baggage area
- ✳ All of the furniture, aside from chairs, are bolted to the ground
- ✳ The cabins each have two beds and chairs
- ✳ The dining table is made of heavy wood and provides light cover (+4 to evade)
- ✳ The door leading to engineering is locked and has been bolted from the inside by the engineering team when they heard the first explosion
- ✳ The adventurers' rooms are the three closest to the stairs



Cornelius Matterson

Race: Elf
Level: 1st AP: 3
HP: 34 Wounds: 12
Priority: +4 Speed: 30 feet

Guard

Leather Duster (*light textile armor*)

Eva: -1 Def: +3
Soak: 2 | 4 | 6 | 8

Attacks

Pistol (2 AP, 0 AP to ready)

Acc: +1 Range: 100 feet
Damage: 4 | 8 | 12 | 16

Knife (2 AP)

Acc: +2 Stk: +2
Damage: 4 | 8 | 12 | 16

Skills

Ace: +1
Agility: +2
Expertise: +2
Marksmanship: +1
Resilience: +3
Shamanism: +1

Attributes

Brute: +5
Cunning: +2
Dexterity: +4
Spirit: +1
Sciences: +0

Reference

Specialties: Snap Reload

Equipment: Pistol (*medium metal firearm*), knife (*light metal melee weapon*), leather duster (*light textile armor*)

Cornelius Matterson is a large and imposing elf. He spent much of his younger life in the mines, eventually working his way up to foreman. Getting the attention of his supervisors for his hard work and—more importantly—his trustworthiness, he was eventually hired on by the LaVreys.

He stands almost 7 feet tall and is always found in his brown suit, thick duster, and aging bowler. He carries his sidearm in a shoulder holster under his jacket and his badge on his large brown belt. Aside from his size, his most telling trait is his lack of shoes. A quiet, almost reserved elf also makes him an exception to his race.

Alushias Farinton

Race: Human
Level: 2nd AP: 3
HP: 40 Wounds: 12
Priority: +6 Speed: 20 feet

Guard

Frock Coat (*minimum textile armor*)

Eva: -2 Def: +2
Soak: 1 | 2 | 3 | 4

Attacks

Pocket Pistol (2 AP, 0 AP to ready)

Acc: +2 Range: 50 feet
Damage: 2 | 4 | 6 | 8

Knife (2 AP)

Acc: +2 Stk: +1
Damage: 4 | 8 | 12 | 16

Special Actions

Appraisal

Once per item per downtime, Alushias can appraise a valuable item. With a tier one result, he can guess nearly the exact market value of the item. With higher tier results, he can determine a more exact value, rare information on the piece, and who would be the most likely to want to buy it.

Skills

Ace: +1
Agility: +3
Expertise: +2
Marksmanship: +1
Resilience: +5
Shamanism: +2

Attributes

Brute: +5
Cunning: +2
Dexterity: +5
Spirit: +2
Sciences: +0

Reference

Specialties: Appraisal

Equipment: Pocket Pistol (*light metal firearm*), knife (*light metal melee weapon*), frock coat (*minimal textile armor*)

Alushias Farinton is exactly what you would expect from a Trust Regulator. He is always impeccably dressed in his grey pinstripe suit, frock coat, and gold double watch chain. The only protection he carries with him on a regular bases is his gold-tip cane. Rarely seen smiling, he is a man who takes things seriously, especially anything involving himself. His one true love in his life is his only daughter, Alexis Farinton, a girl he cannot refuse anything to. He is extremely protective of her and hopes to one day teach her the finer aspects of Trust Regulation.

Conclusion

Outcome #1 – Stopped the Kidnapping & Robbery

If the adventurers were able to prevent the kidnapping of Alushias's daughter and at least some of the gold from being taken, Alushias will be very appreciative and advises them that he will make sure they are justly compensated when they arrive in New Welthayus.



Alushias approaches you and Cornelius. He is a little unstable on his feet but appears to be okay. As he looks you over, he extends his hand to the closest member of your group, and in a tired but strong voice he states, "Your actions here today will not go unnoticed. I cannot tell you how appreciative I am both as a father and a regulator for the Trust. When we arrive in New Welthayus, I will make sure you are duly compensated for your actions."

Outcome #2 – Stopped the Robbery

If Alexis was kidnapped but the adventurers were able to save at least some of the gold, Alushias is still appreciative for the adventurers' help. However, his concern for his daughter overrides his concern for the gold.



Alushias approaches you and Cornelius, a look of pained concern and determination upon his face. Extending his hand to the closest member of your group, in a sad voice he states, "Your actions today will not go untold. When we arrive in New Welthayus, I will make sure you are duly compensated for your actions."

Outcome #3 – Nothing Prevented

If Alexis was kidnapped and the gold was taken from the airship, Alushias is beside himself with rage and is looking for a scapegoat to place the blame on.



