

Trouble at Coffey Mine

*A gang on the run has been holed up in
an abandoned mine. Will you bring
them in dead...or alive?*

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Overview

!Before you start: This is supplemental adventure module for the first testing phase of Gumption. Be sure to download the test guidebook at Gumptionrpg.com before continuing!

Summary

It's the year 992 and the Ferraday Gang has taken over Coffey Mine! They've been harassing local carriages and terrorizing the nearby town of Coffey. With a \$300 bounty on his head, the gang leader, Butch Ferraday, has been holed up at the lowest point of the mine for days. It's up to the posse to take care of the gang and bring in Butch, dead or alive.

Lore!

Built in 986, Coffey mine was operating at full force until a cave-in in 989, which killed six miners and destroyed the lowest point of the mine in the process. After being abandoned for some time, the Ferraday Gang, led by Butch Ferraday, took up residence in the mine. The nearby town of Coffey has asked their sheriff to send lawmen to capture the gang, but with little manpower and such high risk, the sheriff hasn't been able to send any help; instead, he put a bounty on Butch's head in hopes that bounty hunters will take care of the gang

Story Beats

Main Cavern

An unpowered elevator needs another power source, but the Coffey gang members guarding it are too scared to go into the tunnels to get another

Tunnels

Deep in the mining tunnels is a cavernous room with a Shockstone to power the elevator, but it's guarded by giant scorpions...

Final Cavern

Confronting Butch Ferraday and the rest of the gang at the bottom of the mine

Guiding the Story

As a new GM, use this one-shot as a tutorial for new players and as a learning opportunity for yourself (and don't worry if it turns into a two or three-shot). Explain the rules as things happen and be transparent about enemy abilities, stats, health, etc. during fights.

The story starts with the posse entering the mine undetected, followed by a trek through the tunnels, and ending with a confrontation with the gang and their leader. There are a lot of rules and a lot of things to keep up with and at first it might seem intimidating, but if you miss things, don't worry! Some prefer the rules as written while others like to play loose with the rules, so remember to relax, play your way, and have fun.

Tips for the GM

- ★ Keep the difficulty for majority of general rolls low, around 8-12. For more difficult checks, 13-15
- ★ The roleplaying or "RP" during the game is arguably the best part of TTRPGs; encourage your players to talk and embrace the setting as their characters
- ★ There's nothing worse than a player having a cool idea just for the GM to say no! Learn to embrace your players' crazy ideas and roll with the punches
- ★ Don't limit yourself to just the items in this adventure. Check out all the stuff in the test guidebook and experiment
- ★ **This is not a competition.** it's a collaboration. The GM is not meant to "win" by killing the posse or stopping them. Both the GM and players should think of this as a joint story being told together. Having fun together is what it's all about

These dialogue boxes are an example of what you can say to the players as you guide them through the story. When everyone is ready, you can start with this:

*We start our adventure with the posse meeting up at the local saloon in the old mining town called Coffey. *Let the players introduce themselves as their characters*. After getting acquainted with each other, the posse saddles up and hits the dusty trail towards Coffey Mine...*

Main Cavern

The Area

The ceiling is around 15ft high. The sconces light up the entire room to full light. The mine carts and boxes can be used as half cover. An unpowered elevator that needs a shockstone to operate sits at the back of the room. The ladder and scaffolding are 10ft high

Enemies

2 Gang
Pistoleers
1 Gang
Shotgunner

Loot

1 Acid Bottle
2 Sm. Herbal
Tonics
1 Sm. Dead-Shot
Tonic
1 Shotguns Skill
Book

After a long ride through the desert baking under the midday sun, the posse arrives at the entrance of Coffey Mine. You all grab your supplies from your trusty nags and make your way inside. The tunnel within the entrance leading into the main mine cavern is well lit and hazy with smoke. Gruff voices can be heard talking over the crackling embers of a campfire as you all rest a bit and make a plan...

Guiding the Beginning

Starting off, the posse is about to enter the main cavern room where two gang members are resting at a campfire. The gang members can be sitting anywhere around the campfire and can be any species and gender, totally up to you. One of them will check the entrance every 30 minutes or so and will talk about how they're too scared to go into the tunnels to get another shockstone to power the elevator because of the Deathapaces. Allow the posse to approach this situation how they want: sneaking, talking, running in guns blazing, etc. Looting their camp/bodies will give the posse the loot form the table above. Afterwards, guide them to discover the unpowered elevator and then into the tunnels.

