

The Train Heist in Tremor's Run



**A Snakes & Saloons One-Shot
Adventure**

THE TRAIN HEIST IN TREMOR'S RUN: A SNAKES & SALOONS ONE-SHOT ADVENTURE

A WORLD OF WESTERN-FANTASY

The world is not stranger to miracles. For a long while the arcane served as a means to achieving such ends. The study of tools and physics were set aside by the majority of society in favor of studying magics, which lead to more immediate benefits. However, the few who were more interested in technology would eventually convince the world that mechanical ingenuity could be as valuable as arcane proficiency.

It was also cheaper. Instead of spending years learning to cast spells, individuals could attain power from their local gunsmith. One could travel across continents using locomotives rather than costly teleportation spells. Technology served to lessen the gap in power and opportunities between the ordinary individual and the wealthy and talented. Now, magic and technology run hand-in-hand. This is Western-Fantasy.

WELCOME TO TREMOR'S RUN

Tremor's Run is a region of plains and desert that splits the industrial and urban landscape to the east and the dangerous and untamed landscape to the west. For a time the harsh environment of Tremor's Run discouraged individuals from making the journey westward. But with the advent of the locomotive it has become more appealing. But Tremor's Run still has its dangers. The oppressive presence of civilization in the east has forced most of the strange and wild creatures of the continent west into Tremor's Run and beyond.

Tremor's Run has gotten a reputation for being a no-man's-land of sort due to the volatile nature of the region's namesake. Tremors, huge worm-like creatures that live and travel underground, find the coarse sand and brittle dirt of the land perfect for burrowing. As such, those who call Tremor's Run home are privy to the best methods to avoid being swallowed by one of these predatory beasts. Though the packed dirt of more established towns is often enough to deter them.

HOBSTON: SMALL TOWN FEELS

The town of Hobston exists on the western edge of Tremor's Run. A transition town between the east and west. It is often the last stop locomotives make before crossing the wasteland that is the heart of Tremor's Run. If not for being a pit stop for these trains, the town would have no reason for existing.

Hobston is very small, consisting of only the necessities: a sheriff's office, a general store, a saloon-inn (known as the Spinning Saddle), a telegram-post office, a weapons store, and a few homes. The permanent residents of Hobston are simple and peaceful. For most, this town has given them a chance at making a living when other places would not.

PRE-GAME PREPARATION

This is an adventure balanced for 4-5 Level 5 characters.

This adventure will provide you with the core tools that you will need to run it. Main non-playable characters, plot points, stat blocks, and the like. However, this is a role-playing game adventure and not a choose-your-own adventure book. Some aspects of the adventure are left intentionally open ended. This is partially because we want to encourage you all as GM's to embrace improvisation and partially because it's impossible to prepare for every different scenario your particular players may put you in. Have some names and personalities at the ready, they don't need to be complex. We've already expanded on all of the non-player characters that need complexities.

If possible we'd also like to encourage that you and your players create your characters' backstories and motivations at the table before playing. They can fill-out their character sheets and have a basic idea of their character's personality before meeting to play, but we've found that brainstorming character backstories and motivations at the table makes for a much more tonally balanced party and also gives players the opportunity to write themselves into other player's backstories, or vice versa.

With all that said, each character needs a reason to be in Hobston. It's a transition town which welcomes people from all sorts of different walks of life. We find that players are most responsive when you give them questions to answer in their backstory:

- Hobston is a transition town which serves as a haven for travelers between the civilized east and the wild west, why would you be in such a town?
- How long do you plan on staying?
- Are you on the run from something, are you looking for something?
- Are you here to meet someone?
- Are you here during the beginning, middle, or end of your current endeavours?
- For what price would you be willing to do something heroic or dangerous?

These are just some examples of the types of questions you can ask your players before the game starts, feel free to add your own. The questions serve two purposes: they get the players thinking creatively and they allow you as a GM to push your players in whichever direction you wish for this adventure go. If you want the players to be a bunch of shady individuals, ask them about their questionable pasts. If you want to make sure that they're all people who are at least willing to do something heroic, ask them about a time they were heroic in the past and what that meant to them. These questions are a tool for you to use as a GM to control for some of the randomness that players may send your way.

