

The Airship Graveyard

Roughing it through a junkyard & fighting off mutants - all in a day's work.

This Tephra adventure is designed as a quick (3-4 hour) adventure for a group of wandering heroes. It's best suited for 4-5 players at first level.

Overview

The Airship Graveyard is an adventure that takes your adventuring group into a small junkyard called the "Rust Bucket." Nicknamed the Airship Graveyard by the locals in the area, the junkyard hosts the wreckage of a wide variety of airships and ironbirds. Most - if not all - of the ships have been gutted of anything useful, though many of the airship hulls are still intact.

Inside the airship graveyard, the group will be met with aggression from a group of bio-fluxed mercenaries working for a deranged scientist named Doctor Lucius Creery, though most of the mercenaries there just call him Creery. Creery has made the abandoned junkyard a home for his experiments - experiments that would land him a life imprisonment if the law caught him tampering with people as he is. The party will fight their way through, defeating the abominations and exploring the junkyard until finally reaching Creery, but he's not going down easy.

The adventure will start with a pretty simple ambush at the front of the junkyard and a little exploration that leads into a bigger fight out in a clearing. The adventurers can take a quick side-jaunt over into a shed to get some pushes, but it's all going to escalate into the final encounter with Doctor Creery and his electrified python, Voltage.

Background

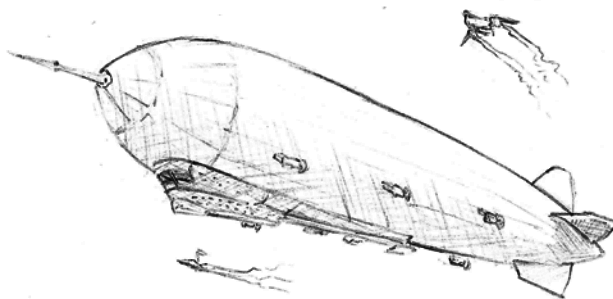
Theodore Wellington, a rather wealthy businessman, has recently acquired the Rust Bucket after a well-played hand of cards. Despite the junkyard's poor upkeep and rough shape, Mister Wellington is a man who can see the opportunity in everything. After a trip to survey the site, Theodore returned to Aldamiir with three fewer servants and a rather unsightly scar across his left brow.

The rough run-in at the junkyard naturally left Mister Wellington quite upset, so he did what most wealthy businessmen do in these situations: he hired mercenaries to purge the menace from his land.

And that's when the adventurers come in!

Mister Wellington has graciously offered 150 dukes (15 princes) to anyone aiding with the extermination of the creatures plaguing his property.

But the mad scientist who's squatting in the junkyard won't be put down easily. Doctor Creery's been experimenting with some pretty vicious creatures, most notably his prized python named Voltage. The mercenaries in the junkyard have all had their essence manipulated - they rarely sleep and their skin has turned scaly. What's worse yet is that these mercenaries are all quite addicted to Doctor Creery's procedures. These junkyard junkies will fight to the death to keep the source of their addiction intact.



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

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JUNKYARD GUNNERS (G)

RACE: Human (Evangellessian)
LEVEL: 1ST AP: 3
HP: 24 WOUNDS: 12
PRIORITY: +5 SPEED: 25 feet

NOTE: The junkyard gunner wins on ties. The junkyard gunner does not take penalties for fighting in poor lighting.

GUARD

TORN CLOTHING (minimal textile armor)
EVA: +1 DEF: +0
SOAK: 2 | 4 | 6 | 8

ATTACKS

CUTLASS (2 AP)
ACC: +4 STK: +0
DAMAGE: 6 | 12 | 18 | 24

RAILWAY SPIKE RIFLE (2 AP)
ACC: +4 RANGE: 200 ft.
DAMAGE: 6 | 12 | 18 | 24

NOTE: Junkyard Gunners ignore up to +3 evade if targets are using cover.

