

BARRELING FORWARD

An Eberron adventure for 4th- to 6th-level characters



by
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OVERVIEW

A member of the Aurum has hired the party to heist an item recovered from the Mourndland, which is destined for a Cannith excoriate's enclave outside Fairhaven.

Rumors connect the item to the cause of the Mourning and it must not fall into the wrong hands. The right hands clearly not belonging to the rogue Cannith agents guarding it during the last leg of its journey; the Thaliost–Fairhaven lightning rail service.

In truth, the item isn't connected to the cause of the Mourning, but is actually a warforged colossus's master docent. The docent is dormant and fused to its last operator, Ember, a warforged who's still alive, but badly injured. Ember doesn't want to become a weapon of war again and poses a moral quandary for the characters; do they complete the job as asked or help Ember be free of their past?

The party aren't the only ones vying for the artifact. The Lord of Blades' agents also descend upon the train in the midst of the heist, throwing a definite blade in the works.

FOR THE DM

Barreling Forward is a train heist with a noir twist. It As Barreling Forward is modeled on high-stakes cinematic action, it's recommended DMs use the Hero Points optional rule in chapter 9 of the Dungeon Master's Guide and the Environmental Elements optional rule from "Pulp Adventure" in chapter 1 of the Wayfinder's Guide to Eberron. Environmental elements are called out in the lightning rail car descriptions.

How characters plan the heist is as much a part of heist stories as the heist itself and can vary significantly by group. To reflect this, rules are included for flashbacks: scenes that pull the characters back in time for a short narrative vignette to overcome a challenge or complication in the current moment. Flashbacks are helpful to keep the group from getting bogged down in "what if" planning, allowing them to retroactively plan for complications and challenges as they come up.

THE FLASHBACK

Once per session, each character can call for a flashback. During the flashback, they describe a planning scene in which they set up something to help them or another character in the current moment. This could be bribing a guard, planting an item on the train that'll help them, etc. The effect should be clear and tactical and can't change the course of anything that's already happened.

As the DM, encourage a flashback if the characters feel stuck or if it might help accelerate the story forward. During a flashback, you can call for an ability check to determine how effective it is. On a success, the plan comes off smoothly. On a failure, the character fails forward; acquiring what they needed, but adding a complication to the current scene.

EXAMPLE FLASHBACK

A character uses a flashback to convince a staff member to hide a dagger for them in the dining car. On a failure, the dagger isn't where they intended it to be—the staff member couldn't bring themselves to hide it in such a public place. Instead, as the enemies in the dining car spring into action, the staff member arrives with the dagger and tosses it to the character making the first round of combat quite tense as they find themselves facing foes while unexpectedly unarmed.

A character uses a flashback to intimidate contacts in Thaliost into copying a key for one of the lightning rail's doors. On a failure, they leaned on their contact too hard and they provided a whole ring of keys for the various doors—but which is the one they need as the guards make their way down the car checking tickets?

GET TO THE ACTION

The heist is all about the tension between well-laid plans and unknown complications coming to a head in the midst of high-speed action. Once they've decided on a course of action, work with the players. Maybe make a few rolls to set up how well things are going with their initial plan, then smash cut to the first major obstacle.

SCENES, EVENTS, AND ENVIRONMENT

Barreling Forward contains a few sections. Two cover the physical layout and arrangement of Thaliost Station and the lightning rail itself. The next section covers the journey where the heist occurs. This section also highlights specific events that occur at each step along the journey. Lastly, appendix A covers the NPCs found throughout the adventure.

As the DM, it's important to call the start and end of scenes to allow time to pass to the next appropriate period of action. With around twelve hours of in-game time available to players, it's crucial to keep things moving forward. The highlighted events that occur leading up to and throughout the journey to Fairhaven are called out in the adventure with the [Event] label and should serve as focal scenes for the adventure.

THE SETUP

OUR HEROES

An adventuring party with a reputation for getting the job done and doing the right thing in morally gray times—you know and trust the members of your party implicitly, having saved each other's lives time and again from on the hard streets of Sharn to the backwater swamps of the Shadow Marches.

CHARACTER INTROS

Ask each player to introduce their character with a movie-style cutscene. How can they highlight their characters personality or quirks while also showcasing their skills and abilities in a few moments?

EXAMPLE CUTSCENE

A small, scaly head pops out a pile of hay, followed by the rest of a kobold wearing a threadbare military-style jacket with tarnished brass buttons partially buttoned up, "I'll b-be right there." They take a swig from a bottle of hard liquor then toss the bottle over a shoulder. The camera tracks the bottle as it shatters against a wall.

Cut to the same kobold barreling backward through a doorway, pistol grip wands in both hands, launching bolts of arcane energy and Draconic curses back through the doors at the ruffians chasing their companions. "Ha, ha! You'll s-see us again!"

GETTING STARTED

Characters begin the adventure in Thaliost's White Arch Hotel. The full party is together and they have a three-hour window to put any last-minute preparations in order before the train departs. This is that moment where characters have their information on schematics, guard movements, etc. spread out before them on tables, and the plan is finalized.

Use this time with the players to understand their approach to the heist. Below are some examples to frame the approach to the heist. Keep in mind different characters may come at the heist from different angles to improve their odds of success or play to their strengths.

Players are likely to ask questions about the setup, environment, and NPCs at this time. Use DC 15 Charisma (Persuasion), Intelligence (Investigation), and Wisdom (Perception) checks to reveal information to them that their characters would've been able to gather before this point, to help the players decide how they approach the heist. Use the "Learnable Information" in the "What You Know" section to help the party make decisions.

GOING IN HOT

Sometimes a heist is more smash-and-grab than thoughtfully planned-out escapade, intentionally or not. Whether the characters descend onto the train at the last moment from the skycoach or leap from their seats and rush the guards, this is a fast-paced rush to grab what they need and get out before they draw too much attention.

CENTER OF ATTENTION

Walking into a place like you own it is definitely one way to keep attention where you want it. Whether the character is a noble or just appears important, they can buy a significant amount of leeway for the party setting up their heist in the background.

INSIDE JOB

Having a changeling on the inside is a classic move in Eberron. Whether the character (removes and) replaces someone who's expected to be on the train, or they find a way to obtain a position on the train, it sets the party up with inside information and plausible cover for being where they aren't supposed to be.

YEAH, I'LL FIT

Hiding the party or a party member in cargo or another container to get them aboard is a time-honored heist trope. Combined with "Center of Attention" or "Inside Job," it lets party members skilled at social interaction cover for individuals who might struggle in that department, but are really useful for the breaking and entering—or just breaking—side of the job.

WHAT YOU KNOW

A male half-elf named Killian Ostren hired the party to heist an artifact being transported under private guard via the Thaliost–Fairhaven lightning rail service.

The artifact was recovered from the Mournland; it's very dangerous and must not fall into the wrong hands. It's destined for Lian d'Cannith, a Cannith excoriate who's planned an exchange in Fairhaven to restore their position and good standing in the house. The party must seize the artifact, or if all else fails, destroy it.

Traveling from Thaliost to Fairhaven takes around twenty hours by lightning rail and the route passes through the Starpeak Mountains midway through the journey. There, Ostren has arranged for a skycoach to intercept the train and whisk the artifact away before it crosses into Aundair-patrolled lands. Give the players **handout 1: Kroot's Skycoach** and **handout 3: The Train Journey** from **appendix B: Handouts**.

LEARNABLE INFORMATION

Characters learn one of the following pieces of information with each successful DC 15 Intelligence (Investigation), Wisdom (Perception), or Charisma (Persuasion) check:

- The head conductor is a man named Alain Devir. He rents an expensive room at a House Ghallanda inn and frequents a tearoom called The Primrose House. Three other conductors rotate shifts for the standard and steerage cars.
- The item being transported is large enough that it requires a specially constructed wagon drawn by horses, and a team of laborers to load it on the train.
- The cargo is being loaded onto a nine-car lightning rail train. It has two helm cars, a galley car, a dining car, a first class car, a standard car, a steerage car, and two cargo cars. Give the players the **handout 2: Lightning Rail Schematic**

from **appendix B: Handouts**.

- The item is loaded onto a special armored cargo car from the days of the Last War. It has heavily reinforced doors and walls and a roof hatch that can be opened from both outside and in.
- Word on the street is that whatever is being transported has caught the Lord of Blades' attention.
- Annaka, a dwarven merchant headed to Aundair, has an interest in Cyran artifacts and may know more about the item.
- Weapons (including spellcasting focuses) must be stowed in cargo upon boarding a train. For first class passengers, the guards will overlook light weapons (including wands and rods).

THALIOST

WHITE ARCH HOTEL

Once a fine establishment looking down on the lightning rail station and the broken remains of the bridge, it's now fallen into disrepair. It functions more as a boarding house for itinerant travelers and those who can't afford a permanent residence than the premier hotel it once was. It's the ideal location for the characters to observe and plan. Rooms are 1 sp per day, and bottles of cheap wine and liquor are available for purchase.

THALIOST STATION

Thaliost Station, an ornate masterpiece featuring beautiful spires, is located near the Orien chapter house. From there, you can see the twisted and broken remains of the White Arch Bridge which once crossed the Scion's Sound to Rekkenmark. Beyond the station's public section, tall iron fences surround the trainyard, keeping prying hands and eyes from the train cars and cargo. Two guards stand watch at the gates leading into the yard.

Within the station, another guard watches over the interior while two clerks sell tickets from behind a counter. Porters are ready to help passengers with their luggage for a few copper pieces each.

ACTIVITIES

- The workers at the lightning rail station are a hardworking, but friendly enough, lot. Some are former soldiers, others are local laborers or expatriates, and characters could work them for information.
- Passengers congregate in the waiting area, some with cargo ready to be loaded, others keeping to themselves. Characters might encounter Egen, Maia-Zak, or Annaka here.

[EVENT] THE CARGO ARRIVES

An hour before the train is due to leave, the cargo arrives on a large covered wagon, escorted by a half dozen warforged soldiers and **Morrighen**, a male elf. The large banded-metal container is loaded into the secure cargo car. Morrighen and three of the soldiers stay on board, the others depart.