—GM Note—

If a fight happens, remember, everyone starts by rolling initiative, which determines the turn order. Then everyone takes their turns fighting until it's over.



The Tunnels

You all step over rotting mine tracks that stretch into the faint darkness of the tunnels. The sound of flesh being chewed echoes throughout the cavern as y'all search for another Shockstone to power the elevator



Guiding the Tunnels

There's a locked gate on the left upon entering that can either be picked, blown open, or unlocked with the key the posse will get from the NPC ahead. If they don't go through the gate/shortcut early, guide them through the tunnels to the first room, where the NPC will give them the key, and then onto the second room where Deathapaces are snacking on a body. The chest within will give them the Shockstone crystal to power the elevator as well as other goodies for the posse to use at their disposal. After getting the Shockstone, the posse can take the shortcut by unlocking the gate and making their way to the elevator

—Shortcut Gate—

A worn iron gate with a novice lock, DC(12), and 20 health. The lock is resistant to crushing and slashing damage, immune to holy and incendiary, and weak to acid and explosive. If the lock is damaged enough but not fully broken open, there's a possibility of breaking it to the point of the key not working.

First Room

Ceiling is about 9ft tall. A closed bear trap with a giant scorpion leg trapped inside it is at the entrance of the room. A gang member lays dying at the back of the room next to a dead Deathapace. She's holding her bloody stomach and pointing her pistol at the posse as they enter. She'll put the revolver down when she recognizes they're not part of the gang, make a comment about how she's glad they don't have stingers, and pass out dead. The key to the gate will be on her person as well as a Medicine Skill Book

Second Room

Ceiling is about 10ft high. Three Deathapaces (giant scorpions with one pincer claw and once crusher claw) are eating a dead human gang member in the center of the cavern. A minecart with a chest inside rests at the end of the track. Deathapaces love raw or rotting meat and can be lured out if the posse has any

—Chest—

Unlocked. Loot: Shockstone crystal, 2 sticks of Dynamite, 1 Mine, 2 Burst of Stamina Tonics, 2 Herbal Injections, 1 Bottle of Pezcallio, 1 lvl. 1 Pistol Damage Mod

Shockstone

Shockstone is a green mineral that generates electricity when struck

Final Cavern

The Area

The ceiling is around 14ft high. The sconces light up the entire room to full light. The mine carts and boxes can be used as half cover. The ladder and scaffolding is 10ft high

Enemies

1 Gang Leader
1 Gang Pistoleer
1 Gang Tactician
1 Gang Shotgunner

As you all place the Shockstone into the sconce next to the elevator, it kicks on with a jolt of electricity. You all funnel into the rickety elevator and pull the lever. It rumbles for a few moments before hitting the bottom and the doors open to a short tunnel that leads to the final mining cavern. "Cleetus? Arthur? Is that y'all?" comes from inside the cavern

Guiding the End

Butch Ferraday and the other gang members will be eating as the elevator comes down. One will call out to the posse and like the previous group, they can handle them however they want, but here the posse doesn't have the element of surprise. If the posse tries to hide or takes too long to respond, two gang members will ready their guns and slowly make their way towards the elevator. If the posse tries speech checks, the gang is more susceptible to persuasion checks: foolery is average and intimidation is the hardest, as Butch is stubborn. Once they're taken care of (either by speech, killed, or hog tied to be brought in alive) the posse will then leave the mine and head towards Ferraday. Afterwards, you can move onto the conclusion section and end the campaign.

If Fought

If Butch is killed first, the rest of the gang will give themselves up. When Butch reaches around 5-10 health, he will attempt to throw two sticks of dynamite at the elevator to try to stop the posse and cause another cave-in. If the dynamite does 25 damage to the elevator and surrounding area, it will cause the cave-in, trapping the posse. Unless someone has something that can teleport them, the posse is stuck, ending the campaign.



