

PERFECT TIMING

EPISODE 5



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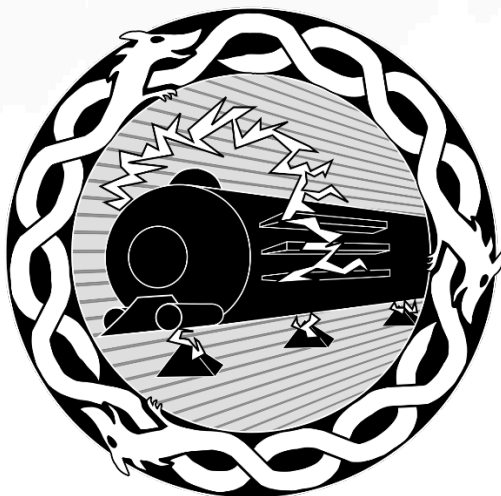
ACROSS EBERRON: CONVERGENCE MANIFESTO



PERFECT TIMING

IN THE SEARCH FOR PERFECTION, WHAT CHAOS WILL ENSUE?

EPISODE 5 OF *CONVERGENCE MANIFESTO*



AN ACROSS EBERRON ADVENTURE

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INTRODUCTION

Welcome to *Perfect Timing*, episode 5 of *Convergence Manifesto*, an Across Eberron adventure path. This adventure is the sequel to AE01-04: *Living Legend*, [available on the Dungeon Masters Guild](#), using characters and story elements introduced in the previous adventure. This adventure plays best when used in conjunction with either *Eberron: Rising from the Last War* or the *Wayfinder's Guide to Eberron* by Keith Baker. DMs and players may also enjoy the easy reference materials provided in Across Eberron's *Eberronicon: A Pocket Guide to the World*.

Perfect Timing is designed for **five 3rd-level characters** to explore the diversity and themes of the Eberron campaign setting. Players will have a chance to search for a thief aboard the lightning rail, dive from a moving railcar into the chasm below, and navigate the bureaucracy of the Perfect Order.

SUMMARY

Once again, Provost Nigel Faurious has tasked the Clifftop Adventurers' Guild with retrieving an artifact, this time from Daanvi, the Plane of Perfect Order. The party boards the lightning rail in Karrnath, prepared to dive into a deep river gorge in order to make the transition to Daanvi. Before they can do so, however, agents of the Emerald Claw steal the authorization crystals they need to access the plane.

The party must race through the lightning rail to retrieve their authorization crystals from the Emerald Claw agents, then make a thrilling plunge at terminal velocity into Daanvi.

There, the characters find their plans hampered by endless red tape, and they must navigate the legal system in the most orderly of ways in order to return home with their prize.

RUNNING THE ADVENTURE

Perfect Timing is a linear adventure intended for five 3rd-level characters and designed to take approximately 3 to 4 hours of game time. If you find yourself with even more time to spare, you may also wish to introduce the 5 bonus encounters. Each is expected to add around 20 minutes to your game.

All monster stat blocks needed for encounters in this adventure are contained in **Appendix A: Bestiary**. **Appendix B & C** contain player and DM versions of the Cylinder Puzzle in Scene 5. Lightning rail battlemaps are in **Appendix D: Lightning Rail Maps**.

While running the adventure, look out for the following formatting:

Text like this is intended to be read aloud or paraphrased for your players.

Sidebars like this contain rules reminders, reveal background Eberron lore, or point you to sources to learn more.



CAST OF CHARACTERS

Perfect Timing follows the player characters as they venture forth to retrieve the *Quintessence Engine*. Below are characters they encounter that will help or hinder them in their mission.

MAJOR CHARACTERS

Amaldi Kalkoran (Ah-MAL-dee KAL-kor-ahn). Amaldi, a refined dwarf with a crew cut and a neatly trimmed beard, is an associate of the Clifftop Guild. He specializes in obtaining maps and adventure opportunities for the guild. He would love to serve in a more traditional manner, but he faints at the sight of blood.

Personality: I am charming, though a little eccentric. I like to hear others' stories and live vicariously through them.

Ideal: Enlightened Self-Interest. I always look out for Number One first, though I'll help others if it doesn't inconvenience me too much.

Bond: I owe Lhara a favor, and this job clears that debt from my ledger.

Flaw: I'm very possessive of my things.

Rostan Losho (ROW-stan LOW-show). Rostan is a half-elf of middling age, with salt-pepper hair and a long-hooked nose. He is fanatically devoted to the cause of the Order of the Emerald Claw.

Personality: I am a little twitchy, and will often break out into a slight chuckle. I am unsentimental, pragmatic, and find heroism laughable.

Ideal: All must embrace the Divinity Within.

Bond: The Order gave my life meaning when they saved my life with vital supplies of food on the front line. I will never betray them.

Flaw: I tend to ignore enemy spellcasters as cowards, and prefer to engage in melee combat with the toughest-looking opponent (preferably a paladin or cleric).



MINOR CHARACTERS

The party will also encounter many passengers aboard the lightning rail, who are briefly described when they appear in the adventure. As they do not have any direct bearing on the plot, other than providing set dressing for the train exploration, they are not included in the cast of characters.

ACROSS EBERRON CHARACTERS

The following characters give the initial quest for this adventure, though they do not drive the ongoing narrative. They are recurring characters in the *Convergence Manifesto* series, so if you intend to continue the adventure path, you may wish to spend time developing their characters.