[EVENT] BOARDING THE TRAIN

The loud blare of an arcane whistle heralds the call to board the lightning rail. The intensifying crackle of the bound elemental accompanies a waft of ozone as they're slowly readied for departure.

Passengers in the station begin to spill out onto the platform, handing luggage to porters who rush back and forth to the cargo cars stowing it for the journey.

Conductors stand at the doors of the three passenger cars checking tickets while guards instruct passengers to stow weapons and other threatening or dangerous items.

Characters who board the train in Thaliost are asked to stow any weapons (including spellcasting focuses) in the cargo car until they arrive in Fairhaven. A pair of guards are ready to collect weapons and characters must make a successful

DC 14 Dexterity (Sleight of Hand) check to conceal any items from the guards. For first class passengers, the guards will overlook light weapons (including wands and rods). Stowed equipment is placed in crates which are loaded by porters into the cargo car.

Toward the end of boarding, **Flerentia Corleis** arrives in a stagecoach and is met by Morrighen, who the party may have seen arrive earlier with the special cargo. He helps her from the stagecoach and the two proceed quickly through the station to the first class car.

A character who has a passive Wisdom (Perception) score of 15 or higher, or who makes a successful DC 15 Wisdom (Perception) check notices that Morrighen isn't wearing a sword at this time. A character who has a passive Wisdom (Perception) score of 20 or higher, or who makes a successful DC 20 Wisdom (Perception) check notices the quick handover of a key from Morrighen to Flerentia as they reach first class.

Once within first class, Flerentia and Morrighen immediately move to their private quarters and shut the door.

[EVENT] LIGHTNING RAIL DEPARTS

With another pair of blares from the arcane whistle, the scent of ozone washes over the train as the train's bound elemental is fully activated. With a brief shudder, the train begins its twenty-hour journey to Fairhaven.

Passengers take their respective seats, the conductors make their rounds, checking in on the passengers, and the wait begins as the train has nearly eight hours before it arrives at the Starpeak Mountains.

Characters can use this time to investigate further and put additional preparations into place before the train arrives at the designated meeting point with the skycoach.

THE LIGHTNING RAIL

The nine-car lightning rail train has two helm cars, a galley car, a dining car, a first class car, a standard car, a steerage car, and two cargo cars.

Ticket Prices. First class (310 gp), standard (125 gp), steerage (20 gp).

MOVING AROUND THE TRAIN

Moving between Cars. Each car is separated by a pair of doors and a railed walkway between, which is open to the elements. Each door has a porthole-sized window so passengers and attendants can see between cars.

Passengers can move about the train within their respective fare cars. First class passengers have the run of the train except for the helm and cargo cars. Standard passengers can move freely between the standard and dining cars.

Walking on Rooftops. A creature moving across a rooftop must make a successful DC 10 Dexterity (Acrobatics) check to keep its balance. A creature that moves 5 feet a round or less automatically succeeds on this check. On a failure, the creature slips and falls prone on the roof. If the check fails by 5 or more, the creature also falls off the train.

As the sound of footsteps can be heard through the roof, it inevitably attracts the attention of those inside. Characters who attempt to move across the rooftops stealthily have disadvantage on the check.

Climbing along the Sides. A creature climbing along the side of a car must make a successful DC 15 Strength (Athletics) check to hang on. On a failure, the creature almost loses its grip and makes no progress. If the check fails by 10 or more, the creature falls off the train.

FORWARD HELM CAR

Environmental Elements: Elemental control ring, lightning rail tools

A pair of well-dressed guards in House Orien livery protect the door to the helm car. The air smells strongly of ozone and being this close to the elemental powering the train makes the hairs on the back of your neck stand up.

The forward helm car has two diligent (and armed) **House Orien guards** on watch at all times. They keep passengers out of the helm car and respond to pressing situations if the need arises.

Sien and two other engineers are on hand in the helm car at all times to oversee the lightning rail's operation.

FIRST CLASS CAR

Environmental Elements: Drinks tray, small stove

A richly upholstered couch encircles a round table on the left side of this car. Opposite it, a trio of chairs face a small stove flickering with light. A hallway at the back of the lounge area leads to the first class guest's private sleeping quarters.

An immaculately dressed man attends to the passengers. His gray hair with a widow's peak is expertly coiffed and white

is creeping in along the edges of his trimmed beard.

A single guard remains on duty within the first class car at all times. **Alain Devir**, the head conductor, continually checks in with the first class passengers getting them food from the galley and seeing to their needs. Alain knows all the first class passengers by sight and alerts the guard to anyone who doesn't belong in first class.

One first class cabin is occupied by **Flerentia Corleis** and her bodyguard **Morrighen**. **Egen ir'Tarravan** occupies a second, and the third is unoccupied.

GALLEY CAR

Environmental Elements: Bowls of produce, hanging pots and pans, knife block, stove

This car houses the staff quarters as well as the prep area for the dining car. A warforged chops and prepares food alongside a female dwarf, who's stirring a large pot of stew on a stovetop

The galley has six sleeping quarters with bunk beds, an open kitchen, a washroom, and a pantry.

DINING CAR

Environmental Elements: Dining cart, everbright lanterns, tables

Long tables and benches take up the majority of this car. Everbright lanterns keep the room awash in warm light and a pair of servers clear tables and take orders.

A trio of smaller tables near the front are cordoned off with velvet ropes for first class passengers.

The dining car is open until late at night, reopening in the early morning when breakfast is served. Off-duty staff members and guards sit down to drink and play cards in the evening hours.

Food and drink in the dining car costs a flat rate of 3 sp per day, although more expensive fare is available upon request.

STANDARD CAR

Environmental Elements: Curtains, dining cart, luggage

U-shaped seating compartments, with sliding curtains to provide privacy, run the length of this car on either side. There are luggage racks above the seats to store items out of the way.

The standard car is where typical merchants and upper-middle-class individuals travel. It isn't luxurious, but it is private. **Annaka Soldorak**, a dwarven soldier turned merchant, and **Maia-Zak**, a dragonmarked House Tharashk hunter, as well as a handful of other lesser nobles, adventurers, and merchants are here.

Once in the morning and once in the evening, an attendant with a small cart moves along the hallway offering basic

food and drink provisions for 1 sp. Additionally, a conductor checks the tickets of guests moving between the cars to ensure they're in the correct class of carriage.

STEERAGE CAR

Environmental Elements: Crowd, luggage

This car is packed with individuals trying to travel for as little as possible. The din of overlapping conversations, both quiet and loud, fills the air as many benches are crammed with families and travelers. Personal belongings are tucked away and stacked here and there, creating awkward, narrow spaces to maneuver around.

The steerage car is packed with at least fifty passengers traveling from Thaliost to Fairhaven (and beyond). A guard sits at the far end blocking access to the cargo cars, and another watches from the front of the car.

CARGO CAR

Environmental Elements: Barrels, cargo containers, netting, shelving

Shelves loaded with luggage and goods split the cargo car down the center. Larger containers and barrels are secured to the floor with thick nets in an open area between the shelves and the large cargo doors in the middle of the car.

All the first class and standard passengers' luggage is stored in this car. It's locked, requiring a successful DC 15 Dexterity check using thieves' tools to unlock. There are no guards inside the Cargo Car.

As the cargo doors are latched from the inside, it's difficult to open them from the outside. Forcing the doors open from the outside requires a successful DC 15 Strength check.

Finding equipment stored amongst the identical storage crates requires a successful DC 8 Intelligence (Investigation) check. This check takes 1 minute to complete. A character with more than 5 minutes to search the crates automatically succeeds on this check.

SECURE CARGO CAR

Environmental Elements: Crates, hanging chains, loading hoist

The heavily reinforced cargo doors on either side are latched closed. Between them lies a large, coffin-like box, eight feet long and five feet wide, standing three feet high. Heavy chains affix it to the floor and two warforged soldiers stand at attention beside it.

At the far end of the car, a hulking iron construct stands dormant, its hands replaced with a heavy hammer and pickaxe. A warforged in bronzed armor sits on a crate near the front of the car.

The second cargo car is the next to last car, with only the reverse helm car after it. The main doors are well locked, a character must make a successful DC 20 Dexterity check using thieves' tools to unlock them. Two **warforged soldiers** stand guard near the artifact's container, and their captain,

a **warforged veteran**, sits on a crate near the front of the car. At the rear, a **living iron statue** stands dormant until the captain activates it as an action with the command, "The gorgon rises."

The cargo car has two other access points, large sliding cargo doors on either side and a rooftop hatch. The sliding cargo doors are latched from the inside, opening them from the outside requires a successful DC 20 Strength check. The rooftop hatch is securely latched shut, but can be opened from inside or out as an action.

ADJUSTING THE SCENE

Here are suggestions for adjusting the scene's difficulty:

Easier: Activating the **living iron statue** takes two actions; and remove its Whirl action.

Harder: The rooftop hatch is locked—requiring a successful DC 15 Dexterity check using thieves' tools to unlock. Add one **warforged veteran**; and the **living iron statue** activates itself at the start of combat.

THE ARTIFACT CONTAINER

This sturdy container has heavy steel bands and measures eight feet long, five feet wide, and three feet tall. It's secured to the floor at each corner by thick iron chains, and two heavy padlocks tastefully embossed with House Kundarak's manticores keep it closed on one side.

As might be expected, the artifact has several layers of security beyond a guard detail:

Magical Security. The container's walls are thick enough to block detect magic spells. They're also lead lined as a protective—and additional anti-divinatory—measure. Opening the container triggers Flerentia's alarm spell (which is warding the container's interior), mentally alerting her to the characters' interference. Three rounds later, Flerentia and Morrighen enter secure cargo via a dimension door spell.

Physical Security. The two padlocks sealing the container need to be opened at the same time to avoid triggering a poison gas trap (see below). The warforged captain has one of the keys, while Flerentia has the other. Opening a padlock without a key requires a successful DC 18 Dexterity check using thieves' tools. The padlocks can also be forced open with a successful DC 22 Strength check.