SPECIAL ACTIONS

PENETRATING SHOT (Ranged Attack +1 AP)
The gunner can make a ranged attack that ignores (marksmanship +2: 1 | 2 | 3 | 4) points of damage soak class from the target's armor.

SKILLS

AGILITY: +1
ESPIONAGE: +1
EXPERTISE: +1
MARKSMANSHIP: +3
OVERPOWER: +2
SWASHBUCKLING: +2

ATTRIBUTES

BRUTE: +2
CUNNING: +2
DEXTERITY: +6
SPIRIT: +0
SCIENCES: +0

REFERENCE

SPECIALTIES: Penetrating Shot, Seeker, Snap Reload
EQUIPMENT: Railway Spike Rifle (heavy firearm), cutlass (medium metal melee weapon), railway spikes, torn clothing, a handful of princes (1-2 princes each).
ESSENCE AUGMENTS: Scaleskin, Sleepless
STORIES & TRAITS: Accustomed to the Dark, Peerless, Relentless

Junkyard gunners are humans that have undergone bio-flux treatments allowing them to be more effective guards. These treatments however have left them deformed and almost unrecognizable as humans. Their skin consisted of thick, flesh-toned scales that cover their body, giving them a sickly, chapped looked.

Combat

Junkyard gunners fight in a very straight-forward fashion, attempting to find cover and focus fire on armored opponents while staying out of melee range.

JUNKYARD RUFFIAN (R)

RACE: Human (Evangellessian)
LEVEL: 1ST AP: 3
HP: 32 WOUNDS: 12
PRIORITY: +3 SPEED: 30 feet

NOTES: The junkyard ruffian wins on ties. The junkyard ruffian does not take environmental penalties for fighting.

GUARD

TORN RAGGED PANTS (minimal textile armor)
EVA: +2 DEF: +0
SOAK: 2 | 4 | 6 | 8

ATTACKS

HAND AXE (2 AP)
ACC: +1 STK: +4
DAMAGE: 6 | 12 | 18 | 24

SPECIAL ACTIONS

STAGGERING STRIKE (Melee Attack +1 AP)
The junkyard ruffian can make a melee attack that knocks his opponent (overpower +3: 5 | 10 | 10 | 15) feet back and prone with a Tier 2 or Tier 3 result. The target can resist with their Brute, lowering the junkyard ruffian's result by one tier for every tier result the target gets over Tier 1.

WILD SLASH (as a Melee Attack)
The junkyard ruffian can make a wild slash in lieu of rolling accuracy. Instead, he just rolls two dice and adds them together to determine his accuracy roll. (If he gets a 1 on either die roll, the result is a 1).