Guild Handler Lhara (LHAR-ah). Lhara is a shifter with white hair streaked with black. Her skin is pale, she has blue eyes, and wears an eyepatch over the left. She holds a middling position of authority within the Clifftop Guild. Lhara is the characters' handler inside Clifftop and is trying to increase the guild's coffers and reputation.

Personality: I am always calm, no matter what the situation. I never raise my voice or let my emotions control me.

Ideal: Clifftop Adventurers' Guild. The Guild is my home and its members are my family.

Bond: I will prove that Clifftop is the best group of skilled troubleshooters and that we can get any job done.

Flaw: I am very sarcastic, and it can be difficult for people to tell when I am being serious.

Provost Nigel Faurious (NIGH-jel FAR-ee-us). The Provost is very focused on his work and is often lost in thought. He seeks to prove his theories on planar bodies and is willing to spend the money required to build his strange device.

Personality: I am horribly, horribly awkward in social situations and have little patience for any conversation that doesn't have to do with my work.

Ideal: No Limits. Nothing should fetter the infinite possibility inherent in all existence.

Bond: My life's work is the study of planar bodies and their effects on Eberron. I must complete my work and be given the recognition I deserve.

Flaw: Unlocking an ancient mystery is worth every coin of my family fortune.

THE CLIFFTOP ADVENTURERS' GUILD

Eberron, of course, has its share of organizations dedicated to the support and employment of exceptional individuals. Professional adventurers in good standing might be invited to join the Clifftop Adventurers' Guild (see chapter 1 of *Eberron: Rising from the Last War*). The Clifftop guild, based in the Clifftop district of Upper Dura, Sharn, was founded one hundred fifty years ago by a dwarf named Shekkal Korranor. The current leader is Sumara Korranor, better known among her charges as Summer.

The reputation of the Clifftop guild is well earned, and members are expected to uphold their guild's virtuous principles. Their long-standing rivals from the Deathsgate guild have no such inclinations.

SCENE 1: A TIME AND PLACE

“The very fundamental laws of the cosmos will prove me correct.”

—fragment of Provost Nigel Faurious’s Convergence Manifesto

The player characters receive a call from Lhara, their Guild Handler, for another mission with the Clifftop Adventurers’ Guild. The party meets in the entrance hall to the guild, where Lhara greets them. Read or paraphrase the following:

Another day, another summons to the Clifftop Adventurers’ Guild for another mission. You approach the increasingly familiar tower of drab granite that houses the Guild you have come to call your own. Entering the guildhall, you see a well-known figure, that of Lhara, your Guild Handler. The shifter brightens as you enter, sauntering over to you.

“Good, we’re all ready now! Provost Faurious has another mission for you. This one is exceptionally...exhilarating. I know most our guild members enjoy their initiation ritual, jumping from the towers of Sharn. Well, this might bring back some fond memories.” Lhara bares her fangs in an amused grin.

Lhara is a bit skeptical about Provost Nigel Faurious’s latest mission, or at least, the method he’s chosen to complete it. But she has confidence that he wants the adventurers to come back alive, if only because he wants his artifact back in one piece. If the party attempts to ask questions about the mission, Lhara responds with a knowing smile and encourages them that the Provost is best suited to answer their questions. Read or paraphrase the following:

Lhara leads you and the others gathered with you through a maze of stone corridors, statues lining the walkways. She pauses at the an oaken door, opening it to reveal a study with a familiar man inside, Provost Nigel Faurious.

He pulls his attention from the journal on the desk, giving you an appraising look before nodding his approval at Lhara, who explains, “Provost Faurious has located another artifact he needs for his research. The professionalism of our Guild has impressed him, and he’s retained our services for another job. Provost?” She turns toward the scholar, prompting him to address your party.

Faurious steepled his fingers together and begins, an excited glint in his eye. “After much searching through ancient texts, I have obtained conclusive evidence of a marvelous artifact. It has been unreachable for the last three centuries, but Daanvi, the Plane of Perfect Order, will soon be coterminous, allowing us...or you, rather, to step through to another plane, in search of this device.” He pushes a sketch across the desk, which Lhara picks up and hands to the nearest of you. You see a transparent sphere, inside of which are what appear to be various tracks with balls rolling on them.

“You can keep that, you might need it to identify the artifact,”

Faurious remarks. “She’s called the *Quintessence Engine*, lovely thing that she is. Not too big, perhaps as big as your handspan. To retrieve the *Engine*, you’ll have to travel to a small manifest zone in Karnath, along the lightning rail line. You will need an authorization crystal, made of Daanvian diamond, which allows you to access Daanvi itself. A Clifftop associate, Amaldi Kalkoran, is in the process of procuring one for each of you. You will meet him on the lightning rail at Irontown, in Karnath.

“According to the most reliable texts, once you pass through the portal, the *Engine* will be right on the other side. You simply take it, come back the way you came, and voila! Mission accomplished.”

Lhara clears her throat. “And perhaps you should mention how they pass through the portal, sir?”

The Provost chuckles. “It’s a simple matter of riding the rail until you near Krona Peak. The rail bridge crosses a deep river gorge below. You, er, well...you merely jump off the railcar while holding an authorization crystal, and before you hit the river....voila! Daanvi.”