Breaking In. The iron chains have AC 19, 10 hit points, a damage threshold of 5, and immunity to poison and psychic damage. The container weighs 300 lb. plus contents. The padlocks are made of magically reinforced steel and have AC 19, 20 hit points, a damage threshold of 10, and immunity to poison and psychic damage.

Poison Gas Trap. This trap triggers if someone doesn't open both padlocks at the same time, forces the padlocks open, or tries to pick the locks and fails. A successful DC 18 Intelligence (Investigation) check detects the pressure-sensitive trigger springs built into the container's latches. The trap can be disarmed with a successful DC 20 Dexterity check using thieves' tools. If this check fails by 5 or more, the trap triggers.

When the trap triggers, mist hisses from the container and all creatures within 10 feet of the container must make a successful DC 13 Constitution saving throw or be poisoned for 8 hours. A creature poisoned this way also falls unconscious. The creature wakes up if it takes damage or if another creature takes an action to shake it awake, but

remains poisoned.

As the latches clack open, the heavy hissing of air being released fills the chamber. Assisted by cantilevered weights, the lid smoothly shifts back and up to reveal the top half of a massive warforged tangled amidst coiling cables.

The warforged's face is heavily scarred and pitted, and their left arm and everything below the waist is missing. Most notable is the dragonshard-studded metal sphere embedded in their chest. At first, the sphere pulses ever so slowly, but the pulsing rapidly quickens pace as the warforged stirs.

Within lies **Ember**, a dormant warforged with a large, spherical docent embedded in their chest. Once the container is opened, they immediately begin to wake up. As they come to, they begin babbling incoherently about the colossus, the broken bodies, and their last memories of the war. Characters who make a successful DC 10 Wisdom (Insight) check discern that Ember is deeply afraid.

[OPTIONAL] THEY'LL NEVER TAKE ME ALIVE

If Ember is conscious when the Lord of Blades' agents, arrive, they begin to panic, lashing out at anyone and anything that obstructs them from dragging themselves to the cargo door, tearing it open, and hurling themselves from the train in a desperate bid to evade capture.

REAR HELM CAR

Environmental Elements: Inactive elemental control ring, lightning rail tools

The door to the rear helm car is closed and locked. House Orien's unicorn sigil is proudly engraved into it.

The rear helm car is empty but for two **House Orien guards** on rotating watch. They keep passengers out of the helm and respond to pressing situations if the need arises.

THE JOURNEY

It takes eight hours for the train to reach the mountains and less than an hour to pass through them.

THE ASCENT (15 MINUTES)

On the edge of the Starpeak Mountains, the conductor stones are lined along a high-set ridge with a steep drop to the south and a sheer mountain face to the north. The lightning rail begins the climb into the mountains as the ground falls away, revealing an exceptional panorama to the south.

The ridgeline climb takes 15 minutes and many of the passengers crowd to the south-facing windows to watch the view.

[EVENT] DINNER IS SERVED

As the lightning rail ascends the ridge into the Starpeak Mountains, a bell rings out through the first class and standard cars, signaling the beginning of the dinner service.

The long tables have been set with white tablecloths, and covered serving plates waft with steam and the fragrant aroma of spices. A trio of smaller tables for first class passengers are cordoned off behind a velvet rope.

Passengers begin filing into the dining car from both first class and standard, and it quickly becomes a lively and busy scene with people drinking, talking, and eating. Dinner service begins before the train passes over the bridge and lasts the entire journey through the Starpeaks.

Flerentia and Morrighen arrive late to dine, taking a seat at their reserved table. Halfway through their dinner, they get into a brief argument and Flerentia departs, headed toward the secure cargo car. Morrighen orders another drink and remains at the table until Flerentia returns.

[EVENT] FLERENTIA VISITS THE SECURE CARGO CAR

As the train climbs into the Starpeaks, Flerentia makes her way to the secure cargo car to check on the container. Flerentia opens up the container briefly, in concert with the warforged captain who's tasked with protecting it, before sealing it again. After a few minutes of conversation with the captain, she returns to the dining car. Once there, she says a few quiet words to Morrighen—letting him know everything is fine—then returns to her cabin in first class.

THE FIRST TUNNEL (2 MINUTES)

The lightning rail hurtles into a short tunnel cut through one of the Starpeaks' spars. It takes only a minute or so for the train to pass all the way through this tunnel and emerge onto the bridge crossing the ravine.

SOARING STAR BRIDGE (4 MINUTES)

The narrow Soaring Star Bridge spans a deep ravine, extending nearly a mile in length. The bridge itself is a masterwork of construction with conductor stones lining its beautiful archway. It takes the train a few minutes to cross

the bridge as the engineer slows to let the passengers enjoy the stunning view. Every 300 feet, a pair of struts rise either side of the train creating a thundering whoosh as the train passes them.

HAZARD: BRIDGE STRUTS

The struts flying past provide added tension if the PCs are outside the train. As the struts hug the sides of the train closely and arc overhead too, it forces characters to duck and maneuver carefully.

Every other round on initiative count 20 (losing ties), the train passes a strut and characters holding onto the side of the train take 22 (4d10) bludgeoning damage and must make a successful DC 15 Strength saving throw or be thrown from the train.

Characters on the roof must make a DC 12 Dexterity saving throw to avoid the struts. On a failed save, they take 11 (2d10) bludgeoning damage and are knocked prone as a strut clips them. Prone characters automatically succeed on the saving throw.

[EVENT] SKYCOACH ARRIVES

The skycoach is positioned just above the exit to the first tunnel as the lightning rail begins to traverse the bridge.

Kroot descends rapidly to fly just above the train, keeping pace with it while ropes are lowered to deliver equipment to the party or even drop some of the characters off at the scene.

Lighting on the train attracts the guards' attention. Characters must make a successful DC 15 Dexterity (Stealth) check, made with disadvantage, or be heard by the guards below.

Once the equipment and characters are safely aboard the train, Kroot pulls the skycoach back to wait for the signal that the package is ready for extraction.

WROGAR'S RIDGE (10 MINUTES)

Perhaps one of the most spectacular sections of this train ride is an expanse where the larger mountains fall away on either side, revealing beautiful landscapes to both the north and south. This lasts about 10 minutes before the train begins to slow further for the Pinch.

Passengers are particularly distracted during this section as they ogle the stunning landscapes to either side. During this time, Dexterity (Stealth) checks are made with advantage, except in first class and the secure cargo car.

[EVENT] UNWELCOME VISITORS

As the train slows to draw out the spectacular views, another skycoach flies up from below the ridgeline and approaches the train. Three **warforged soldiers**, a **Blade fanatic**, and a **Blade gladiator** leap from the skycoach, activate their *feather tokens*, and land on the roof of the dining car. They make their way across the roof toward the secure cargo car. It takes them 3 rounds to cross a car.

These warforged were sent by the Lord of Blades to capture Ember. They take no prisoners and show no mercy to anyone who gets in their way.

ADJUSTING THE SCENE

Here are suggestions for adjusting the scene's difficulty:

Easier: Remove one **warforged soldier**, and replace one **Blade gladiator** with one **warforged veteran**.

Harder: Add a second skycoach which drops three **warforged soldiers** and one **warforged veteran** onto the rear car (the inactive helm car). It takes them 3 rounds to reach the secure cargo car.

THE PINCH (15 MINUTES)

A sharp turn follows the mountain edge, and the train slows down to less than quarter speed to navigate the Pinch before accelerating once more along a rising mountain edge toward the tunnel out of the mountains.

[OPTIONAL] SKYCOACH CHASE

If the party escapes on Kroot's skycoach, any remaining Blades give pursuit, supported by a second skycoach carrying three warforged soldiers and one warforged veteran (as described in the Adjusting the Scene sidebar for "Wrogar's Ridge," above).

THE LAST TUNNEL (5 MINUTES)

The lightning rail hurtles into a long tunnel cut through one of the mountain's spars. It takes 5 minutes for the train to pass through the tunnel, and it descends rapidly before

exiting onto the vast plains preceding Askelios.

THE PLAINS TO ASKELIOS

As the lightning rail hurtles from the darkness of the last mountain tunnel, bright light glares through the windows. A pair of skycoaches descend on either side of the lightning rail with their bullseye lanterns sweeping back and forth across the train.

Above, the fiery ring of a Lyrandar airship can be seen keeping pace with the train.

[EVENT] A LYRANDAR ESCORT

As the lightning rail emerges from the last tunnel, an escort consisting of a Lyrandar airship armed with a pair of arcane ballistas and two skycoaches clearly displaying Cannith heraldry approaches the lightning rail. They've been tipped off to Lian d'Cannith's plans for the artifact and have come to claim it for themselves, thwarting her chance to return to the dragonmarked house.

At this point, the session is effectively over as the skycoaches fly up beside the train and Cannith guards begin boarding. They take Flerentia and Morrighen into custody as well as the artifact, if it's still on board.

If the party has caused notable trouble or resists, they're also taken into custody, but are released on their arrival in Fairhaven at the behest of their patron.

APPENDIX A: NPCS

IMPORTANT NPCS

KILLIAN OSTREN, CHANGLEING PATRON

CONTACT (TYPICALLY HE/HIM)

Killian Ostren is a clever changeling who has a way with words that always leaves you feeling slightly unsatisfied with the answer. He has a variety of personas he steps in and out of like others would change their clothes, and may appear to the characters both openly and inconspicuously. When he interacts with the party openly, he most often takes the guise of a tall half-elf who wears a well-fitted dark pinstripe suit and a bowler hat.

Motivation: Killian is loyal to his patron and will do anything to conceal their identity.

Mannerisms: Killian makes deep and direct eye contact with anyone he speaks with.

Quote: "As always, a pleasure doing business."

EMBER, WARFORGED OPERATOR (THEY/THEM)

Ember was the operator for a warforged colossus during the closing days of the Last War. Their colossus was destroyed on the Day of Mourning and they were trapped in its hulking body until recently recovered. They're aware they hold the key to creating a new colossus that could wreak terror on the Five Nations and wish for that to never come to pass.

Ember's face is heavily scarred and pitted, their left arm and everything below the waist is missing. Most notable is the dragonshard-studded metal sphere embedded within their chest.