SKILLS

AGILITY: +1
ESPIONAGE: +1
OVERPOWER: +3
RESILIENCE: +2
SWASHBUCKLING: +2
TACTICAL: +1

ATTRIBUTES

BRUTE: +5
CUNNING: +2
DEXTERITY: +3
SPIRIT: +0
SCIENCES: +0

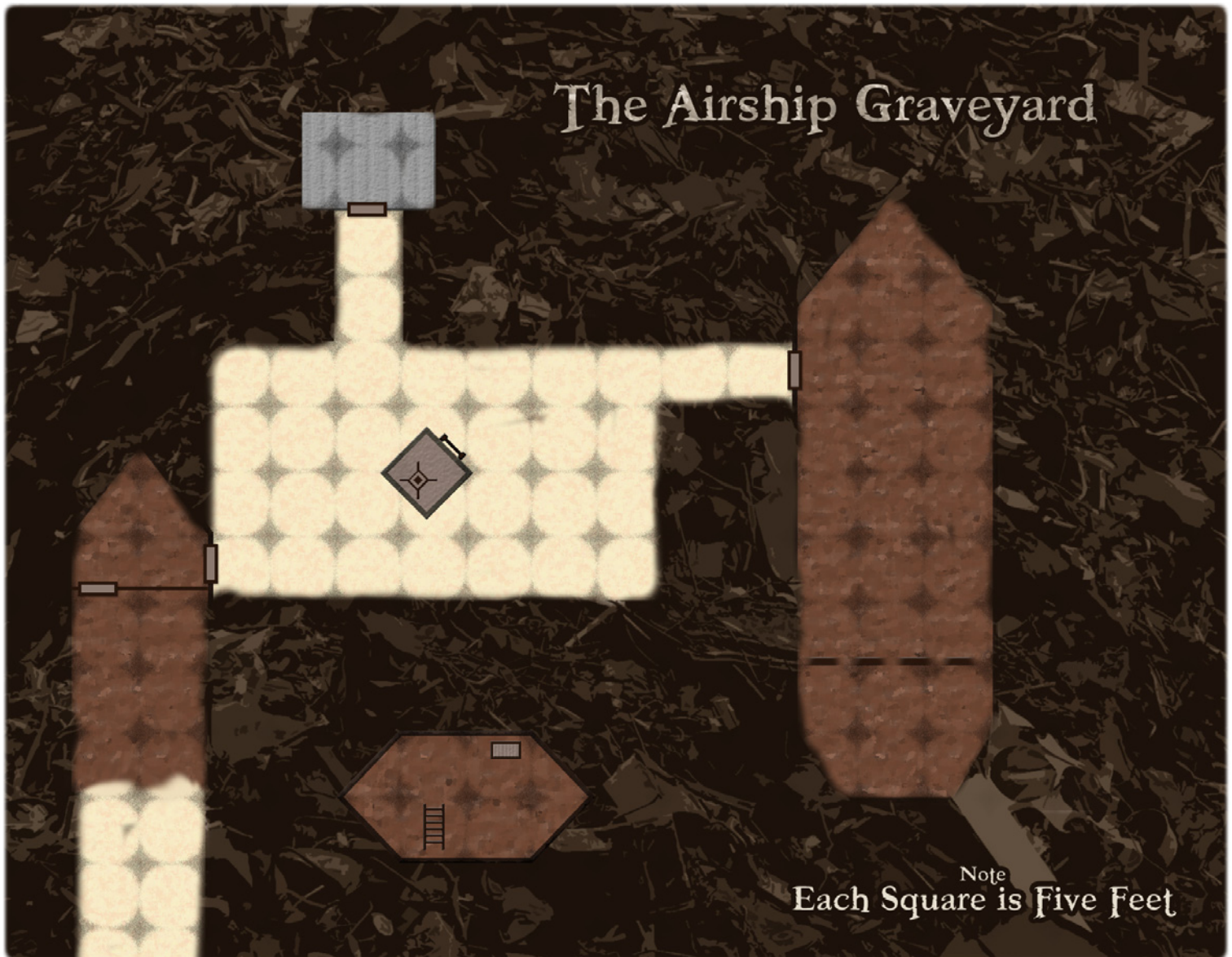
REFERENCE

SPECIALTIES: Fight Anywhere, Staggering Strike, Wild Slash
EQUIPMENT: Railway Spike Rifle (heavy firearm), cutlass (medium metal melee weapon), railway spikes, torn clothing, a handful of princes (1-2 princes each).
ESSENCE AUGMENTS: Scaleskin, Sleepless
STORIES & TRAITS: Peerless, Relentless

Junkyard ruffians are large, muscular humans who have been transformed through genetic engineering into monstrous forms of their previous selves. This skin is now a hard thick scale with a grey tone that gives them a lizard-like appearance. Many refer to them as crocodile men due to their striking resemblance. While still sentient and aware of what they have become, junkyard ruffians have embraced their new forms and act accordingly.

Combat

Junkyard ruffians fight in a rage, rushing anything threatening and swinging wildly. When given the opportunity, the hulking brutes will attempt to stagger opponents into less favorable positions. When not staggering opponents, junkyard ruffians spend their additional action points making called shots to their opponents' necks and heads. Junkyard ruffians fight to kill.