The Provost, quite tickled with the dramatic entry needed to enter Daanvi, stops talking at this point, curious to see the characters’ reactions. A successful DC 15 Wisdom (Insight) check reveals that he is nearly positive the process is safe, though he’s quite glad to have adventurers do it for him, just in case. The ancient texts aren’t precisely clear on what they’ll find on the other side, but he’s quite sure the *Quintessence Engine* will be visible upon their entry. It can’t be that complicated, right?

What Does the Provost Know? The characters will certainly have questions, which Faurious is willing to answer, to a point. However, he is unwilling to give any indication of what he needs the artifact for. If pressed, he reports that his work is of the utmost delicacy, and he cannot risk someone stealing it before his studies are complete. However, he is more than willing to answer the following questions:

- **What is a *Quintessence Engine*?** The *Quintessence Engine* is a perpetual motion device infused with the magic of Daanvi, the Plane of Perfect Order. It never slows down, never breaks, and keeps perfect time. Ancient texts suggest that it is an integral part of a device used to track the movement of the planes
- **What is the Point of Order?** There is a small Daanvian manifest zone in Karnath, along the lightning rail line between Vulyar, close to Krona Peak. The area is unusually orderly, with perfectly spaced rows of crops and perfectly symmetrical trees, and in the middle, a perfectly straight stretch of river, with boulders spaced at perfectly regular intervals. The influence of Daanvi is strongest at a point directly beneath the rail bridge, over a deep river chasm that winds down from the Ironroot Mountains. The Provost has dubbed this the Point of Order, and this is where he plans the crossing to Daanvi.

- **Why are we jumping!?** To ensure the success of the transit to Daanvi, the Provost's research indicates the adventurers must be traveling at terminal velocity, the perfect speed. Of course, this requires falling a tremendous distance to do so. The Provost assures them that if a character jumps from the railcar, free-falling into the deep river gorge, there's plenty of time to reach terminal velocity and cross over to Daanvi before going splat. There is almost no chance anything could go wrong, the Provost assures them.
- **How do we return?** The same way they came—jump. The Provost's research indicates that they will find themselves at the top of a large administrative building, and they can merely jump off of it to return in the other direction.
- **Should we use feather tokens or cast feather fall?** Unlike previous skydiving antics, *feather tokens* will be of no use for this mission. The characters must be falling at terminal velocity to be successful, so casting *feather fall* would prevent them from entering Daanvi (and result in the characters getting very wet in the river).
- **What are the authorization crystals?** These 6-inch objects are made of perfectly cut diamond mined in Daanvi. They're often used instead of identification papers in Daanvi, and function similarly to a *spellshard*. But for the party's purposes, they're just an access pass allowing them into the plane. If the characters don't have these when they jump, they'll just end up as a perfectly orderly puddle of viscera. After much searching, Amaldi Kalkoran, an associate of the Clifftop Guild, has just procured them in a curio shop in Karrnath. Instead of traveling all the way back to Sharn, Amaldi will meet the party on the lightning rail. With Daanvi growing coterminous, and the increased likelihood someone else will attempt the same crossing, there is no time to waste.

TREASURE & REWARDS

Lhara offers the characters 200 gp each for the successful procurement of the *Quintessence Engine*, and supplies them with three *potions of healing* before they leave.

THE CLIFFTOP DISTRICT

Before departing on their mission, the characters may wish to spend time exploring Clifftop. This diverse district, located in the Upper Dura ward of Sharn, is dingy but offers a large array of services and shops for adventurers.

Anything from the *Player's Handbook* is available for purchase from its numerous shops. The party can visit the Augury for divination, the Drunken Dragon for exotic drinks, or get a 5% discount on equipment at the Dragon's Hoard.

DAANVI, THE PERFECT ORDER

Daanvi is a plane of dispassionate order and strict adherence to the law, where justice is administered without regard for circumstance. Perfect, orderly fields and well-stocked garrisons dot the landscape of this plane. Despite the well-ordered nature of this plane, Daanvi is not a utopia, for law can be used as a tool for both peace and oppression.

Common residents of this plane include the sentient ant-like race of formians, as well as celestials such as visilights and angels. The plane is also home to countless constructs, such as inevitables (tasked with enforcing the laws of the universe) and modrons (who are imbued with the essence of Order itself).

Some scholars suggest that when Daanvi is coterminous with the Material Plane, it can be correlated with periods of stability on Eberon itself, though this has never been proven.

More information about Daanvi can be found in chapter 4 of *Eberon: Rising from the Last War*.



SCENE 2: ALL ABOARD

The party readies for their rail journey, then embarks at Terminus Station in Sharn. Their route will take them through Breland, Aundair, Thrane, and Karrnath. Read or paraphrase the following:

Nearly a week passes after your briefing with Lhara and Faurious, your lightning rail travel punctuated only by a river-crossing into Karrnath and a chilly day's horseback ride from Vedykar to Vulyar. Finally, you board yet another railcar in Vulyar, pleased to find your standard passenger fares upgraded to a posh first-class cabin. After one more day of enjoying the minibar and personal cooked-to-order meals, you pull into Irontown, your scheduled rendezvous point and the last rail stop before the manifest zone.

Just moments before departure, a dignified dwarf with a crew cut and neatly trimmed beard pokes his head through the cabin door. He asks with a hint of tension, "Clifftop Guild?" He studies you for a moment before giving a smile and visibly relaxing. "I see you've made yourselves comfortable. Mind if I join you?"