CHAPTER 1. SMALL TOWN SHOWDOWN

1. YOU MEET IN A SALOON...

We know, we know. If you had a copper piece for every time a party of misfits met in a tavern, or a bar, or a speakeasy but it's literally the name of the game! Establishments of such liquid encouragement are perfect for allowing players to ease into the shoes of their new characters in a low-stakes sort of situation. This also establish a sense of groundedness and familiarity which allows newer players to get a feel for the game as a whole.

The players can start anywhere in town: the sheriff's office, the general store, the saloon-inn (known as the Spinning Saddle), the telegram-post office, or the weapons store, but they need to all eventually end up in the saloon. Most of the people in town, spare for the shop owners, are in the saloon. It's happy hour and a stein of beer is going for a copper a fill! If a player character has decided that they are from somewhere other than Hobston, they are likely to be staying at the inn that is directly upstairs in the Spinning Saddle.

Once the players are all in one spot, give them a chance to interact with one another. Have them share the only unoccupied table and play cards, trade stories, et cetera. If the players get clammy, have Bestie come around to serve them and ask their stories, where they've come from, why they're here.

Sheriff Veeras is likely to be sipping whiskey at a small table in the corner, looking relaxed and half-asleep. There should be another four or five patrons in the saloon, scattered across the other table not occupied by the party and the bar. This is the busiest the saloon has been in a long time and Bestie may show some signs of struggle as she tries to keep all her guests satisfied. If one of the player characters causes a ruckus or makes a scene, Sheriff Veeras may step in and ask them, sternly, to settle down.

2. ENTER THE RIBBON GANG

The Ribbon Gang is a notorious crime organization that has been thriving in the relative lawlessness that is Tremor's Run. The gang is led by a crime boss known as Maybee the Spry. The gang conducts all sorts of unsavory business but Maybee is only ever involved in the heists. Today is a day that has been weeks in the making. The Ribbon Gang has gotten word that there is a large shipment of unprocessed gold coming through Hobston from the western mines, headed east. Maybee plans to seize the town by surprise, hold the townsfolk hostage until the train has come through, and then hijack the train.

MAYBEE'S PLAN

Objective: Lift a large sum of unprocessed gold from a transport locomotive that will be passing through Hobston

1. Lockdown Hobston
 - Roll into town with at least a dozen goons
 - Have half of the goons secure the saloon and sheriff's office
 - Have the other half corral any individuals not in the saloon into the saloon
2. Prepare for Hijacking
 - Half of the goons will keep the civilians under control in the saloon
 - The other half of the goons will be with me, hidden in the way station and waiting for the train
 - With precious cargo, the train is not likely to stop, the horses should be reared to go
3. Hijack the Train
 - When the train is close enough, jump on the horses and get them up to speed
 - When the horses have caught up with the train, leap from the horses and board
 - I will secure the engineers while the goons handle the rest of the crew
4. Reroute the Train
 - At the next opportunity, have the train redirect from east to south towards the badlands
 - When the goons and I reach a point where our pursuers are at least a day away, we will blow open the container, bury the gold, and leave it at a ribbon-marked grave
 - Load the train with enough coal to send it south for at least another hour and let it roll unmanned
 - Journey to the nearest town and make our way back to headquarters from there
5. Reap the Rewards
 - Once the heat on us has tempered, return to the grave and take what's ours

Remember, this is Maybee's plan if all goes accordingly. Unless they screw up massively, the player characters are likely to intercept her sometime during Step 3.

ITEMS TO CONSIDER GIVING YOUR PLAYERS:

Depending on how challenging you wish the adventure to be, consider giving your players to help them along their way. You can let them start with some and/or allow them to find some throughout the adventure. Some items to consider are:

- Health Potions
- Miscellaneous Potions
- +1 Magical Weapons/Armor
- Enchanted Ammunition (gives +1d4 damage for that shot only)
- Dynamite
- An animal companion

3. HOSTILE TAKEOVER

When you feel the players have had enough time to fall into their characters, one of them may notice a group of about seven or so rough looking individuals stroll past the front of the saloon. If your players are usually itchy with their trigger fingers, you may want to downplay the shadiness of the passing crew. In a timely manner after the seven or so pass, six more individuals rush the Spinning Saddle. This is the arrival of the Ribbon Gang.

Some of the patrons of the saloon may yelp or squeal.

"My-my, what have we here" one of the goons might say.