Motivation: Ember is afraid others will use them to cause more harm and will do anything to prevent that.

Mannerisms: Ember clenches their jaw intensely creating a grinding sound.

Quote: "Not again. Never again."

FLERENTIA CORLEIS OF HOUSE CANNITH, HUMAN ENCHANTER (SHE/HER)

Flerentia is a skilled enchanter who works for Lian d'Cannith, entrusted with escorting the artifact from Thaliost to Fairhaven. She carries the second key to the artifact's container on a thin necklace. She also carries a wand of magic missiles concealed in her boot.

Flerentia is very pale-skinned, with dark hair and gray-green eyes. She wears fine, but functional, clothing and a pair of wire-rimmed spectacles. She plays at being bookish, but is in fact quite insightful, often using her appearance to fool others into thinking she's a bumbling bookworm.

Motivation: Flerentia is steadfast in her devotion to elevating House Cannith and believes the way to do that is by unifying the house under the visionary hand of Lian d'Cannith.

Mannerisms: Flerentia fidgets with her glasses constantly, adjusting them on her nose.

Quote: "Oops. Sorry, I didn't see you there. Can I help you?"

MORRIGHEN, ELF ELDRITCH KNIGHT (HE/ HIM)

Morrighen is Flerentia's bodyguard and confidant. He can't be bought off. He'll follow Flerentia wherever she goes and whatever she does. He's a bit of an overbearing white knight, often stepping in to defend her when she doesn't need it.

Morrighen is tall, well-muscled, and wears a fine breastplate. Though he doesn't appear to be armed, he can summon his longsword to him at a moment's notice.

Motivation: Morrighen might have been in love with Flerentia once, but it's since grown into friendship and a fierce loyalty.

Mannerisms: Morrighen flexes his hands unconsciously when not holding a weapon or a shield.

Quote: "Behind me!"

OTHER NPCS

EGEN IR'TARRAVAN, AUNDAIRIAN HUMAN NOBLE (HE/HIM)

Egen is a wealthy noble from Thaliost. Inheriting his family's bitterness about the Thranish annexation of Thaliost, he's turned his considerable influence to undermining the extremist Pure Flame sect.

Egen wears his wealth openly with an adorned and embroidered tunic, glittering rings on his fingers, and gold chains around his neck. He walks with a cane that conceals an intimidating blade, but his swordsmanship is clearly lacking.

Motivation: Egen yearns for the return of Aundairian rule to Thaliost.

Mannerisms: Egen has a continually puffed-up stance, always assuming he's the most important individual in the room.

Quote: "In the old days . . ."

Lore: Egen talked briefly with Morrighen and knows that he can summon his sword at a moment's notice.

ANNAKA SOLDORAK, DWARVEN EX-SOLDIER TURNED MERCHANT (HE/HIM)

Annaka fought through the Last War and hopes to never return to its like. He's instead turned his knowledge of the last days of the war to his benefit, selling artifacts gathered from the Mournland by salvagers.

A heavy scar runs across his chest and neck which he conceals with fine clothes and a thick ascot.

Motivation: Annaka is always looking for an advantage as he wants to never return to being on the front lines.

Mannerisms: He continually clenches his right hand and massages his right arm to help unclench it.

Quote: "Let me tell you how it's going to go."

Lore: Annaka heard a rumor that a salvage crew nabbed parts from a warforged colossus in Cyre and managed to get it out of the Mournland just recently.

MAIA-ZAK OF HOUSE THARASHK, DRAGONMARKED HALF-ORC HUNTER (SHE/ HER)

Maia-Zak is a seasoned House Tharashk tracker. She's traveling to Fairhaven in pursuit of a mark the Church of

the Silver Flame has paid her house considerably to find. Incredibly insightful and aware, she always has a good grasp of what's going on around her.

Olive skinned, with hair dyed an ombré gray to white, she bears a large Mark of Finding across her face that trails down her shoulder and along her left arm. She wears finely crafted studded leather armor dyed in a similar fashion to her hair.

Motivation: Maia-Zak ultimately seeks fame; to be known as the most exceptional tracker in her house, and she isn't far from it.

Mannerisms: She always has a hint of a smile on her face, as if she knows what others are up to before they do.

Quote: "Is that right?"

Lore: Maia-Zak has traveled this particular route many times and knows the regular train guards can be easily bought off to overlook a weapon or a minor altercation.

ALAIN DEVIR, HUMAN LIGHTNING RAIL HEAD CONDUCTOR (HE/HIM)

Alain is a pretentious man with expensive tastes and habits. He rents an expensive room in a House Ghallanda inn and dines at the luxurious restaurant there regularly. He takes high tea daily at The Primrose House, an expensive establishment in Thaliost renowned for its tea service.

He's in his early sixties, gray hair impeccably coiffed and a neatly trimmed salt-and-pepper beard. Alain always dresses sharply in a suit with polished leather shoes.

Motivation: Alain wants nothing more than to enjoy life and the benefits afforded him by his station.

Mannerisms: Alain constantly preens and adjusts his clothing and hair to ensure it's in perfect shape.

Quote: "Well, I do enjoy a tippie myself. Here, let me pour you a glass."

Lore: Alain knows that Flerentia keeps a unique looking key around her neck, and that it's for her special cargo kept farther back in the train.

SIEN D'ORIEN, HUMAN LIGHTNING RAIL ENGINEER (THEY/THEM)

Sien is all business when it comes to operating their train. As a dragonmarked heir, they strive to continually uphold the values of House Orien and take great pride in the services it provides.

Sien has dark skin, blue eyes, and keeps their brown hair braided back behind their head. While working, they dress in a straightforward pants and tunic combo, with a leather harness for tools and various implements to assist with operating the lightning rail.

Motivation: Protecting the train and House Orien's reputation above anything else.

Mannerisms: Sien is constantly checking or thinking about the operation of the train and gets lost in thought as they run through mental checklists.

Quote: "I'll get you where you need to go. Trust in House Orien."

Lore: Sien knows the train's layout inside and out, and can rattle on about a multitude of minute details regarding its construction.

KROOT, GOBLIN SKYCOACH DRIVER (SHE/HER)

Kroot is a daredevil at heart and honestly who else would take on such a wild job as heisting a Cannith artifact from a moving lightning rail? Hired by Ostren, she's worked a few jobs for him in the past and knows the pay is worth it.

She has ruddy, brown-red skin, wide ears flattened beneath a broad-brimmed hat, and a leather duster buckled tight at the waist.

Motivation: Kroot loves a good thrill, anything to get the blood pumping.

Mannerisms: Kroot laughs a lot, loudly, and with an unnerving glee.

Quote: "Hahaha! Hold onto your hats, we're going in!"

APPENDIX B: HANDOUTS

HANDOUT 1: KROOT'S SKYCOACH

Kroot's skycoach is specially equipped with secure webbing to hold onto during wild maneuvers, climbing ropes with rappelling gear for quick descents, and more for daring adventures such as a train heist.

KROOT'S SKYCOACH

Huge vehicle (30 ft. by 12 ft.)

Creature Capacity 2 crew, 6 passengers

Cargo Capacity 1 ton

Travel Pace 15 miles per hour

STR	DEX	CON	INT	WIS	CHA
16 (+3)	9 (-1)	14 (+2)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Webbing. Characters aboard Kroot's skycoach have advantage on any checks or saving throws against effects that would knock them prone or force movement.

ACTIONS

On its turn, the skycoach can take 2 actions, choosing from the options below. It can take only 1 action if it has only one crew. It can't take these actions if it has no crew.

Fire Grappling Ballista. The skycoach can fire its **grappling ballistas** (DMG, ch. 8).

Move. The skycoach can use its helm to move with its elemental ring or elemental thrusters.

HULL

Armor Class 15

Hit Points 80

CONTROL: HELM

Armor Class 12

Hit Points 40

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the skycoach can't turn.

MOVEMENT: ELEMENTAL RING

Armor Class 12

Hit Points 80

Speed (air) 100 ft.; -25 ft. speed per 10 damage taken

MOVEMENT: ELEMENTAL THRUSTERS

Armor Class 15

Hit Points 40

Speed (air) 200 ft.; -25 ft. speed per 5 damage taken

The skycoach can briefly accelerate, doubling its normal rate of speed, for up to 1 minute. It then requires 10 minutes to recharge.