This is Amaldi Kalkoran, an associate of the Clifftop Guild. He seems a little stressed because he thought he was being followed to the lightning rail, but is now relieved to have made it to the rendezvous without issue. He makes his way to the minibar, helping himself to a scotch, neat. He then settles down in a comfortable chair and makes his introductions to the party. Amaldi moves unhurriedly, preferring to relax and unwind a bit before getting down to business. He chats with the party about their adventuring history and what led them to the Guild, if they are willing. Eventually, Amaldi turns conversation to the impending jump to Daanvi and the authorization crystals.

After some friendly small talk, Amaldi finally sighs. "And onto business, I suppose. You aren't really here to keep me company, pleasant as I may be, eh?" He winks. "You want the authorization crystals. Let me tell you, acquiring these was harder than I thought. It's a story about a handsome dwarf (that'd be me) having to fend off the amorous clutches of a matronly human woman vying for the same prize, with her less-than-amicable half-orc bodyguard. I just need a drink and a chance to settle my nerves, you know?"

What Does Amaldi Know? Amaldi is glad to answer questions. Even if the party does not ask, he should explicitly mention the last two points, including how to use the crystals, and to follow the law on the other side. He tells them the following:

- **Who was following him?** Amaldi isn't certain that he was being followed at all. But if he had to guess who else was interested in the Daanvian diamonds.... he did hear through the grapevine that Cannith East was looking for them. While he doesn't know anything about their plans, Amaldi imagines the planes becoming coterminous has something to do with it.
- **When do we jump?** Amaldi assures them that he'll be there the whole time, and will be ready to point out the exact spot to jump. He briefly describes that once the lightning rail begins to climb toward Krona Peak, the characters will begin to see effects of the manifest zone, such as trees growing in perfect rows. Then the lightning rail will cross a bridge over a deep chasm, and as long as the characters all jump toward the river, they should end up in the right spot.
- **How do we use the authorization crystals?** Daanvian citizens use them for identification, and they're enchanted to work much like a *spellshard* does. (Characters in the world of Eberron would be familiar with these common magic items, dragonshard crystals that allow information to be stored and accessed by concentrating while touching it.) But all the party needs to do is have one in their possession to authorize their entry into the plane, then jump. At the Point of Order, the strong influence of Daanvi will make it easy for characters to jump exactly where they want to, toward the river, without missing. As long as every character is holding an authorization crystal, they don't need to do anything else, other than fall at terminal velocity into the Point of Order. He explains that they really only need one authorization crystal for the whole group, as long as you're holding hands everyone will end up in Daanvi together. But it's easier to give one to each person, so he has enough for the whole party.
- **What will happen on the other side?** Like Faurious, Amaldi is unsure what lies on the other side of the Point of Order. He does, however, give them one important caution, which the Provost seemingly forgot to mention:

"One more thing you should remember. Daanvi is a plane where law and order are held in the highest regard. When you get there, uh...just try to dot your i's and cross your t's. Or if you're not going to do so, at least don't get caught."

After the party is done asking Amaldi about the jump into Daanvi, read or paraphrase the following:

Amaldi heads to the minibar for another scotch, neat, enjoying the comforts of first class. Meanwhile, a waiter pokes his head through the door, bringing you a delicious lunch of boiled lobster, parmesan risotto, and steamed vegetables.

After eating—and drinking—his fill, Amaldi leans back in his chair with a grin. “I should give these to you before I forget,” he grins, reaching in his jacket pocket for the authorization crystals. A moment, and his smile fades as he frantically pats all his pockets and rummages through his travel bag.

“By the Blood, they’re gone.” His face pales. “Oh no....that man in the green scarf...”

Amaldi realizes, with mounting panic, that the authorization crystals have been stolen. He is positive he had them just minutes before boarding the lightning rail. Recounting his last steps before entering the first-class cabin, he recalls being

bumped from behind by a broad-shouldered man in chainmail and a green scarf, who brushed past him and boarded the first-class car just before him. He remembers seeing him head down to the end of the car, toward the galley, but otherwise recalls nothing about them.

THE LIGHTNING RAIL

A marvel of Cannith and Orien engineering, the lightning rail has transformed the face of Khorvaire by creating a source of fast, reliable transportation that can carry thousands of pounds of goods between major cities. The lightning rail is powered by an air elemental bound to the train engine, controlled by a dragonmarked Orien heir with a set of *lightning reins*. Despite the name, the rail cars do not actually travel on rails, but float over a track of magically reactive crystals known as *conductor stones*. When the train passes over a conductor stone, electricity arcs between car and stone, leading to its name, lightning rail. When the bound elemental is propelling the train, it averages a speed of 30 miles per hour.

The first experimental tracks were laid in the year 811YK, nearly two centuries ago. They connected the cities of Flamekeep and Fairhaven. King Jarot, the last King of Galifar, invested a large amount of money into a public works project to connect all of the major cities starting in 845YK.



SCENE 3: TO CATCH A THIEF

This “scene” is split into subscenes for each rail car the party will encounter, including the galley car, dining car, passenger car, steerage car, and cargo car.

RUNNING THE RAIL ENCOUNTERS

Before you begin gameplay, we strongly recommend familiarizing yourself with the below guidance on running the subsequent subscenes.

EMERALD CLAW AGENTS

Rostan Losh, the thief in a green scarf, is the leader of an Emerald Claw operation to steal the authorization crystals, enter Daanvi, and obtain the *Quintessence Engine* themselves.