"Sorry to ruin happy hour but we have some business that we need to take care of".

"If y'all will be calm and stay seated we'll be on our way and out of your hair in no time".

It is at this point that one of your player characters may try to do something clever. If any of your player characters make a hostile move some of the goons will make for the civilians and hold them hostage.

From here the players could take the situation in a vast number of directions. They could fight the goons, reason with them, or find some way to trick them.

ENEMIES IN THIS ENCOUNTER:

Goon x5

Outlaw Goon x1

Towards the end of this encounter, Sheriff Veeras will figure out what's going on. The rumble and noise of the incoming locomotive begin to be felt.

"They're going for the train!" he'll yell. "Somebody stop them!". If nobody seems to react, he'll add "Fifty gold bounty on any Ribbon Gang, 500 on the leader, stop them I'll double it!"

If your players still aren't reacting, have Sheriff Veeras offer something specifically tied to their character. If one of them is typically fond of booze, offer unlimited drinks from the saloon. It doesn't have to be reasonable, it just needs to be enticing.

4. PONY UP

As soon as the player characters exit the saloon they should notice a number of horses which have been tied up to the hitch of the saloon. How many horses is up to you. If you want them to have to double up, do that. If you want them each to have their own, do that. One or all of the horses one of the player characters may already own.

If the player characters have not eliminated all of the goons in the saloon, they will continue to give chase to them. The party should be able to hear that the train is moving south and should be informed that it is likely in their best interest to follow.

So they head in the direction of the train, get past the buildings of the town which were obstructing their view and they see the train headed away from them. Characters with high perception may even be able to see the horses running alongside the train and the handful of people boarding it.

CHAPTER 2. THE TRAIN HEIST

5. WORKING THE SPURS

Here the player characters must try to catch up to the train. The train is quickly coming up to speed after slowing down to pass through Hobston. The players must work with their horses in order to reach the train. The players may choose to use a spell like *Fly* or *Haste* in order to reach the train. If the players find a clever way to catch up to the train, they should be permitted to do so with only an ability check or two.

However, if they chose to try to catch up to the train using only horses then they enter these special chase rules:

The distance between the players and the train is divided into three sections:

Far away → Halfway there → At the caboose

At this point, have the players roll initiative both to let everyone take a turn at catching up, but also because combat is going to happen directly after this section. All player characters start at the *Far away* distance. Players must make a DC 10 Animal Handling check in order to move to the next distance, this uses their action and their movement. Players who fail the roll don't lose any distance, they just don't make it any further.

Once players have made it to the caboose, they enter the next section.

6. LOCOMOTIVE DETAILS

At this point the players are able to take in the full scope of the train. It's a relatively short train consisting of only four cars. From back to front the cars are: the caboose → a steel box car → a coal freight car → the locomotive engine.

The caboose is sort of like a passenger car. It's red, has two balconies on the front and back, and contains a cabin in the middle. Caboose functions as a small office that the engineers can use while travelling. Inside the cabin is two bunks, a square steel storage box, and a rectangular, tall steel wardrobe container. Also inside the cabin are the two nightshift engineers who were sleeping for the train was getting hijacked. Now they're likely to be cowering in a corner. Inside the square storage box is some cans of non-perishable foods, some playing cards, and whatever goodies you want to give your players at this time. Healing potions or dynamite would be prime choices. In the steel wardrobe is several

pairs of striped overalls, striped hats, and bandanas, similar to what all of the train engineers are wearing.

The steel box car is where all of the raw gold is being store. The outside of the car is completely solid except for a sliding door with a circular vault handle on the right side of the car, impossible to open while moving. Additionally, there is a dial combination lock on the door which only the engineers know the combination to, 12-18-20. The amount of raw gold in the car amounts to several hundred pounds, worth about 800 gold in its raw form and 8,000 once processed into bars.

The coal freight car is a steel box with an open top that is filled with coals used to fuel the steam engine. While the coals are not hot, traversing them is considered difficult terrain.

The locomotive engine is the stereotypical steam engine that anyone pictures whenever they think of steam trains. Most of the car is taken up by the engine but there is a relatively roomy balcony which the engineers use to fuel and conduct the train. Here is where the two daytime engineers would be.