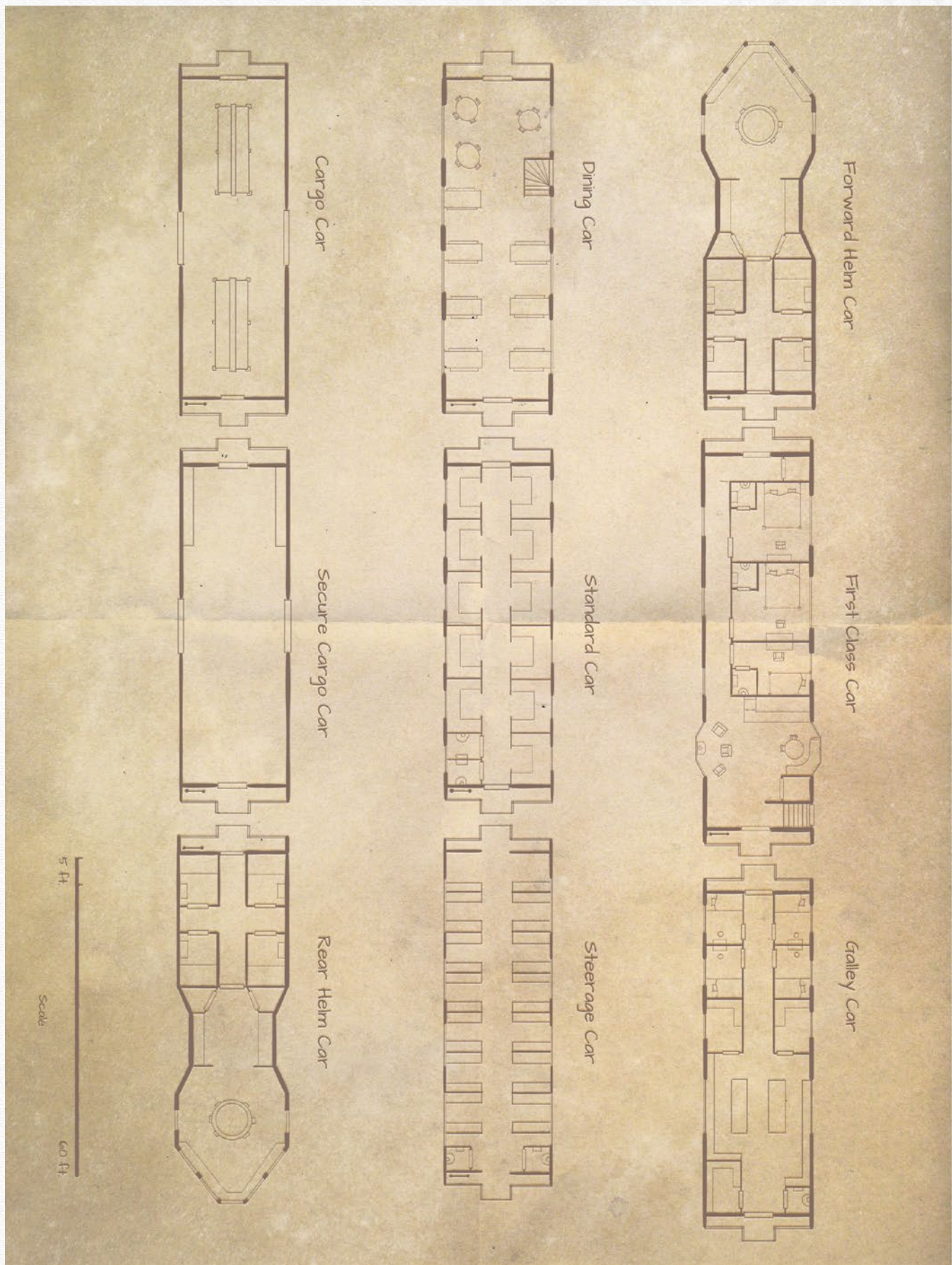
WEAPON: GRAPPLING BALLISTA

Armor Class 15

Hit Points 50

Ranged Weapon Attack: +6 to hit, range 120/480 ft., one target. **Hit:** 16 (3d10) piercing damage, and the target must succeed on a DC 12 Dexterity saving throw or be grappled. The grappling ballista can only grapple one creature or vehicle at a time.

HANDOUT 2: LIGHTNING RAIL SCHEMATIC





HANDOUT 4: ADVENTURE TIMELINE

AT THALIOST STATION

Cargo arrives

Train boards

Train departs

JOURNEY TO THE MOUNTAINS

Approaching the mountains
8 hours

JOURNEY THROUGH THE MOUNTAIN PASS

The Ascent
15 minutes

Dinner is served

Flerentia visits the secure cargo car

The First Tunnel
2 minutes

Soaring Star Bridge
4 minutes

Skycoach arrives

Wrogar's Ridge
10 minutes

Unwelcome visitors

The Pinch
15 minutes

[Optional] Skycoach chase

Last Tunnel
5 minutes

THE PLAINS TO ASKELIOS

A Lyrandar escort

APPENDIX C: CREATURE STATISTICS

BLADE FANATIC

Medium humanoid (warforged), neutral evil

Armor Class 13 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	14 (+2)

Saving Throws Con +3, Wis +4

Skills Deception +4, Persuasion +4, Religion +2

Damage Resistances poison

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Dark Devotion. The warforged has advantage on saving throws against being charmed or frightened.

Spellcasting. The warforged is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The warforged has the following spells cleric prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith**

2nd level (3 slots): *hold person, spiritual weapon*

*The fanatic casts these spells on itself on the first round of combat.

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

Multiattack. The warforged makes two attacks with its armlade.

Armlade. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BLADE GLADIATOR

Medium humanoid (warforged), neutral evil

Armor Class 17 (natural armor, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +4, Con +6

Skills Athletics +10, Intimidation +5

Damage Resistances poison

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Brave. The warforged has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the warforged hits with it (included in the attack).

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

Multiattack. The warforged makes three melee attacks or two ranged attacks.

Warhammer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage, or 15 (2d10 + 4) bludgeoning damage if used with two hands.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Javelin. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

REACTIONS

Parry. The warforged adds 3 to its AC against one melee attack that would hit it. To do so, the warforged must see the attacker and be wielding a melee weapon.

EMBER

Large humanoid (warforged), neutral good

Armor Class 17 (natural armor)

Hit Points 92 (8d10 + 48)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	5 (-3)	22 (+6)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Str +9, Cha +4

Skills Athletics +9, Insight +5

Damage Immunities poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 6 (2,300 XP)

Siege Monster. Ember deals double damage to objects and structures.

Warforged Resilience. Ember is immune to disease and magic can't put them to sleep.

ACTIONS

Hammerfist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Sweeping Strike (Recharge 6). Ember makes a sweep with their hammerfist, and each creature within 10 feet of them must make a DC 17 Dexterity saving throw. A creature takes 19 (3d8 + 6) bludgeoning damage on a failed save, or half as much damage on a successful one.

FLERENTIA D'CANNITH

Medium humanoid (human), lawful evil

Armor Class 12 (15 with mage armor)

Hit Points 40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	12 (+1)

Saving Throws Int +6, Wis +4

Skills Arcana +6, Deception +4, History +6, Insight +4

Senses passive Perception 11

Languages Common, Draconic, Gnomish, Goblin

Challenge 5 (1,800 XP)

Special Equipment. Flerentia carries a *wand of magic missiles* with 7 charges.

Spellcasting. Flerentia is a 9th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

Cantrips (at will): *fire bolt* (see "Actions," below), *friends*, *mending*, *message*

1st level (4 slots): *charm person*, * *mage armor*, *magic missile*

2nd level (3 slots): *hold person*, * *invisibility*, *suggestion**

3rd level (3 slots): *fireball*, *counterspell*, *slow*

4th level (3 slots): *dimension door*, *confusion**

5th level (2 slots): *hold monster**

*Enchantment spell of 1st level or higher

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Fire Bolt. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

REACTIONS

Instinctive Charm (Recharges after Flerentia Casts an Enchantment Spell of 1st Level or Higher). Flerentia tries to magically divert an attack made against her, provided that the attacker is within 30 feet of her and visible to her. She must decide to do so before the attack hits or misses.

The attacker must make a DC 14 Wisdom saving throw. On a failed save, the attacker targets the creature closest to it, other than Flerentia or itself. If multiple creatures are closest, the attacker chooses which one to target.

GUARD

Medium humanoid (any race), any alignment

Armor Class 16 (chain shirt, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	10 (+0)

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

HOUSE ORIEN GUARD

Medium humanoid (human), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Senses passive Perception 12

Languages Common

Challenge 2 (450 XP)

Pack Tactics. The guard has advantage on an attack roll against a creature if at least one of the guard's allies is within 5 feet of the creature and the ally isn't incapacitated.

House Protector. When protecting the property or a member of House Orien, the guard has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. The guard makes two melee attacks.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

LIVING IRON STATUE

Medium construct, unaligned

Armor Class 16 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Vulnerabilities acid

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Immutable Form. The statue is immune to any spell or effect that would alter its form.

ACTIONS

Multiattack. The statue makes two attacks: one with its hammer and one with its pickaxe.

Hammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one

target. *Hit*: 10 (2d6 + 3) bludgeoning damage, and the target is knocked prone.

Pickaxe. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. *Hit*: 10 (2d6 + 3) piercing damage.

Whirl (Recharge 5–6). The statue can use its action to spin at the waist, targeting creatures of its choice within 10 feet of it. Each target must make a DC 13 Dexterity saving throw, taking 19 (3d10 + 3) bludgeoning damage on a failed save, or half as much damage on a successful one.

MORRIGHEN

Medium humanoid (elf), neutral evil

Armor Class 16 (breastplate)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	16 (+3)	10 (+0)	8 (-1)

Saving Throws Str +6, Con +4

Skills Arcana +5, Athletics +6, Insight +2, Intimidation +1, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Elvish

Challenge 3 (700 XP)

Special Equipment. Morrighen wields a +1 *longsword*.

Fey Ancestry. Morrighen has advantage on saving throws against being charmed, and magic can't put him to sleep.

Spellcasting. Morrighen is a 7th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *blade ward*, *booming blade* (SCAG) or *shocking grasp*

1st level (4 slots): *feather fall*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *mirror image*, * *misty step*

*Morrighen casts these spells on himself before combat or in the first round of combat.

War Magic. When Morrighen uses his action to cast a cantrip, he can make one weapon attack as a bonus action.

Weapon Bond. Provided Morrighen and his +1 *longsword* are on the same plane of existence, he can use a bonus action to teleport it to his hand. Morrighen also can't be disarmed of the +1 *longsword* unless he's incapacitated.

ACTIONS

Multiattack. Morrighen makes two melee attacks.

+1 Longsword. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. *Hit*: 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

WARFORGED SOLDIER

Medium humanoid (warforged), any alignment

Armor Class 16 (natural armor, shield)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	11 (+0)

Skills Athletics +5, Perception +4, Survival +4

Damage Resistances poison

Senses passive Perception 14

Languages Common

Challenge 1 (200 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

Multiattack. The warforged makes two armbreak attacks.

Armbreak. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack*: +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit*: 6 (1d6 + 3) piercing damage.

REACTIONS

Protection. When an attacker the warforged can see makes an attack roll against a creature within 5 feet of the warforged, the warforged can impose disadvantage on the attack roll.

WARFORGED VETERAN

Medium humanoid (warforged), any alignment

Armor Class 18 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Skills Athletics +5, Perception +4

Damage Resistances poison

Senses passive Perception 14

Languages Common

Challenge 3 (700 XP)

Warforged Resilience. The warforged has advantage on saving throws against being poisoned and is immune to disease. Magic can't put it to sleep.