Under his leadership, a group of Emerald Claw agents boarded the rail in Irontown and scattered throughout the various cars. Some of the agents are undercover **Emerald Claw operatives** posing as normal passengers. Others are fully armored **Emerald Claw troopers**. Statistics for both kinds of Emerald Claw agents are detailed in Appendix A.

The Emerald Claw troopers are under the effects of a *seeming* spell, cast by an associate shortly before they boarded. They are disguised as lightning rail guards from House Deneith’s Defenders Guild. Over the last few hours, they have been secretly overpowering the real Deneith guards, tossing them out of the rail cars. Several of the false “Deneith” guards are in the cargo car. The rest have taken up regular Deneith guard posts throughout the train to avoid suspicion.

While a *seeming* spell generally does not stand up to physical interaction, the illusory armor of the Deneith guards is relatively similar to the structure of the true Emerald Claw armor underneath. While the appearance of their faces, helmets, and insignia have been altered, the party is unlikely to otherwise notice the difference upon a brief touch. If a character grapples or otherwise makes extended physical contact with a disguised Emerald Claw agent, they will notice the difference if they have a passive Perception 13 or higher. Once a character has reason to suspect the seeming illusion, they may use their action to inspect the agent. A successful DC 14 Intelligence (Investigation) check reveals that the agent is disguised, the illusion becoming faint to their vision and revealing an armored soldier underneath. The true form of the armored agents includes a vivid green clawed hand insignia upon their armor, as well as a distinctive helmet with a half-faceplate. Any character who served in the Last War would immediately recognize their Emerald Claw affiliation.

If the party attempts to tell a “guard” about the theft, they will act respectful, but dismissive, as if assuming that Amaldi just lost the diamonds before boarding the first-class car. If the party is insistent, upon a successful DC 14 Charisma (Persuasion) check, the agent makes empty promises to investigate, then moves toward the head of the train. While this is ostensibly to inform someone, they never do, and return to their post after the party has gone to the next car. A successful charm effect such as *suggestion* is suppressed any time an agent sees another

Emerald Claw member of a higher CR than them (see Seeker Fanatic feature in stat block for more details).

The Emerald Claw are little more than fanatical terrorists, and will fight to the death if given the chance, rather than compromise their mission. They wear *bands of loyalty* mounted with an emerald cut in the rough shape of a claw. These rings instantly kill them if they are reduced to 0 hit points. If the agents have the chance, they use their last breath to mock the party for their futile efforts to stop the coming triumph of the Order of the Emerald Claw.

Upon the death of a disguised Emerald Claw agent, the *seeming* spell immediately loses effect, as it can only affect creatures, not an object such as a corpse. The illusion disappears, revealing the agent’s insignia of the Emerald Claw and distinctive helmet.



BAND OF LOYALTY

Ring, common (requires attunement)

If you are reduced to zero hit points while attuned to a band of loyalty, you instantly die. These rings are favored by spies who can’t afford to fall into enemy hands.

AUTHORIZATION CRYSTALS

Amaldi had 6 authorization crystals before the theft. Rostan now holds one, and the rest are in the cargo car in the hands of Emerald Claw troopers. None of the agents scattered through other cars have an authorization crystal, so the party will have to reach the cargo car to obtain them.

Make sure that by the end of the cargo car encounter, the players have retrieved at least one of the crystals, but not all of them (as the remaining Emerald Claw agents will use them to enter Daanvi at the same time as the party).

The characters do not all need separate authorization crystals, but can share one. As long as everyone jumping into the Point of Order is touching someone holding a crystal, they will make the transit without issue.

EXPLORING THE TRAIN

The party only has a few hours before reaching the rail bridge and jumping into the Point of Order. They will only have time for **one short rest**, which can take place any time before opening the door to the cargo car in Scene 3F. If the party attempts to take more than one short rest, you can encourage them that time is of the essence and narrate that the mountains in the distance are drawing closer. Or alternately, you can kick down the door with a group of Emerald Claw agents.

Exploration of the lightning rail will be fairly straightforward due to the linear nature of the rail cars themselves. Each car is given its own subscene, but if the characters decide to split the party, they can encounter multiple cars at once. The most important part is that the party eventually reunite before

entering the cargo car, at which point they will cross into the Daanvian manifest zone and jump off the rail bridge.

The information about various rail passengers is provided for you to flesh out the background of a scene as needed, but it is not essential that the party interact with every passenger unless they so desire. As long as the party makes it to the cargo car and kills one Emerald Claw agent, reclaiming their authorization crystals, they will be successful on their mission.

The passengers do not participate in combat, but are present in the railcar during some encounters. If needed, use the **commoner** stat block (see Appendix A) for purposes of casting AOE spells, calculating hit points for *sleep*, etc.

LAYOUT OF THE LIGHTNING RAIL

The party is traveling on the Mror Express, a lightning rail with elemental cars at the front and back of the train, and six other cars in between them. The party begins Scene 3 in a cabin on the first-class car.

The configuration of this particular train is as follows:

- Elemental/Crew Car (active)
- First-Class Car
- Galley Car
- Dining Car
- Passenger Car
- Steerage Car
- Cargo Car
- Elemental/Crew Car (inactive)

The lightning rail cars have a door on each end of the car that leads to an outside platform with a railing. This allows the passengers to enter and exit at rail stations, as well as travel from car to car while in transit. Each car has a path down the middle, allowing passengers to quickly and easily pass through each car.