Conclusion

Bringing in Butch Alive

*Y'all take Butch Ferraday
kicking and screaming into
Coffey and hand him over to the
sheriff, who thanks everyone as
he locks Butch up for good. The
locals praise the posse as y'all
make your way out of town,
meanwhile, Butch plots his
escape...*

Bringing in Butch Dead

*After dealing with the gang, y'all
take Butch's body to Coffey to be
examined by the sheriff as the
townsfolk praise you as you ride
through town. The posse's names
will live on in the locals history
for years to come for saving the
area from the ruthless Ferraday
gang*

TPK (Total Posse Kill)

*Unfortunately, Coffey Mine and
the Ferraday Gang were too much
for the posse. Butch and his gang
will live on for the time being,
robbin' the locals and terrorizing
Coffey...*

—Creatures—

Coffee Gang Pistoleer

Medium, humanoid, DR 1, Planish

Str: - Agi: +1 Gum: - Mys: - Per: -1

Gang Tactics: Gang members within 40ft of each other have good odds on Agility and Gumption saves

HP: 17 MB: 15 EC: 11

Actions

Rusty Revolver: 15/25ft, +1, (1d4 + 1 piercing)

Rusty Knife: 5ft, +1, (1d4 + 1 slashing)

Coffee Gang Shotgunner

Medium, humanoid, DR 2

Str: +2 Agi: +1 Log: - Gum: - Mys: - Per: -1

Gang Tactics: Gang members within 40ft of each other have good odds on Agility and Gumption saves

HP: 22 MB: 25 EC: 13

Actions:

Rusty Sawed-Off: 5/10ft, +2, (2d4 + 2 crushing)

Hand Wraps: 5ft, +2, (1d6 + 2 crushing)

Coffee Gang Tactician

Medium, humanoid, DR 2

Str: -1 Agi: +2 Log: +2 Gum: -1 Mys: - Per: -

Gang Tactics: Gang members within 40ft of each other have good odds on Agility and Gumption saves

HP: 19 MB: 20 EC: 14

Actions:

Rusty Double-Action Revolver: 20/45ft, +2, (1d6 + 2 piercing)

Dynamite: one

Bear Trap: one

Caltrops: one

Butch Ferraday

Medium, Humanoid, Planish, DR 3

Str: +1 Agi: - Gum: +3 Mys: - Per: -2

Gang Tactics: Gang members within 40ft of each other have good odds on Agility and Gumption saves

HP: 80 MB: 25 EC: 13

Actions:

Rusty Hand Cannon: 40/60ft, +3, (1d10 + 3 crushing)

Makeshift Shotgun: 20/30ft, +3, (2d4 + +3 piercing)

Encouraging Shout: Butch and all allies of Butch within 20ft are buffed with +10 health (temp if full), +10ft max MB, and good odds on their next attack. Once

Deathapace *(giant scorpion w/ a crusher claw and pincer claw)*

Medium, Insectoid, DR 2

Str: +1 Agi: +1 Log: -2 Gum: - Mys: -1 Per: -1

Night Vision

Res. to Slashing dmg

Weak to Crushing dmg

HP: 16 MB: 20 EC: 12

Actions:

Pincer Claw: 5ft, +2, (1d6 + 2 slashing)

Crusher Claw: 5ft, +2, (1d6 + 2 crushing)

Sting: 10ft, +2, (1d6 + 2 piercing + Gum.S(8), on fail, target is paralyzed for 10 seconds. Twice

—Items Used—

Tonics

Small Dead-Shot

Tonic

- AP: 1
- Good odds on next shot

Burst of Stamina

Tonic

- AP: 1
- Instantly refills MB

Small Herbal

Tonic

- AP: .5
- +1d4 hp + Medicine

Herbal Injection

- AP: 1
- +1d6 hp + Medicine

Throwables

Dynamite

- AP: 1.5
- 20/30ft, 10ft sphere
- Within 5ft of explosion range: (2d6 explosive), within 10ft: (1d6 explosive)

Acid Bottle

- AP: 2
- 25/40ft, 5ft circle for 10 seconds
- 1d6 acid on impact, (1d6 acid) when entering circle or ending turn in circle

Weapon Mods

Pistol Damage

- Tier: 1
- +1 damage

Skill Books

Shotguns Book

- AP: 1
- Reading takes 30 mins., raises Shotguns skill by 2

Medicine Book

- AP: 1
- Reading takes 30 mins., raises Medicine skill by 2

Traps

Mine

- AP: 1
- **Step on**: 2d8 explosive + knocked down
- **10ft sphere**: 1d8 explosive dmg to any targets within the radius
- **Disarm**: Crafting check DC(14)
- EC: 10

Alcohol

Pezcallio

- Uses: 4
- +10 to Agility skills
- -10 to Mysticism skills for 30 mins.

Quick Check Guide

Search or inspect something: **Investigation**

Inspect the general area: **Intuition**

Climb or lift something: **Athletics**

Jump a gap or try to balance: **Acrobatics**

Remembering or inspecting something from the past: **History**

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