Note
Each Square is Five Feet

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Entering the Junkyard Area #1

The front gate is old and barely hanging together. Over the top it reads "Rust Bucket," which seems like a rather accurate description. There're large mounds of junk, most of it from airships, and the area is littered with ruined airship hulls that look like they just dropped out of the sky and splashed into the rusting junkyard. The whole area smells of rust and human waste and looks like a waste of space.

Ahead of you is a round opening from what looks like an airship that was torn in half. The sandy ground turns to decaying wood. Then you hear a slight click.

After entering into the junkyard through the front gate, there is a mass of pipes, metal beams and other junk on both sides of the sand and gravel path that leads forward into the remains of a mostly wooden airship hull. A little ways to the right, through the junk, is an airship hull that looks a little nicer and more intact.

Have the adventurers roll their cunning to notice:

- ① You can't quite tell where that click came from. It was probably just some junk shifting.
- ② There's a scaly man readying a firearm of sorts on top of the airship hull in front of you.
- ③ There's a scaly man readying a firearm on top of the airship hull in front of you and there're two other guys hiding in the junk next to the entrance.
- ④ There's a scaly man readying a firearm on top of the airship hull in front of you and there're two other guys hiding in the junk next to the entrance, also with guns. It sounds like there's somebody else deeper inside the airship hull.

The junkyard gunner on top of the hull will attack first if nobody noticed them. If the adventurers try to interact with the men, they'll discover that they're not all that intelligible. The one on the hull might not attack immediately if the adventurers start chatting with him, but one of the gunners hiding in the junk will get impatient and attack.

After the first gunner is killed, a junkyard ruffian will come charging through the door that leads to the inner hull, joining the fight.

After the Fight

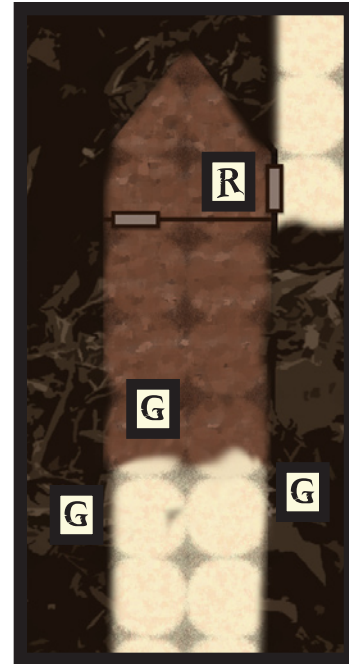
If they listen carefully, they can hear a turret being armed in the open field on the other side of this ship hull. A little bit to the right of the broken ship hull is a nicer one, and it looks like it's tall enough that it could give them a good vantage point to see the rest of the junkyard.

Moving through the Wreckage

The wreckage that is scattered about the junkyard is cumbersome to trek through but not impossible. This wreckage can also provide up to heavy cover if the adventurers spend 1 action point ducking down behind it. When attempting to move through the junk, the adventurers must roll their dexterity.

- ① You're stopped in place, but you still used the AP to move
- ② You can move through the junk at a -15 to your speed
- ③ You can move through the junk at a -5 to your speed
- ④ You have no problem moving through the junk

Area #1



Up the Mast

Area #2

If the group decides to move the wreckage and investigate the smaller ship hull to the right, they are able to easily enter via a small hole in the front side of the ship. Inside, there are a lot of loose bars and planks that have fallen from the top ceiling. If the party searches the room, they are able to easily locate a small box on a desk that is covered in rubble. Inside this very nice wooden box is the former captain's personal dueling pistol. On the southern half of the room is a ladder leading up to the deck of the ship. From here the group is able to view most of the junkyard and can clearly see all of the open area, including the turret.

If the group so chooses, they can engage the junkyard gunners and ruffians in the clearing from this area. It provides poor cover (+2 evade) to anybody on top. The adventurers can also jump from the top of this ship hull to the clearing. They'll make it most of the way with a Tier 1 dexterity result, but they can easily clear it with a Tier 2 result.