7. TRAIN HOPPING

Once the players catch up to the train a relatively low DC 8 Athletics or Acrobatics check will land them on the back caboose balcony without penalty. If one of your player characters fails the check, have them make a DC 13 Dexterity Saving Throw to see if they are able to catch onto some part of the train before they land. If they fail even then, they take 1d6 falling damage and 1d8 bludgeoning damage from skidding on the ground. From then, give them a chance to hop back on one of the horses and start them from the *Halfway there* distance.

ENEMIES IN THIS ENCOUNTER:

Goon x5
Specialist Goon x2
Maybee the Spry x1

Make a perception check for Maybee. If it is higher than 12 then she will know that the player characters are coming.

If she does not know the player characters are coming: one goon will be keeping the engineers in the caboose under control, two specialist goons and two regular goons will be on the roof of the gold steel box car setting up explosives to blow through the roof, and one goon will be with Maybee trying to get the lock combination from the other two engineers.

If she does know the player characters are coming: two goons will be shooting at them from the caboose balcony, one goon will be keeping the engineers under control inside the caboose, two specialist goons will still be working on blowing a hole through the gold steel box roof, and two goons will be guarding Maybee at the locomotive engine.

Throughout this encounter, Maybee will be entirely focused on getting the combination from the engineers, not engaging in combat, and the one or two goons next to her will not move from her. The rest of the goons will act to stop the player characters in whatever way they see best.

8. TREMOR'S RUN

Once two or three of the goons have been eliminated, the ground below the train will begin to rumble, increasing in intensity over the next couple of seconds. Perceptive player characters may be able to see a shift in the sand and dirt that looks similar to the wake a boat leaves when traveling on water. And that's all that will happen until another goon or two are eliminated.

Once another goon or two are eliminated a sizeable tremor, perhaps twice the size of the train, will breach the sand to the side of the train and burrow right in front of where the train is currently travelling. The tremor's burrowing will cause a total collapse of the ground around where the dive took place. The train will nosedive into the hole and everything for a second will seem to go in slow motion. The train will dive for about forty feet. Right before impact, everything for the player characters will cut to black.

At this point, give the players a minute to just take in what just happened. Because this is a scripted event that the players had no control over, you shouldn't make them take falling damage. Once you feel like you've given them a dramatically appropriate amount of time, have them all make Constitution Saving Throws. The one with the highest roll is the one who wakes up first.

CHAPTER 3. UNFORTUNATE CIRCUMSTANCES

9. PICKING UP THE PIECES

The first player character to wake up notices that they are all scattered amongst the rubble of the derailed train. They sit in a completely circular tunnel that's about thirty feet in diameter. The train rests on its side, some of the cars detached from one another. The coals from the coal freight have spilled all over the area. The steel box with the gold is bent in a wide "V" shape, leaving a crack at the center of the car that is large enough for someone to squeeze through, although they may cut themselves on the sharp edges. You can roll to decide the fate of three of the engineers, only one is important to the rest of the adventure. The hole which the train fell through can be seen in the ceiling about forty feet up. However, due to the curvature of the tunnel walls and the height of the hole, it's almost impossible to climb out of.

Once the player characters gather their surroundings. This tunnel only goes in two directions: left towards where the train is facing or right opposite of the direction the train is facing. Each tunnel has a slight curvature in the same direction. Players that investigate to see which direction the Ribbon Gang went notice two things: one set of footprints and a trail of blood going left and one/several pairs of footprints going right (depending on how many goons were left when the train collapsed).

10A. THE LEFT TUNNEL

The trail of blood and set of footprints that go in this direction were left by one of the engineers. Following this tunnel, the player characters may be able to hear faint panting and footsteps of the engineer. Eventually, they'll catch up to the engineer. Just after the engineer notices them and just before they can get their first words out, a tremor emerges from the ceiling and devours the engineer.

In this encounter you can choose the type and amount of tremors that appear, depending on how rough your player characters are looking.

ENEMIES IN THIS ENCOUNTER:

Hatchling Tremor x3-5

OR

Young Tremor x1

Once the encounter is over, the player characters can continue forward to Part 11.