This adventure is not written with the expectation that the party will explore the crew car. Access to this car is restricted to crew only, as it is where the bound air elemental is controlled, and for security reasons, it is kept tightly locked. If the party tries to access it, the “guards” inside, who are actually disguised Emerald Claw troopers, do not open the door for any reason. They instead yell through it that this car is restricted and entry is prohibited. Upon a successful DC 18 Dexterity (Thieves’ Tools) check, the party can unlock the door, but find the door physically barred from the other side. The two guards inside respond angrily that they are guilty of attempted trespassing and will be heavily fined and kicked off the train if they do not leave immediately. If the party wants to report a crime, they are instructed to talk to the guards in the cargo car.

DM’S NOTE

While these guards inside the elemental car are Emerald Claw agents, do not signal to the party that these are not legitimate guards unless you want to add another combat encounter in this car.

The combat encounters on the lightning rail are straightforward and not intended to be dependent on a battlemat. Rather than using miniatures and maps drawn to scale, you are encouraged to use theater of the mind for these encounters. If you wish to use a battlemat, however, see Appendix D for the layout of each car.

ACCESSING THE OUTSIDE

Characters may access the outdoors by exiting the doors at either end of a rail car, where they can find a small platform with a railing.

If the player characters attempt to throw their opponents off the moving train, they can use the Attack action to make an attack to shove a creature, rolling a Strength (Athletics) check contested by the target’s Strength (Athletics) or Dexterity (Acrobatics) check. If you want to keep the encounter exciting, feel free to give the opponent a DC 12 Dexterity save to catch themselves on the edge of the train (count this as Prone).

The party’s enemies will not use this same strategy on the party. This adventure is written with the assumption that all player characters reach the Daanvi manifest zone!

THE ORDER OF THE EMERALD CLAW

One of the most feared terrorist organizations in Khorvaire, the Emerald Claw was once the dominant military force in Karrnath. In the early days of the Last War, Karrnath suffered from wheat-blight and famine swept the nation. The Blood of Vol, a minor religion in the area, offered to assist—if they were made the national religion. King Kaius I agreed to their terms, and a dark bargain was struck. The Order of the Emerald Claw, a powerful knighthood of warriors and necromancers, appeared seemingly overnight with vital relief supplies, and the ability to raise fallen soldiers to bolster their ranks.

In the last decade, King Kaius III has ousted the Blood of Vol as the state religion, and outlawed and disavowed the Order of the Emerald Claw.



SCENE 3A: FIRST-CLASS CAR

HOP INTO BATTLE

After the party is finished talking to Amaldi, they only have a couple hours before reaching the Point of Order, and need to find the authorization crystals before they miss the manifest zone—or worse, before someone else makes the jump into Daanvi instead.

As the characters exit their elegant first-class cabin in search of the thief, they hear a ruckus coming from the two other first-class cabins in this car. Read or paraphrase the following:

On the previous day of your journey from Vulyar, the occupants of the other two first-class suites were quiet. However, it seems they have disembarked at Irontown, and new occupants have taken their place. The doors to both suites stand wide open, and you hear raucous laughter and music coming from within. Walking closer, you see a party in full swing, with nearly a dozen women dancing, drinking, and shouting excitedly at each other. Two armored guards, a man and a woman, stand in the hallway near the exit into the galley car. The crests on their armor mark them as members of the Defenders Guild of House Deneith. Both look ill at ease as they glance between the partying women and the Clifftop adventurers.

Mendri is getting married in two weeks. Her future mother-in-law, Latral, felt a grand gesture was required to win her over, so she booked two first-class suites for an all-day bachelorette party. Mendri is getting the full House Orien VIP treatment, given the exorbitant amount of money her mother-in-law paid. The crew has been instructed to fulfill any reasonable request she makes—so far she’s asked for exotic drinks and extravagant food.

One of the guests invited on the trip is an up-and-coming mixologist. She is known for using the poison of exotic frogs from Xen’drik to enhance the intoxicating effects of various spirits. Normally she would dispense the hallucinogenic poisons from vials, but this time she’s brought a small aquarium of tiny live frogs on board. Part of the show is to demonstrate that the poison is real and that it comes right from the source. She offers them a drink. For any character that accepts, the diluted venom gives them a lingering sense of bravado, granting them **advantage on all saves against being frightened** until their next long rest. However, that same sense of bravado comes at a cost: they’re too confident in their abilities to read others, giving them **disadvantage on all Wisdom (Insight) checks** for the same period of time.

If the characters ask about a potential thief, the women report they have not seen anything, and any Wisdom (Insight) checks reveal that they are being honest. They have been distracted and not paying attention to what’s going on outside.

BONUS ENCOUNTER A (SOCIAL)

The doors to the sleeping and living spaces are all wide open and the party is happening simultaneously in all four rooms. If the characters enter the bachelorette party to interact with the guests, some of the women assume that the adventurers are entertainers, and start cheering for them to begin their routine for the bride-to-be. If any of the characters play along, have them roll a Charisma (Performance) check. If more than one character does so, they may each roll their own check. Refer to the below table for the results of their roll:

TABLE: ENTERTAINING PERFORMANCE

DC	Result
Under 10	The women laughingly boo and hiss at the dancer.
10 – 15	The women good-naturedly cheer and toss the dancer 5 gp as a tip for their performance.
16 or above	The bride-to-be winks and presses 15 gp into the dancer’s hand, while the other women laugh uproariously.