MORGAN SURESHOT (Light Firearm)

The Morgan SureShot was a brand of dueling pistol that was designed to be as deadly as it was beautiful. The stock is made of a polished ebony wood that is accented with working brass and steel parts. It's designed with balance and comfort in mind and was sold as more of a ceremonial gun rather than a everyday weapon despite how well-made they are.

The Morgan SureShot gives its user a +2 on accuracy rolls and has a damage class of 6.

AUGMENTS: Accurate Mq.II, Damaging Mq.II

Out in the Open

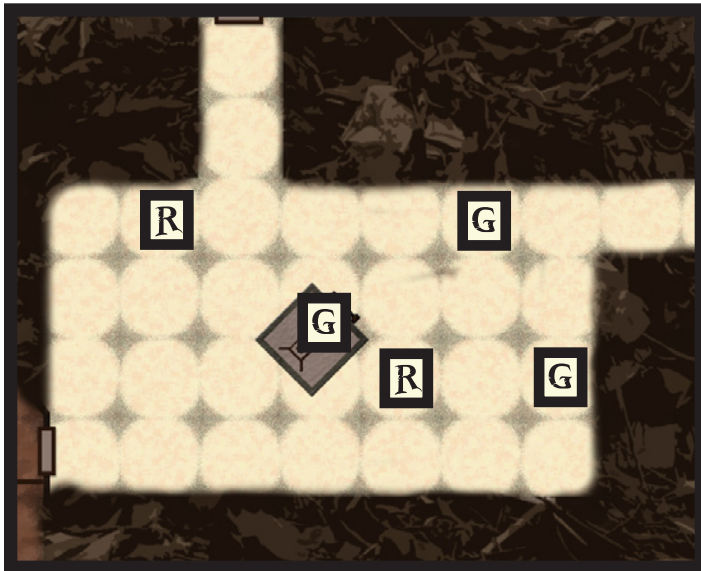
Area #3

This is the central location of the junkyard and the most open area. In the center of this clearing is half of an airship that has been dug into the ground. It sticks around 15 feet up in the air and has a turret mounted at its top. There's a ladder on the backside leading to the top of the turret. On the western half of the field is a path leading to another large intact airship hull and to the north is a small run-down shack that looks as though it was the living chambers of the original owner.

The Fight

Upon entering or getting close to the clearing, the adventurers are assaulted by the various junkyard gunners and ruffians in the area. The gunner on the turret will focus on the adventurer with the heaviest armor until attacked, at which time the turret gunner will respond with bullets.

Area #3



Scaling the Fight

If the adventurers had difficulty with the first fight, remove one of the gunners. If they sailed through it way too easily (such as taking them out in a turn or two), throw in another gunner up near the shack.

JUNKYARD TURRET (2 AP, 1 AP to ready)

RANGE: 100 FT.

DAMAGE: 12 | 24 | 36 | 48

EVA: +0

DEF: +0

WOUNDS: 15

PROVIDES: Light Cover (+4 evade)

SOAK: 1 | 2 | 3 | 4

NOTE: The turret ignores attacks that deal less than 10 damage.

AUGMENTS: Belt-Fed Mq.II, Reactive Armor Mq.II

The turret uses the accuracy bonus of the person firing it. As long as the turret is being used by one of the junkyard gunners, it'll have a +4 accuracy. The junkyard turret is immobile and very difficult to lift.

The Shack

Area #4

This is an old run-down shack with a bed on one end of the building and a chemist set on the other. The entire room has the smell of mildew and is filthy (to say the least). The bed looks surprisingly unused and is still in good shape as though no one has been sleeping in it. The table next to the chemist set has several vials on it, all labeled Push, and an oil lamp. Beneath the lab table is a gas canister that appears to be empty.

Push Potions (4)

Each potion restores 8 hit points if drank.