Alushias approaches you and Cornelius a look of anger and frustration on his face. He points a finger at your group and growls at you. "Just what did you think you were doing, interfering where professionals should have been involved? I will make sure when we arrive in New Welthayus that the Trust authorities will be notified of your meddling!"

Finishing up the Flight

The Intrepid will be able to continue its journey toward New Welthayus. The telegrapher aboard has sent out a distress call and now two Evangless escort ships fly along with her. The crew has been able to do some minor repairs and passengers are asked to remain in their cabins as much as possible.

The adventurers will be told by the captain about the gold bullion payload that was being transported to the Trust main offices. If the adventurers ask questions of the captain or Cornelius, they will find them more-than-willing to share information with them, even if the adventurers failed in preventing the kidnapping and gold heist.

Cunning Roll

Some of the information that could be given is as follows:

- 1 We were given a gold payload to take to the Trust main branch.
- 2 The gold was heading for the Trust main branch and no one should have known.
- 3 The gold was heading for the Trust main vaults. No one was supposed to know about it except the captain, Cornelius, and the Trust.
- 4 The gold was heading for the Trust main vaults. No one knew about it except the captain, Cornelius and the Trust. The raiders that attacked couldn't have known unless someone from inside tipped them off.

There's a lot; they won't notice a little gone!

If the characters decide to help themselves to any of the gold, if it's left, it would be advised to remind them that this is marked Trust gold bullion and it would not be a good idea to have the Trust as an enemy. If they continue to push the idea, you can tell the adventurers that it is most likely all leaving the ship will be searched, and it would be a bad thing to be caught with Trust gold.

Arriving in New Welthayus

When the adventurers arrive in New Welthayus, they will be escorted to the main branch office of the Trust. There they will meet one of the head regulators. He will address them according to the previous outcomes.



Your party is placed into a carriage after landing at the New Welthayus airship port. After a ride through the bustling streets, you are brought before a large regal building made of marble and glass. Escorted up to the third floor and led into a lavish office, you are asked to make yourselves comfortable.

The adventurers don't have long to wait. In just a little while, a rather large man dressed in a very fine suit with a large gold double-watch chain on his vest enters the area. He walks across the room and squeezes his large mass behind his ornate desk and—lighting a cigar—begins to address the adventurers.

For Outcome #1:



"Your actions aboard the Intrepid were extraordinary; on behalf of the Trust I am here to show our appreciation for your help in this unfortunate matter. We have decided to award each of you with 30 princes and would like to keep all of your information should we need your rather unique skills again."

For Outcome #2:



"Your actions aboard the Intrepid were exceptional; on behalf of the Trust I am here to show our appreciation for your help in this unfortunate matter. We have decided to award each of you with 20 princes and—at the request of Alushias Farinton—would like to keep your information so he may contact you at some point."

For Outcome #3:



"I have been advised by Alushia Farinton that your actions aboard the Intrepid led to the kidnapping of his daughter and the lost of gold bullion belonging to the Trust. However I have also spoken with the captain, crew, and Agent Cornelius, so I now have a different picture. After meeting with the trustees, we have decided to award each of you 10 princes for your actions, and I would like to keep your information so we may contact you later, if need be."

Story Rewards

Anybody who completes this adventure with either Outcome #1 or #2 gains this story:

HERO OF THE SKY

Due to your actions on the airship, the Trust has become grateful to you and your party. From now on, while flying on an airship owned or operated by the Trust, you will receive free coach-class tickets.

Anybody who completes this adventure with Outcome #3 gains this story:

BUMBLING AMATEUR

Because of your reckless actions, the Trust regulators have heard rumors about you and don't put much faith behind you. For at least some time, Trust regulators will be a bit suspicious of you. You take a -2 on cunning rolls when trying to have interpersonal relations with any Trust regulators.

The Hoban Horse

The Hoban Horse, designed for the 7th Dragoons during the Evanglessian Civil War, was a marvel of technology for its time. Designed by Anketin Barnwell Hoban, this convenience was a steam-powered flying mount designed for his Dragoon unit in order to allow them the ability to attack not only targets on the ground, but to also raid and harass targets in the air.

This mount is primarily designed to give the rider the feeling of riding a normal horse. Hoban's idea was that if it looked like a real horse and acted like real horse, his unit would have few new skills to learn. This worked well for the unit, and they quickly adapted to the Hoban Horses.

The primary technology of the Hoban Horse was the use of a small graviton sphere in each mount, hence why only one unit was able to use these mounts. Hoban allegedly came across a quarry of graviton spheres, although skeptics doubt that the man just happened upon thousands of small baseball-sized graviton spheres. With the death of Hoban at the battle of Rykon Pass, the location was lost to history.