10B. THE RIGHT TUNNEL

The one or several sets of footprints that go in this direction were left by Maybee and whatever remains of her goons. Following this tunnel, the player characters may be able to hear one very faint set of footfalls, this is Maybee travelling further down the tunnel while her goons wait to ambush the player characters. If the player characters are actively looking for traps, Maybee and her goons have laid one. Players must make a DC 12 Investigation or Perception check in order to notice the trap. It is a faint tripwire set to trigger two bundles of explosives on either side of the tunnel. Players must make a DC 10 Thieves' Tools check to disarm the trap, or they may simply walk over it. Successfully disarming the trap gives the players a *Specialist Charge* which functions the same as dynamite but does maximum damage. However, if the trap is triggered, any player character within twenty feet of the trap must make a DC 13 Dexterity Saving Throw. They suffer 3d6 bludgeoning damage on a failed save and half as much on a success.

Any of Maybee's remaining goons also lay in wait for the player characters. When the players begin to interact with the trap, have each remaining goon roll a Stealth check. If any of the goons roll lower than any of the player characters' Passive Perception, the players notice something that puts them on-edge. Maybe a footfall that is much closer than the faint one from before, or the scraping of some of the goon's equipment across the wall.

After the players have either set off the trap, thwarted the trap, or moved to investigate the goons, the goons will attack. If the goons' Stealth checks were successful, they get a surprise round. If they were not, there is no surprise.

ENEMIES IN THIS ENCOUNTER:

Goon x0-2

Specialist Goon x0-1

Of course, if there are no remaining goons Maybee set the trap and there are no goons here to ambush the player characters.

Once this encounter is over, the player characters can continue forward to Part 11.

11. THE HIDDEN TEMPLE

Both tunnels lead to this room, but come in from different points. The room is circular and is mainly comprised of a single temple-like pyramid.



Sprouting from the temple's top is a cylindrical spire that leads upwards and into the dirt ceiling. As the player characters enter the room, they can see that Maybee running up one of the four staircases that lead to the peak of the pyramid. She's about halfway up the three-hundred foot staircase. If the player characters try to stop her, she will turn and fight.

ENEMIES IN THIS ENCOUNTER:

Maybee the Spy x1

If she gets to a point where things start looking grim, she will try to escape. In the spire at the top of the temple is a winding staircase which eventually leads to the surface. The top of the staircase appears to lead out through an opening that has been chiseled into a large boulder. Once stepping out, the boulder appears to have no opening, like any normal boulder. If she is to escape, players can still pursue her and slay her. All around the boulder outlet is nothing but desert, spare for the railroad.

12. EPILOGUE

Once Maybee has either been slain or escaped, the player characters can follow the railroad from the boulder back to Hobston.

The player characters will receive as promised 50 gold for every goon that they slayed and 500 for Maybee from Sheriff Veeras. "Sounds dangerous, I'll take your word on it" Sheriff Veeras will say as he hands over the gold. Additionally, if the players also describe where the train has fell, they'll receive a 100 gold bonus.

However, after encountering Maybee the players are free to do as they please. Should they want to keep the unprocessed gold to themselves, so be it. If they're clever, they may even be able to convince Maybee to cut them into the profits should they let her leave alive and then proceed to convince Sheriff Veeras that the train wasn't recoverable.

NON-PLAYABLE CHARACTER INDEX

BESTIE CRAWFORD

Half-elf, The Spinning Saddle's Owner

Traits: While she was naive in her younger days, she now treats most frontier people with a cautious optimism

Ideals: If you treat people with kindness, they're less likely to wish you harm

Bonds: Her saloon is the only bit of civilization in a sea of wilderness, it is the only place she feels in control

Flaws: She's frequently as intoxicated as her patrons, sometimes leaving her vulnerable to be stolen from

*Bestie is a weathered half-elf woman. She has an almond complexion and wavy gray hair. She might be close to 90 or 100 years old, meaning she's about as physically capable as a 60 or 70 year old human.

*Bestie has a warm and friendly presence, but that might be because she's a little tipsy.

When Playing as Bestie, remember that: Players may be likely to be given an opportunity to steal from Bestie or the saloon if she becomes too intoxicated.