ENCOUNTER (EASY DIFFICULTY)

There appear to be two Deneith guards posted in the hallway, a man and a woman, ostensibly guarding the bachelorette party. However, these are not actually Deneith guards, but two **Emerald Claw troopers** under a seeming spell (see introduction to Scene 3 for more info). They were stationed here to watch Amaldi’s cabin. The Emerald Claw did not know that the adventurers were working with Amaldi until they saw them in the cabin together, identifying them as associates. The “guards” will not interfere as long as the adventurers remain in the first-class car interacting with the women at the bachelorette party. However, they will not allow them to pass through to the galley car.

When the Clifftop characters finish interacting with the guests and attempt to exit to the galley car, the guards block their way with their flails. *“You can’t go through here, stay in your cabin,”* one orders gruffly. No amount of persuasion or intimidation will convince the Emerald Claw troopers to let them through. A successful DC 12 Wisdom (Insight) check reveals that the guards are acting unusual, as there should be no reason for them to prevent a first-class passenger from roaming the rest of the train.

Since the guards are already suspicious of the party, they cannot be surprised by any attack. When the characters do not comply with the guards’ demands by returning to their cabin, the guards will lay their hands on the handles of their flails as a warning, then after another moment, attack.

With the eruption of sudden fighting in the hallway, the bachelorette party guests begin to panic, jumping, shrieking, and scrambling about the cabin. One of them accidentally knocks over the aquarium of frogs, which begin to scatter, jumping around the room and into the hallway.

Environmental Effect: At the top of each round of combat, the loose frogs jumps wildly onto two random participants in the combat. These characters must make a successful DC 12 Constitution saving throw against poison. Upon a failure, they begin to suffer hallucinations that make it hard to focus on combat, and are **poisoned**, giving disadvantage on attack rolls and ability checks. At the end of each of their turns, a poisoned character can make another Constitution saving throw. On a success, the poisoned condition ends. You are encouraged to personalize the description of the hallucinations for each player character.

When the first Emerald Claw trooper is struck down, read or paraphrase the following:

As the life leaves the guard's prostrate form, the shape of their helmet shifts, and you see a distinctive half-faceplate covering much of their face. The Deneith crest fades from their chainmail, replaced with the insignia of a clawed hand in vivid green. You realize their former appearance was an illusion—these are certainly not Deneith scions!

Any character who served in the Last War will immediately recognize the insignia and helmets, which identify the false guards as agents of the Emerald Claw. If the party searches their body, they find no authorization crystal. However, a successful DC 10 Intelligence (Investigation) check reveals they each wear a ring sporting an emerald cut in the rough shape of a claw. These magical rings are *bands of loyalty* and ensure that the agents die when they reach 0 hp.

FROG-CATCHING

Once combat is over, the characters can offer to help catch the remaining frogs hopping around the first-class car. You may encourage them to improvise their own creative methods, or alternately, they can do so with a successful DC 14 Wisdom (Animal Handling) check, rolled with advantage if more than one character is doing so. A failed roll of 8 or below leads to a frog jumping on another character, causing hallucinations for another three rounds (you may select a character who didn't previously experience the hallucinations in combat, or determine the target randomly). This does not have any mechanical downside once combat is over, so the description of their hallucination is just added for flavor.

If the party sticks around long enough to help clean things up, the grateful women offer a bottle of Thronehold Cabernet, from a limited run of very expensive wine produced to celebrate the end of the Last War. This bottle is worth 50 gp.



SCENE 3B: GALLEY CAR

SNAKES ON A TRAIN

The characters leave their first-class rail car, stepping out for a moment onto a platform between two cars. Read or paraphrase the following:

The wind whips past your faces as you stand on the platform between your first-class railcar and the galley car beyond. The cars rock gently, and trails of lightning are visible under your feet, crackling off of the conductor stones onto the train. There's a moment of disorientation as you step off one car onto the next, but your body adjusts after a few heartbeats. The door in front of you, emblazoned with the Orien unicorn, opens easily beneath your hand.

Entering the next car, the party finds themselves in the galley car. On one side, an unlocked door leads to a shared living quarters for the kitchen staff, and on the other side, a row of small rooms contain bunks for sleeping, each door locked. A successful DC 13 Dexterity (Thieves' Tools) or DC 13 Strength (Athletics) check will allow the characters to access the sleeping quarters, but they find nothing of interest, just personal effects of the lightning rail staff.

Proceeding down the hallway, the characters see a massive kitchen, with a door to one side that leads to an extensive pantry.

As you enter the kitchen, you smell a cacophony of delicious odors, and the flurry of many chefs and other kitchen staff hard at work creates an enormous din. After another moment, it becomes evident that the chaos is in fact highly organized, as the chefs deftly maneuver around each other while preparing food for the lightning rail passengers. Off to one side, laid upon a long counter, you see two large eggs, over two feet long each, covered in a thin sheet of ice. An elven woman in the uniform of a waiter eyes you skeptically and approaches. "I'm sorry, the kitchen is closed to guests. Did you need a meal? I can have it delivered to your cabin right away."

The kitchen staff are clearly busy, and the waiter, Meriel, will attempt to usher the party back to their first-class car, though she is not a guard and will not stop anyone attempting to pass.

If the party asks, Meriel explains that the iced eggs are giant snake eggs, part of tonight's dinner feast for first-class passengers. None of the staff have paid attention to anyone who passed through the car.