AUGMENTS: Push Mq.II



The Airship Laboratory

Area #5

This airship hull is more intact than the others and has been structural reinforced. In addition to these improvements, there is thick wiring that runs along the walls and appears to be powering the three lights that hang from the ceiling and the various bio-flux tools that litter the operating table in the left corner of the room. The far back of the room has been converted into a cage with steel bars that house a massive snake that glows a faint blue color and occasionally jolts electricity. That electricity is immediately absorbed by its cage and stored in various batteries around the room's ceiling. On the opposite side of the room from the operating table is a large button that appears to be the controls for cage doors.

The Fight

Upon entering the room the party is immediately engaged by the junkyard ruffian hiding next to the door. While he distracts the party, the scientist, Doctor Creery, will run to the cage controls and release his electrified python, Voltage. Once released, Voltage will begin unleashing electric jolts at the group until the ruffian is killed. If he takes a fair amount of damage, an opponent engages him in melee combat, or the ruffian dies, Voltage will begin attacking with his jaws and discharging electricity when possible. Voltage always discharges electricity into opponents when prompted and tail slaps when he's not able to bite.

Doctor Creery will spend all his actions bio-invigorating his allies, primarily focusing on the snake.

Scaling the Fight

If the adventurers have had it too easy so far, you might throw in another gunner or two (especially if they have a healer of some sort in the party). If it's been a struggle so far, take the ruffian out of the equation: Doctor Creery and Voltage will be more than a challenge.



DOCTOR CREERY (S)

RACE: Human (Evangelistian)
LEVEL: 3RD AP: 3
HP: 38 WOUNDS: 12
PRIORITY: +0 SPEED: 30 feet

GUARD

ROUGH LABCOAT (minimal textile armor)
EVA: +2 DEF: +3
SOAK: 1 | 2 | 3 | 4

ATTACKS

REVOLVER (2 AP)
ACC: +0 RANGE: 50 ft.
DAMAGE: 2 | 4 | 6 | 8

SPECIAL ACTIONS

BIO-INVIGORATION (2 AP)
The junkyard scientist can restore (bio-flux +6: 6 | 12 | 18 | 24) hit points to an adjacent ally or (bio-flux +6: 3 | 6 | 9 | 12) to himself.

SKILLS

ALCHEMY: +5
ARMSMITH: +4
BIO-FLUX: +6
EXPERTISE: +1
FAITH: +1
LUCK: +1

ATTRIBUTES

BRUTE: +0
CUNNING: +1
DEXTERITY: +0
SPIRIT: +2
SCIENCES: +11

REFERENCE

SPECIALTIES: Bio-Invigoration, Manipulate Essence, Medicine Brewer, Mutagenesis, Quickshot Bio-Invigoration
EQUIPMENT: Bio-invigorator, revolver (light firearm), 2 Heavy Push potions (heavy push Mq.II - can use an extra AP every turn, up to three times, but takes 9 damage when doing so), Labcoat and clothing (minimal textile armor), 3 Pushes (push Mq.II - restores 8 hit points)
AUGMENTS KNOWN: Electric Discharge, Electric Flow, Electric Jolt, Growth, Heavy Push, Sleepless, Scaleskin, Push
ESSENCE AUGMENTS: Sleepless
STORIES & TRAITS: Adaptable, Innovative, Relentless

Doctor Lucius Creery, the scientist of the junkyard, is a tall, thin human man with a thin mustache. His eyes are a solid white, with bags beneath them from his general lack of sleep. He has matted dark hair that compliments the general look of unhealthiness about him. The scientist wears a long off-white labcoat that is lined with various tools and alchemical substances.

Combat

Doctor Creery spends his actions healing both his electrified python, Voltage, and the junkyard mercenaries who work for him. He'll start the combat by taking a heavy push potion, so at any point he can gain another action point by suffering 9 hit point damage. If he starts getting too hurt, he'll take a push potion (healing 8 damage). If things are going well and no healing is needed, the scientist will try to make wild shots at the least armored opponent.

VOLTAGE, THE ELECTRIFIED PYTHON

LARGE BIO-CORRUPTION (5 ft. x 20 ft.)
LEVEL: 4TH AP: 4
HP: 77 WOUNDS: 15
PRIORITY: +6 SPEED: 30 ft.

