

The Heist at Button's Bank

A Quickphix One-Page Adventure

You've followed the guardsmen to the bank. It is just like you suspected: all of the city's contraband gets stashed inside Burton Button's Bank. These corrupt pigs are going to pay for their transgressions. Tonight you will breach their famous vaults and bleed them for everything they have.

Point of Attack

The Heist has to take place tonight. You and your friends managed to "find" enough invitations to celebrate the bank's anniversary in the building's "Button Bar" on the first floor. You've also stolen the floor plans - all that is left to do is finding a weak point. You have 12 hours.

What's known so far

During the Party, you'll have free access to the entrance hall (1) and the bar including balcony (4). Most guards will be concentrated on these two areas, guarding the doors into the bank, the guests, the teller's area (2) and the door to upstairs (6). The doors on the floor plan with one star should pose little problem to a thief, the two star doors will have to be picked or broken down. The three star doors won't open without a key. It is unknown how many people are upstairs. However, it is said, that all the truly valuable items are locked inside Button's personal vault on the third floor penthouse. Rumor has it, he carries the key with him at all times.

The Rooms (GM's eyes only)

1. Entrance hall: two guards at entrance, two in the back. Not many guests.
2. Teller's Area: Contains little money and the transactional money vault.
3. Vault & Shaft: This Vault can only be opened with Button's master key or with the key located in the bodyguard's chamber. The shaft next to the vault contains a dumbwaiter. It's too small for a normal person. It can only be opened from the outside (without force) and only on the groundfloor, the second floor and the penthouse.
4. Button's Bar: 5 guards are mingling with the ca. 80 tipsy guests.
5. Kitchen: The 7 maids are busy preparing and handing out food & drink.
6. Stairwell: The room is empty, but sound carries well.
7. Office Entrance: Employee's sometimes pass through to get a drink.
8. Storage: Contains IOUs and other important files. No cash though.
9. Offices: 1d6 of the banks employees are currently working.
10. Rest Room: Contains some drinks & food for the employees.
11. Armory: Filled to the brim with uniforms & weapons of Button's guards
12. Bodyguard chamber: Button's head of the guard's office. He's always watching over the upstairs entrance and the dumbwaiter.
13. Entrance Hall: Button usually keep this door closed.
14. The Gallery: Holds Button's private art collection and the dumbwaiter
15. Bedroom: Button is resting in his bedroom with his mistress. He wears the master key around his neck on golden chain.
16. Penthouse: Button's luxurious residence. Empty bottles are lying around.
17. The Big Vault: Inside are some liquid assets and a huge chest, which is actually a living creature, mimicking one. It will attack as soon as the players try to open it. It needs to be killed to get to button's most valuable artefacts. It probably won't die silently.

Get Out (GM's eyes only)

After the Big Vault has been opened or the players are discovered by Button or a guard, the city's watch will be alarmed and they'll start surrounding the bank. Button's room contains a rope ladder, but escape will still be a daring undertaking.

The Spoils

You've made it! You leave the bank in chaos, guardsmen and partyguests are still screaming and running around while you carry off all the ill-gotten gains of Button. Time to give it back to the people! Or maybe....