For propulsion, the Hoban Horse uses an aether-infused thrust device that allows it to move vertically and side-to-side in any direction with small thrust jets on the flanks of the horse. When adjusting the speed throttle on the horse, the rider can freely activate the horse's power thrusters to exceed its maximum movement speed per turn by up to 200 feet. However, the horse will take one point of wounds damage per turn when using its power thrusters.

Hoban placed a bio-flux essence-reader into each of his "horses." With these devices installed, no other person could ride the mount except for those whose genetic print were encrypted into the essence-reader's memory banks. In addition, Hoban included an audio receptor that would allow each rider to recall his mount with a special whistle of his design. A simple clockwork analytical engine installed in the horse is all that is required for the horse to home in on the whistle's location and fly straight towards it. With the use of their installed grappling-hooks, the horses can easily maintain pace with any airship they latch themselves to.

To this day, scientists still don't know how Hoban designed the Hoban Horse. Rumors hold that he used lost technology of the once continent-wide Haudi empire, while others claim he found one of the legendary vaults of the Lords Hazard, which held the rough blueprints. The validity of these claims is as circumspect as the history of Hoban himself.

The Hoban Horse

Sell Price:

₧ 8000*

Mq. III Auto - Maximum of 300 feet per turn

Aerial Propulsion

Built-In Grappling Hooks

Essence Scanner

Lift Mq. II (vertical movement at 40 feet per turn)

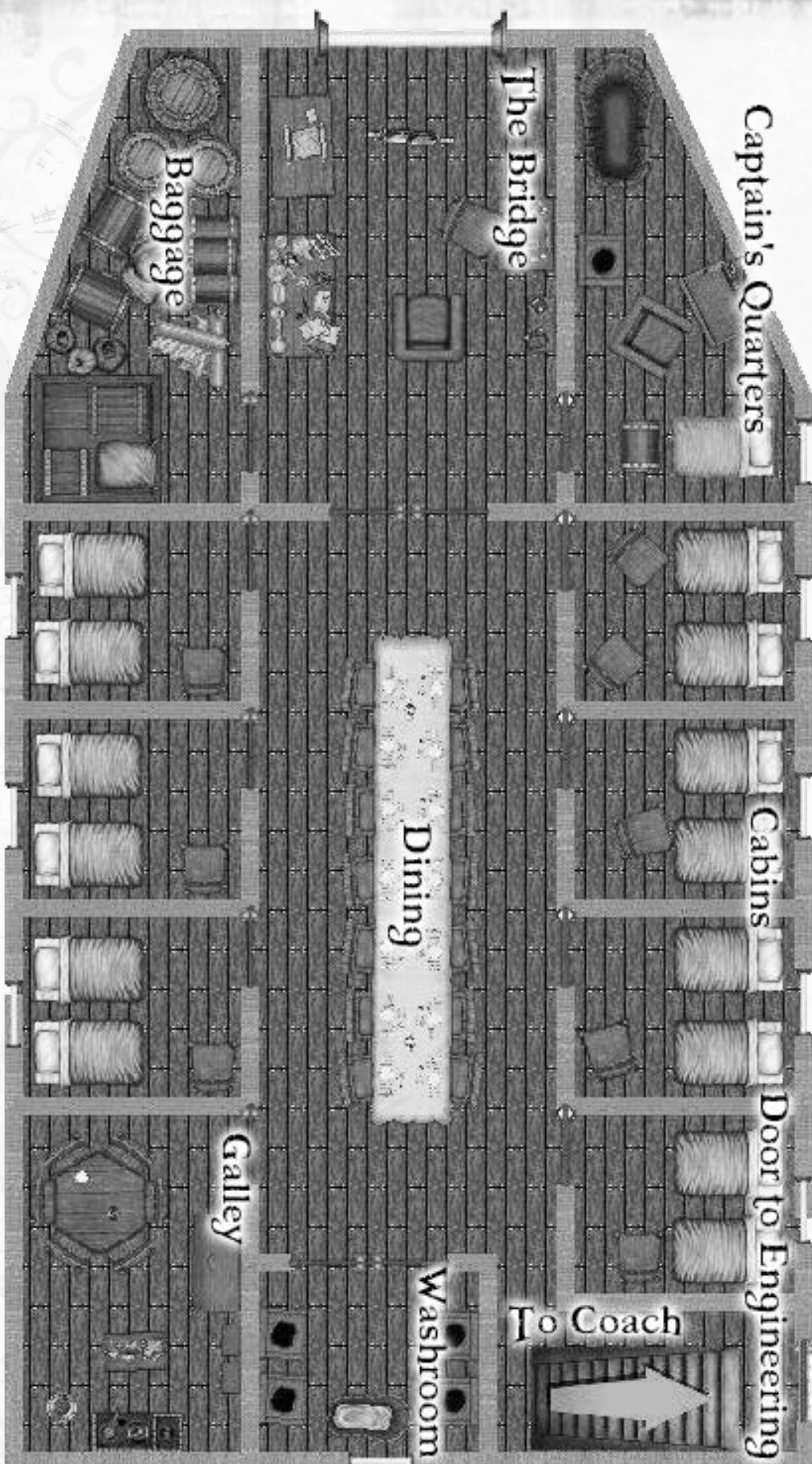
Power Thrusters Mq. II (adding 200 feet per turn while activated)