ACTIONS

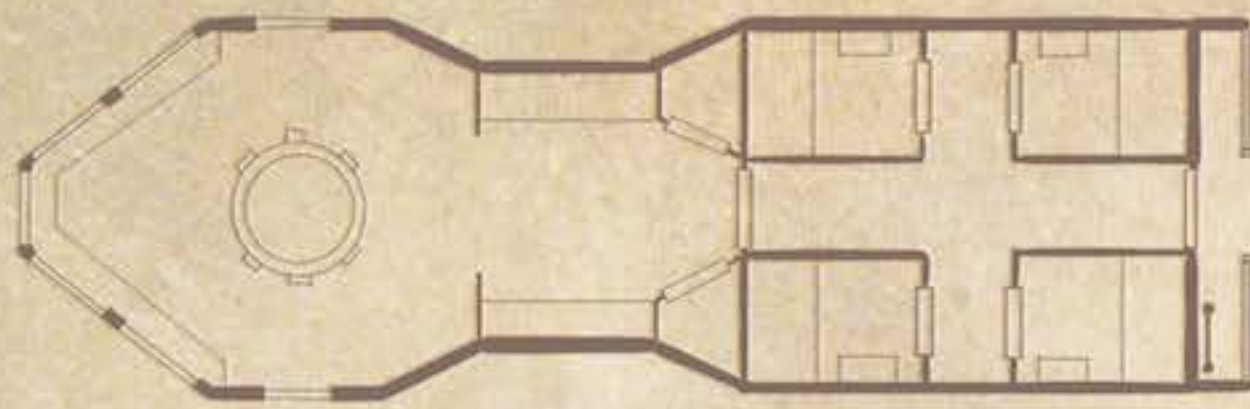
Multiattack. The warforged makes two longsword attacks. If it has its armbreak extended, it can also make an armbreak attack.

Armbreak. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 6 (1d6 + 3) slashing damage.

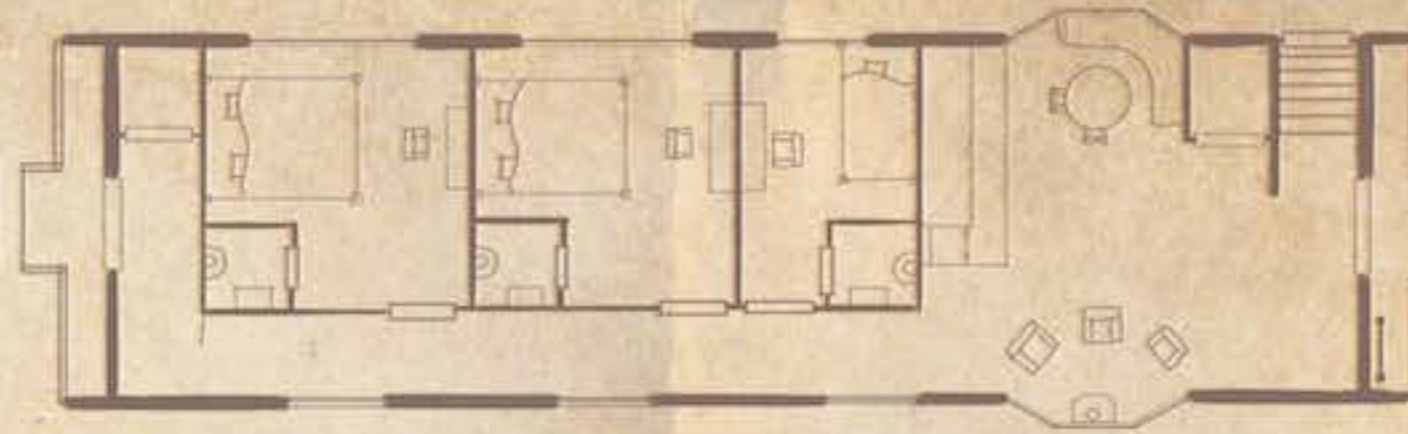
Longsword. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. *Hit*: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack*: +3 to hit, reach 5 ft. or range 100/400 ft., one target. *Hit*: 6 (1d10 + 1) piercing damage.