MAYBEE THE SPRY, AKA. MAYBEE SINCLAIR

Tiefling, outlaw, leader of the Ribbon Gang

Traits: She's eccentric, a little crazy, does bad things and has fun doing it

Ideals: She was seen as evil before she was born, she should at least live up to it. Also acting without boundaries is fun

Bonds: She identifies with people who have also been subject to prejudice

Flaws: She doesn't know how to react to kindness or sincerity, she's likely to freeze

*Maybee is an off-white pink tiefling with medium, curly, dark brown hair. When she speaks, she uses grandeur gestures to accentuate her speech similar to how people speak when they are performing in a play. She wears typical frontier clothes, trousers, collared shirts, dusters but the band on her hat is covered in various precious stones, it's tacky but also attention-grabbing.

*Maybee leads an outlaw organization called the Ribbon Gang. The gang is several dozen strong and operates in the Tremor's Run area. While the gang does all sorts of outlaw behavior, Maybee is mostly only ever involved in heists.

When Playing as Maybee, remember that: She's a showsperson, everything she does is a performance. She's also as quick to judge people as they are to judge her.

SHERIFF VEERAS, AKA. BASILIO VEERAS

Half-orc, Sheriff of Hobston

Traits: Veeras is very lazy. He is so much so that he speaks in as little words as possible often replying to people with a simple “yar”, even if the reply doesn’t make any sense

Ideals: Veeras wants as little trouble as possible, more trouble means more work

Bonds: He is protective of his position as sheriff, he sees it as a cozy job since trouble is rare in Hobston

Flaws: He’s lazy, slow to the draw, and often has other people solve his problems

*Sheriff Veeras is a muddy green half-orc with a bushy salt-and-pepper beard. He appears to be squinting all the time, but really that’s just how his face is. He’s likely in his late 40’s which is closer to a human’s mid 50’s physically.

*The people of Hobston elected Veeras as sheriff a decade or so ago because he had served in the army for some time. Which army and for how long? No one really knows but he does a “good enough” job so they keep him around.

When Playing as Sheriff Veeras, remember that: His sentences are often short and simple and he hates repeating himself. His mouth is likely the only thing to move when he speaks, the rest of him is noticeably still.

OTHER HOBSTON RESIDENTS

Ada Worthington. Human, owner of the general store. She's looks to be in her mid twenties, has slick dark hair and is missing a few fingers from an unfortunate accident.

Eli Worthington. Earth genasi, husband of Ada. His complexion is dull gray and his shoulder has small growths of amethyst almost like freckles. He's a carpenter that generally helps around town.

Wesley Chuttney. Gnome, postmaster. He's older with messy gray hair. He often speaks faster than he can think.

Spokes. Warforged, owner of the weapons store. He has noticeable splotches of rust across his body. He thinks that machines make the best machines.

Lucy Spokes. Human, daughter of Spokes. She's around ten or eleven. She was taken in by Spokes when she was very young after her parents had died of crimson fever.

Rufus Finch. Human, town drunk. He's short and has a long tattered beard. People often mistake him for a dwarf.

CREATURES AND OTHER ENEMY STAT BLOCKS

MAYBEE'S GOONS

The members of the Ribbon Gang are largely unskilled and untrained but some have specialties which assist in their criminal endeavours. Outlaw goons are typically better at sneaking into places and unlocking doors while specialist goons are better at explosives and traps.

GOON

Medium humanoid, typically evil

Armor Class 14
Hit Points 28(5d10 + 3)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (0)	10 (0)	10 (0)

Saving Throws Strength +3, Dexterity +4
Skills Athletics +3
Languages Common, any 1 other language
Challenge 1 (200 xp)

ACTIONS

Revolver. Ranged Weapon Attack: +4 to hit, range 60/180ft., one target. Hit: 7 (1d10 + 2) piercing damage.
Lever Rifle. Ranged Weapon Attack: +4 to hit, range 120/300ft., one target. Hit: 8 (1d12 + 2) piercing damage.
Bowie Knife. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) slashing damage.

OUTLAW GOON

Medium humanoid, typically evil

Armor Class 14
Hit Points 20(4d10 + 3)
Speed 30ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (0)	10 (0)	10 (0)

Saving Throws Strength +3, Dexterity +4
Skills Athletics +3, Stealth +5
Languages Common, any 1 other language
Challenge 1 (200 xp)

Sneak Attack. Once per turn, an outlaw goon can add 1d6 to the damage roll of a finesse or ranged weapon attack provided the goon had advantage on the roll. An outlaw goon may also use this feature if the target of the attack is within 5ft of another enemy.