Side Thrusters Mq. II (for 1 AP reflexively, the horse can move 40 feet to a side)

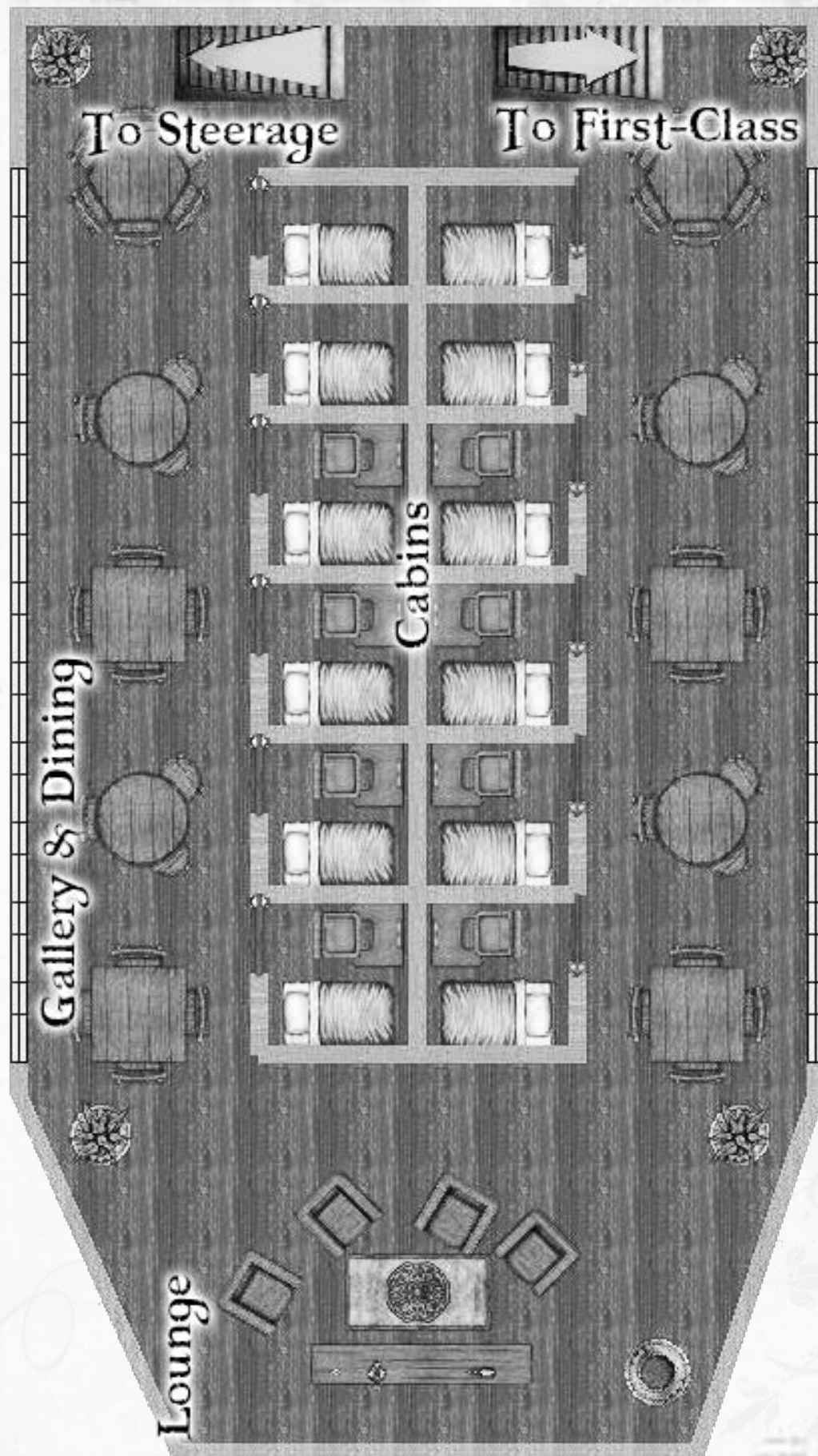
**Because of the unusual and rare nature of the Hoban Horse, they aren't very useful to most people. They can truly only be used for parts normally (which could still sell for ₧ 1600), though a collector might be willing to pay the full price for one.*



Steerage Deck



Coach Deck



First-Class