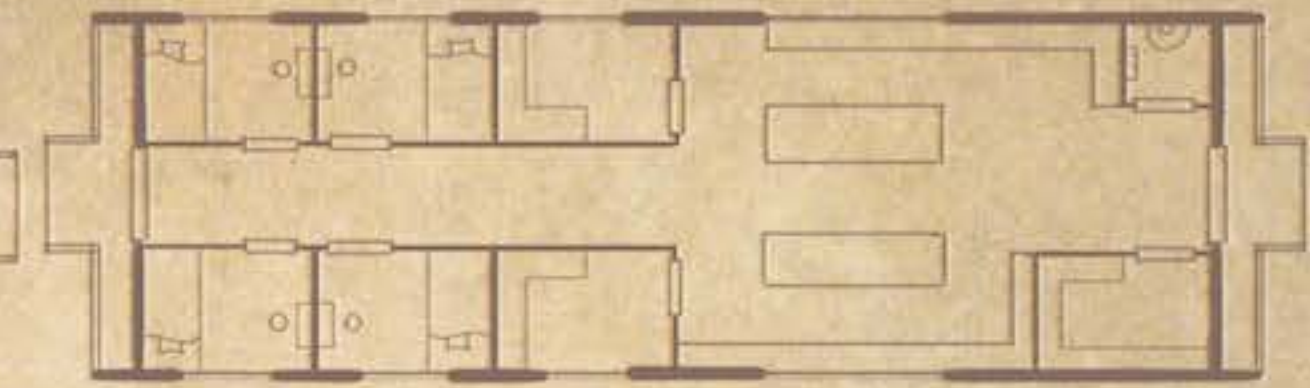
Forward Helm Car



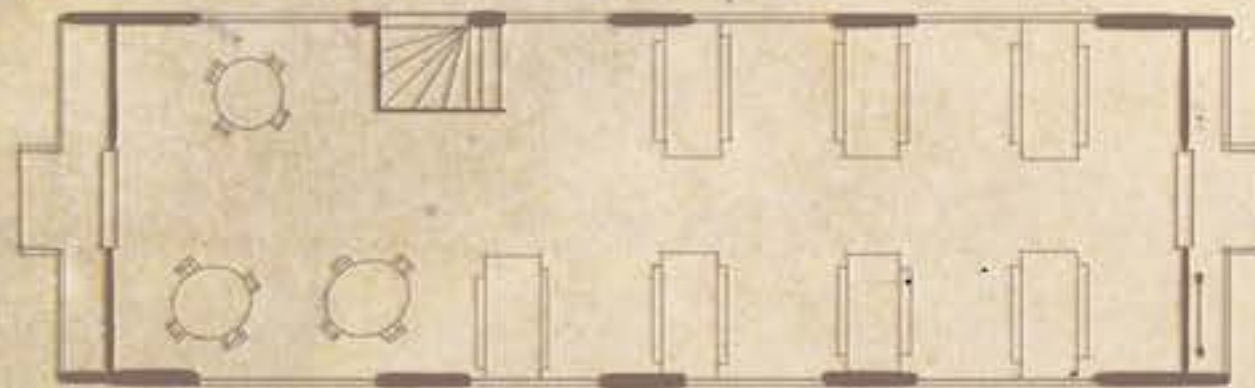
First Class Car



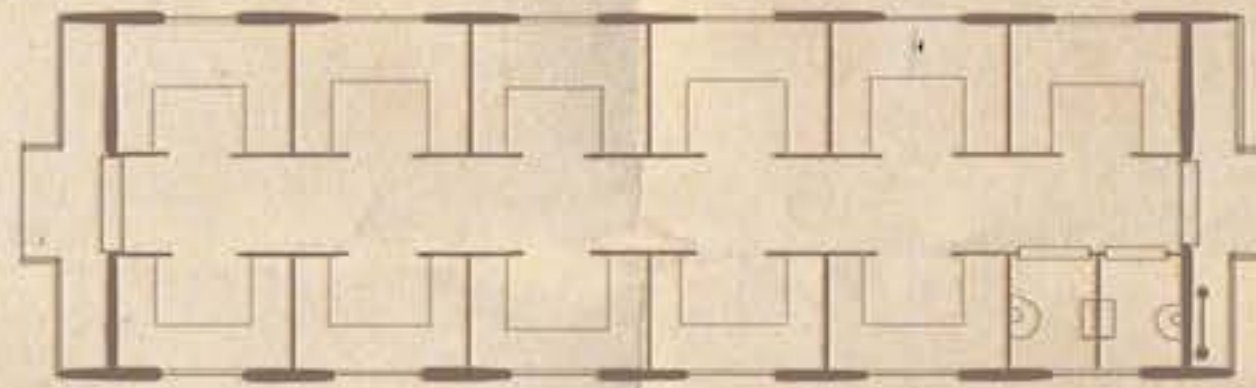
Galley Car



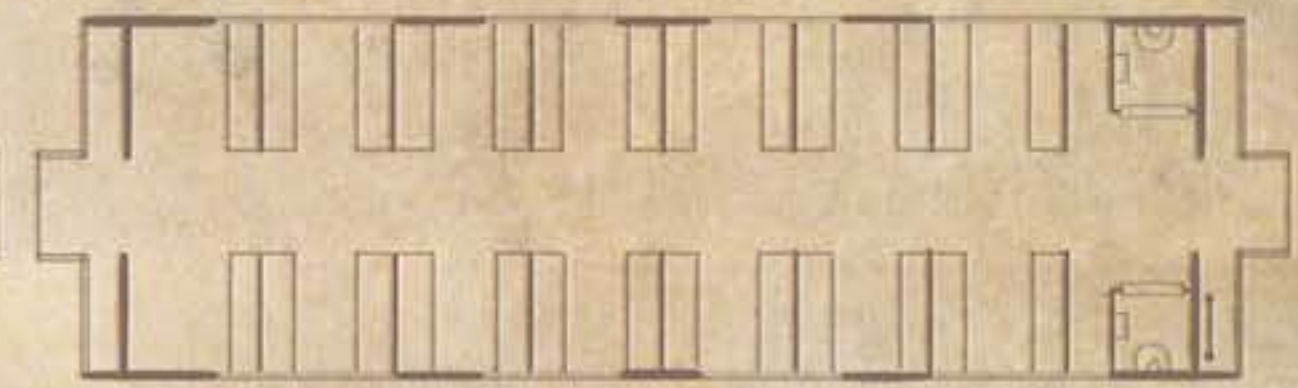
Dining Car



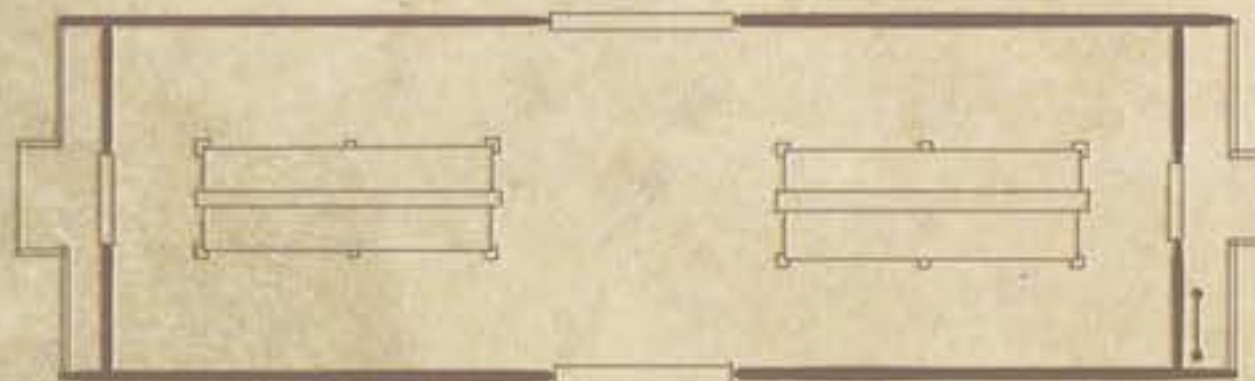
Standard Car



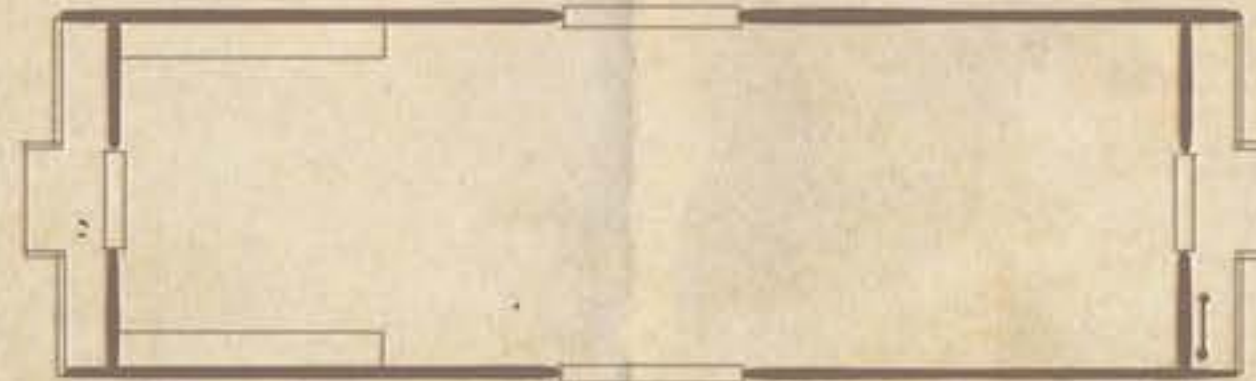
Steerage Car



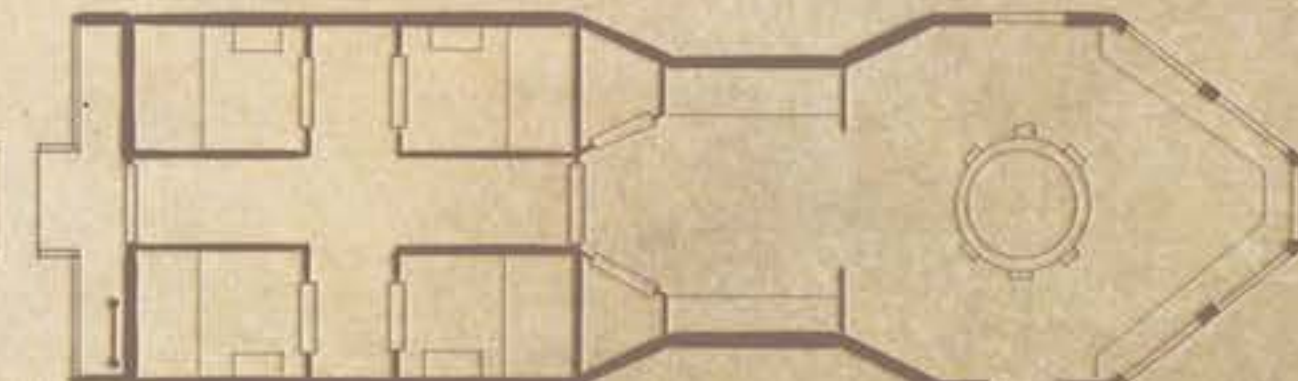
Cargo Car



Secure Cargo Car

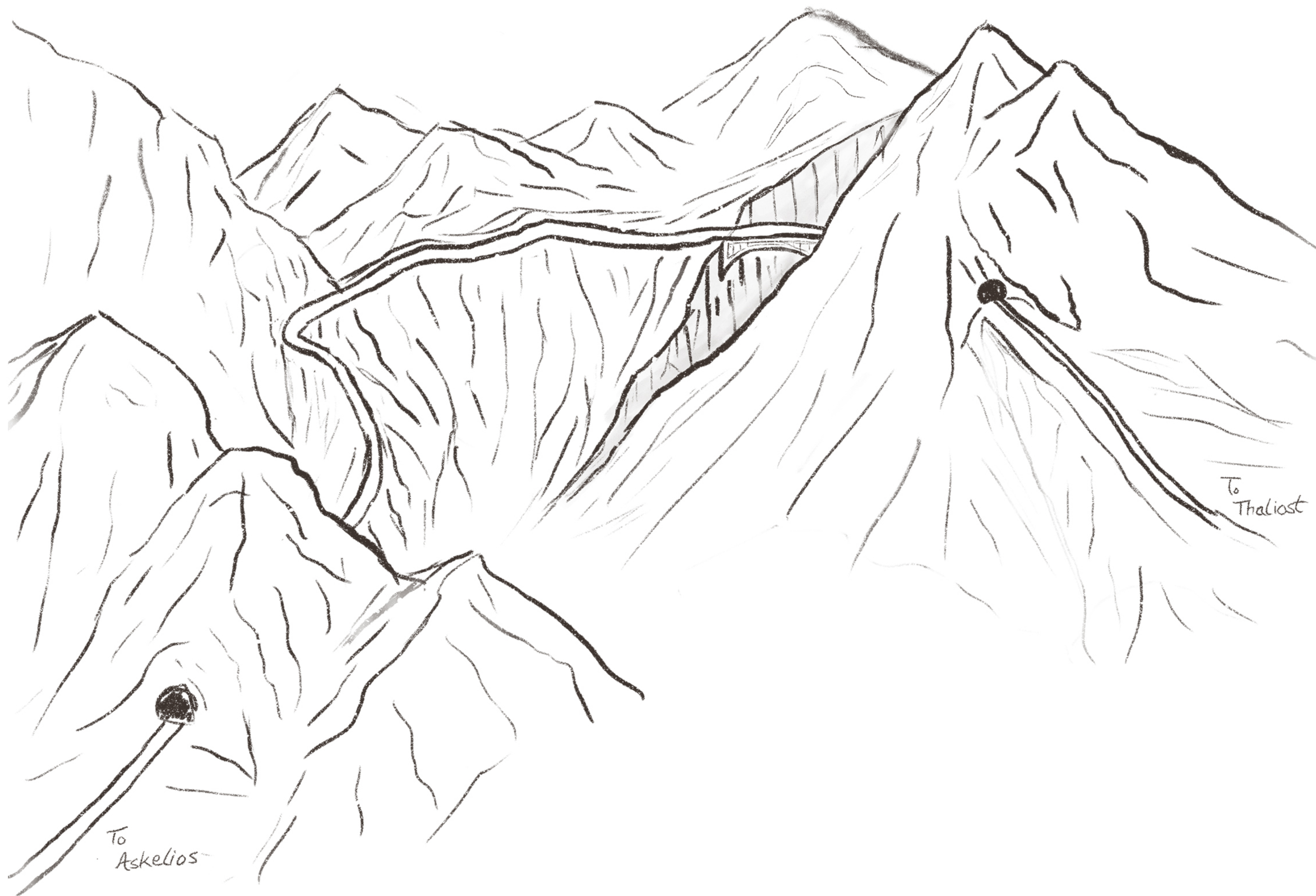


Rear Helm Car



5 ft. 60 ft.