NOTE: Voltage does not take penalties for fighting or moving through rough terrain and environments, such as through the junk.

GUARD

THICK BLUE SCALES (organic)
EVA: +3 DEF: +2
SOAK: 4 | 8 | 12 | 16

NOTE: When Voltage is hit with a metallic melee weapon or unarmed attack, it may spend 1 AP reflexively to discharge 5 unsoakable electrical damage to its assailant.

If Voltage fails an evade roll, it may attempt to move back for 1 AP. It rolls Agility (+5) and if the tier result is a tier higher than the enemy's damage tier, it ignores the attack and moves to any adjacent square.

ATTACKS

BITE (2 AP, counts as Heavy)
ACC: +4 STK: +3
DAMAGE: 10 | 20 | 30 | 40

JOLT (3 AP)
ACC: +3 STK: +3
DAMAGE: 4 | 8 | 12 | 16
RANGE: 25 ft.

NOTE: This attack is unsoakable if the target is wet or in metal armor.

TAIL SLAM (1 AP, counts as Unarmed)
ACC: +3 STK: +3
DAMAGE: 4 | 8 | 12 | 16

SKILLS

AGILITY: +5
ESPIONAGE: +1
FRENZY: +1
LUCK: +1
OVERPOWER: +9
SWASHBUCKLING: +1
RESILIENCE: +3

ATTRIBUTES

BRUTE: +16 (+25 when grabbing)
CUNNING: +1
DEXTERITY: +6
SPIRIT: +2
SCIENCES: +0

REFERENCE

SPECIALTIES: Adrenaline Surge, Fight Anywhere, Step Back, Terrain Mastery, Tough Stuff, Wrap
ESSENCE AUGMENTS: Electric Discharge, Electric Flow, Lightning Jolt, Scaleskin, Sleepless
STORIES & TRAITS: Large, Massive Jaws (Heavy), Natural Armor (Scales), Serpent Body

Voltage is a massive python that crackles with electricity as it slithers along. The snake is a light blue color with black diamonds that run down its spine. Voltage is easy to notice, even in the dark due to the light glow it emits as well as the electricity that randomly jumps from its body.

Combat

In combat, Voltage will bite his opponents, wrap them in a tight coil and crush them, all while bombarding them with electrical jolts. If threatened by multiple targets, it will instead discharge electricity and follow up with swipes from its massive tail. When the serpent feels that the battle is lost, it will attempt to gain a higher ground and continue fighting by jolting its opponents from a range.

Conclusion

There really shouldn't be any survivors in the junkyard once the adventurers are through (for better or for worse). Neither Doctor Creery nor any of his mercenaries will surrender while alive, preferring instead to just rush in with their fists if given no other alternatives.

Mister Wellington will keep his offer and pay each adventurer 150 dukes (though he pays it as 15 princes). If any of the adventurers want to try, he'll pay them 20 princes each, but under the caveat that they didn't take anything from the junkyard. They can try to bluff him with a Tier 2 cunning result.

The Rust Bucket will, over the next few months, get cleaned up and new management put in charge. Less than a week after the adventurers finish clearing up the area, Mister Wellington renames the junkyard *the Wellington Well*.

Loot

The junkyard wasn't a haven for free loot, unfortunately. There's a few princes on each of the human victims, but it will maybe add up to 20 princes. There were 7 bottles of Push (mq.II) throughout the junkyard, and they'll sell for about 10 princes each. Of course, 3 of those bottles were on Doctor Creery, and he might have ingested some of them. Likewise, Doctor Creery had 2 bottles of Heavy Push (mq.II), and those will sell for 30 princes each.

The true treasure in the airship graveyard is that Morgan SureShot. It'll easily sell for 200 princes.

If the adventurers were extremely tedious and took every good weapon they could get, they'll probably be able to sell the parts for 20 princes more.

Experience: 3-4

If the heroes fought through each combat, they get 1 experience point per fight. If they did anything truly awesome, they get a bonus experience point.