ACTIONS

Revolver. Ranged Weapon Attack: +4 to hit, range 60/180ft., one target. Hit: 7 (1d10 + 2) piercing damage.
Lever Rifle. Ranged Weapon Attack: +4 to hit, range 120/300ft., one target. Hit: 8 (1d12 + 2) piercing damage.
Bowie Knife. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) slashing damage.

SPECIALIST GOON

Medium humanoid, typically evil

Armor Class 14

Hit Points 20(4d10)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (0)	14 (+2)	10 (0)	10 (0)

Saving Throws Strength +3, Dexterity +4

Skills Athletics +1, Mechanics +4

Languages Common, any 1 other language

Challenge 1 (200 xp)

Demolitionist. Double any structural damage caused by explosives used by a specialist goon.

ACTIONS

Revolver. Ranged Weapon Attack: +4 to hit, range 60/180ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Bowie Knife. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Bomb. Special Ranged Weapon Attack: +4 to hit, range 60ft., one target. Hit: 6 (2d6) bludgeoning damage. All targets within 5ft of the original target (including the original target) must make a DC 12 Dexterity Saving Throw. Successful saves take no damage, failed saves suffer 2d6 piercing damage from shrapnel.

MAYBEE THE SPRY

Medium humanoid, chaotic evil

Armor Class 17

Hit Points 115(18d10 + 25)

Speed 30ft

STR	DEX	CON	INT	WIS	CHA
10 (0)	20 (+5)	14 (+2)	8 (-1)	12 (+1)	14 (+2)

Saving Throws Strength +4, Dexterity +9

Resistances Fire, Necrotic

Skills Deception +6, Sleight of Hand +9

Languages Common, Infernal

Challenge 5 (1,800 xp)

Legendary Resistance. (1/day) When Maybee fails a saving throw, she can instead choose to succeed.

Infernal Flight. (1/day) As an action, Maybee can choose to sprout her fiendish wings. She gains a flying speed of 30ft for 1 minute.

Spry Hands. Maybee can reload *Pity* as a bonus action.

ACTIONS

Multiattack. Maybee can make two attacks with *Pity Pity. (Magical Revolver)* Ranged Weapon Attack: +9 to hit, range 60/180ft., one target. Hit: 10 (1d10 + 5) piercing damage and 3 (1d6) fire damage.

TREMORS

Amongst the creatures with the most varying sizes. Tremors resemble worms with a toothy opening at one end that they use to feed. They travel underground and only surface to feed. They can range from ten feet long to forty feet long. Tremors feast on livestock and wildlife usually and they tend to avoid settlements, as the packed ground hinders their movements. There are folk tales of those that were swallowed by a tremor that were able to battle their way up and out of the tremor's digestive system.

HATCHLING TREMOR

Large monstrosity, unaligned

Armor Class 14 (natural armor)
Hit Points 65 (10d10 + 10)
Speed speed 20ft., burrow 15ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	5 (-3)	12 (+1)	1 (-5)	4 (-3)	4 (-3)

Senses blindsight 30ft., tremorsense 60 ft., passive perception 7
Languages none
Challenge 1 (200 xp)

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 6 (1d8+2) piercing damage.

YOUNG TREMOR

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 114 (12d12 + 36)
Speed 30 ft., burrow 20ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	1 (-5)	6 (-2)	4 (-3)

Senses blindsight 30ft., tremorsense 60 ft., passive perception 8
Languages none
Challenge 5 (1800 xp)

Tunneler. The tremor can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The tremor makes two attacks: one with its bite and one with its stinger.

Bite. Melee Weapon Attack: +9 to hit, reach 10ft., one target. Hit: 12 (3d4 + 5) piercing damage. If the target is a medium or smaller creature, it must succeed on a DC 19 Dexterity saving throw or be swallowed by the tremor. A swallowed creature is blinded and restrained, it has total cover against attacks and other effects outside the tremor, and it takes 10 (4d4) acid damage at the start of each of the tremor's turns. If the tremor takes 15 damage or more on a single turn from a creature inside it, the worm must succeed on a DC 21 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tremor. If the tremor dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.

Tail Stinger. Melee Weapon Attack: +9 to hit, reach 10ft., one creature. hit: 12 (2d6 + 5) piercing damage, and the target must make a DC 15 constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

LEGAL TEXT - HOMEBREWRY

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