Scale





A6

A2

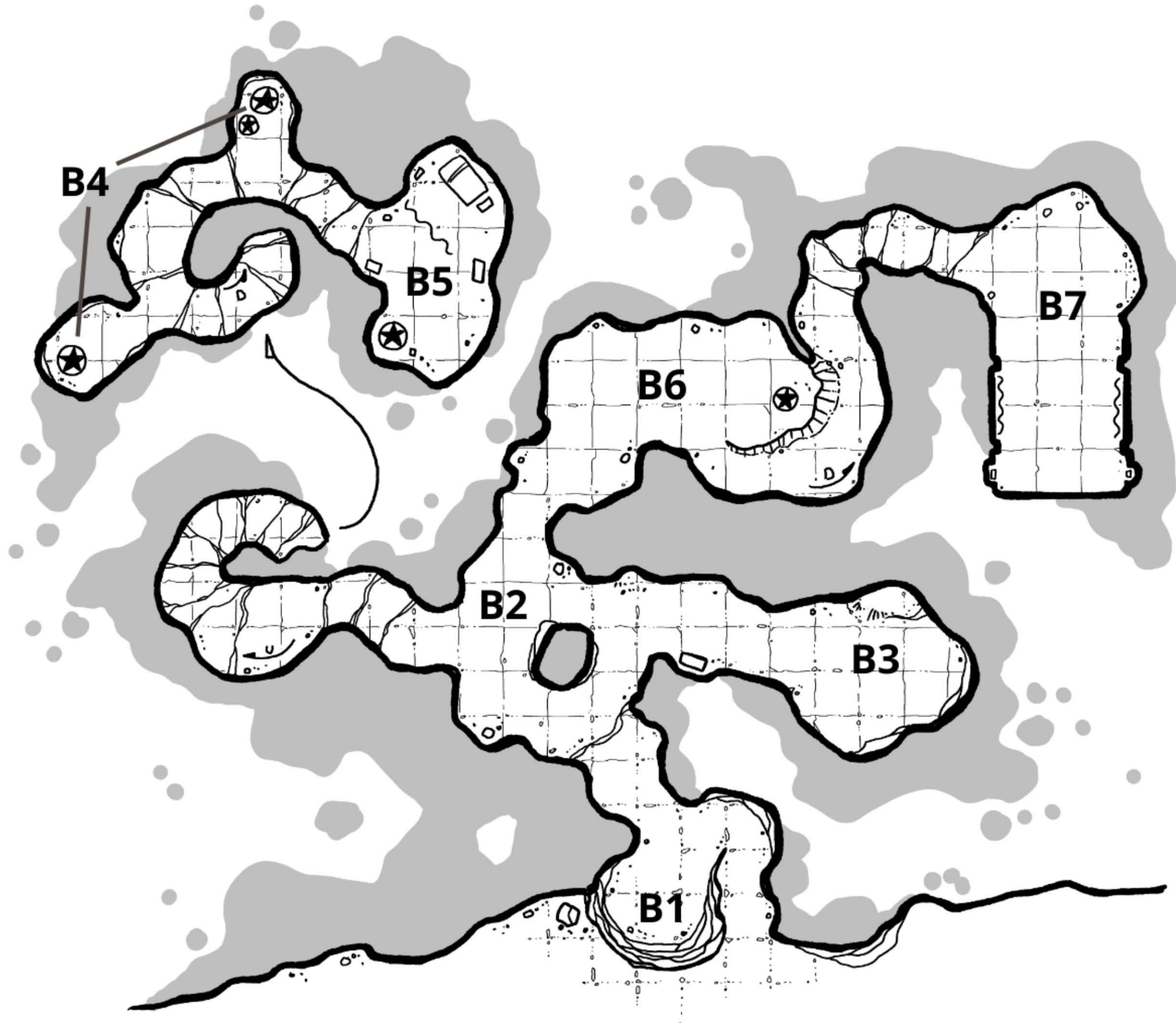
A4

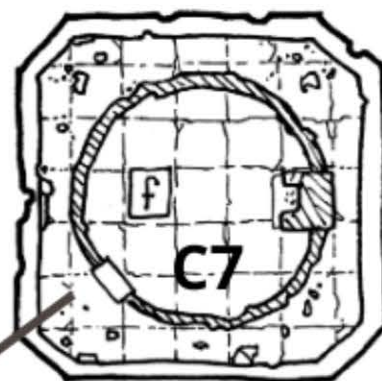
A7

A5

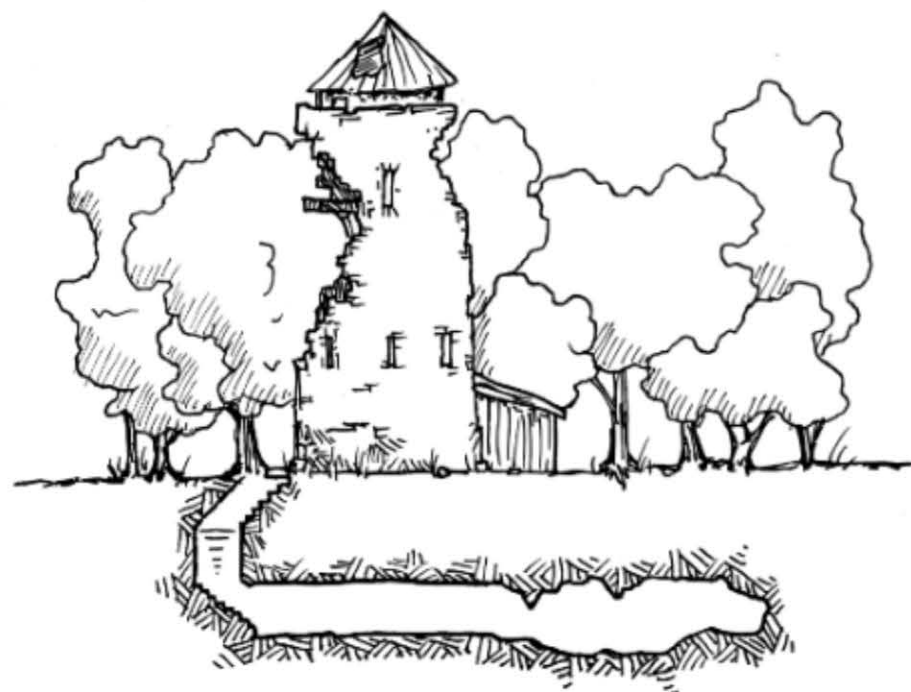
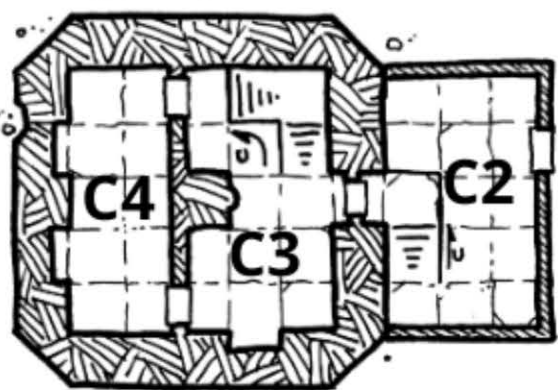
A1

A3





C8



C11

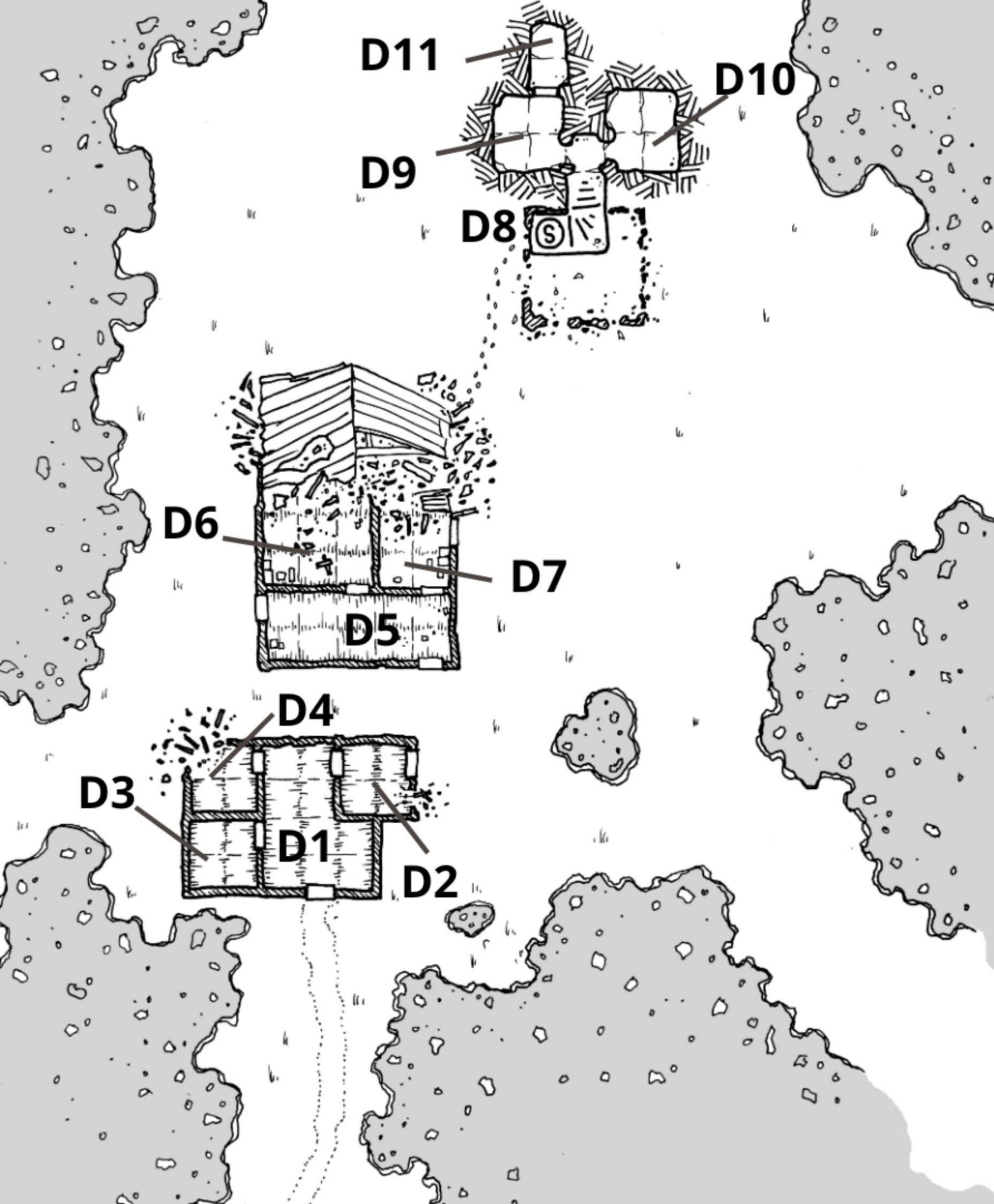
C12

C14

C13

C9

C10



D11

D10

D9

D8

D6

D7

D5

D4

D3

D1

D2