BONUS ENCOUNTER B (EASY DIFFICULTY)

Any character with passive Insight 13 or higher will notice that one of the chefs, a human woman named Hanna, is watching the party with suspicion while trying to pretend she's not watching them at all. Hanna and three of her fellow chefs (Yesperios, Toordar, and Sandry) have no association to the Emerald Claw whatsoever. They are accomplished cooks who have been serving on the lightning rail for nearly a decade. The four of them are old friends...and deserters from the Karrnathi military. They fled the fighting, took on new identities, and began life anew a few years before the Last War ended. They started as dishwashers in Thrane, and over time learned how to really cook. After opening a small restaurant, they were discovered by a representative from House Orien. They were an instant hit on the lightning rail and have never looked back. However, they have recently been transferred from the Five Nations Express, which runs between Breland and Thrane, to this stretch of rail line in their native Karrnath. The chefs now live in fear of their false identities being discovered, worried they will be sent back to stand trial for desertion.

Hanna is watching the party with suspicion and fear because she believes she recognizes one of them from her old unit in Karrnath. If one of the characters has a military background in Karrnath, you can establish that they actually know each other, and the character remembers her and the other chefs disappearing from active duty many years ago. If none of the player characters are from the Karrnathi military, it's merely a case of mistaken identity.

Hanna grows increasingly nervous if the party tries to speak with her. If they begin casting a spell, brandish a weapon, or attempt to intimidate her, Hanna gives into her paranoia, acting in panic. She grabs a pot of boiling water from the nearby stove and throws the hot water on the three large eggs. The eggs were being chilled and the addition of boiling water immediately cracks the shells. The chef kicks the eggs toward the characters. Two **baby giant snakes** emerge (see Appendix A) and attack, while Hanna yells to her companions, "We've been discovered!"

With the snakes crawling around, the kitchen staff panics and things become even more chaotic. Two other chefs and the kitchen porter hide in the pantry and close the door. The waiters flee toward the dining car, closing and locking the door behind them.

Hanna, Yespeiros, Toordar, and Sandry (four **military deserter chefs**, see Appendix A), attack the party out of desperation, believing their freedom to be in jeopardy. A successful DC 14 Charisma (Intimidation or Persuasion) check will immediately prompt them to surrender. Otherwise, after both the snakes are dispatched, or after one of the deserters falls unconscious or dies, they will surrender, realizing they've been beaten. They beg, "Please, don't kill us! We never meant to hurt anyone! Just don't send us back, this is our life now!"

This encounter does not need to end in the death of the chefs, and if the party wishes to keep them alive, you are encouraged to roll death saving throws for them and allow the characters to heal them as desired.

Treasure. Hanna and her companions plead with the party not to turn them into the authorities, sharing their story if prompted. As incentive, Hanna offers her gourmet chef's knife (dagger), which is perfectly balanced, exquisitely crafted, and sports a fine green gemstone in its pommel. It is worth 50 gp.

Regardless of whether the characters turn the chefs in, the chefs are grateful to be alive. If given a chance, they produce a *basket of preserving*, filling it with delicious leftovers from last night's meal, including tribex filet mignon, Aundairian garlic loaf, and strong Karrnath ved cheese.

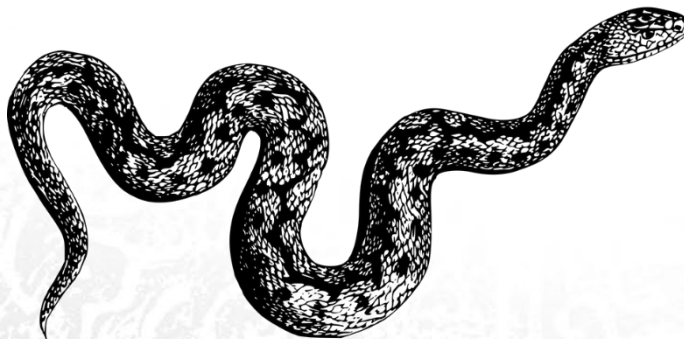
BASKET OF PRESERVING

Wondrous Item, Uncommon

This small basket opens into an extradimensional space that can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. Food and other perishable items do not age or decay while inside a basket of preserving. The basket always weighs 3 pounds, regardless of its contents. Retrieving an item from the basket requires an action.

If the basket is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the basket is turned upside down, its contents spill forth, unharmed. Breathing creatures inside the basket can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a basket of preserving inside an extradimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.



SCENE 3C: DINING CAR OF FORKS AND SWORDS

Once the party moves onto the dining car, read or paraphrase the following:

The benches that line the dining tables are nearly empty, only a handful of passengers here in the time between meals. Near you, three men cheerily clink their pint glasses together and chug a glass of ale. From the empty pitchers and shot glasses collecting in front of them, you gather they are quite inebriated.

Their attention is focused on two small dinosaurs in the middle of the car, performing at the behest of a female halfling who barks commands with a grin on her face.

On the far end of the car, a grizzled half-elf man wearing a green scarf and battered chainmail is speaking quietly to two human men and one woman, all dressed in utilitarian Karrnathi fashion. They are doing their best to ignore the chaos on the other side of the car. While they have pint glasses in front of them, the ale is nearly untouched.

This car has six long wooden tables with benches on either side. Five full-time attendants staff the dining car, serving food and beverages, and cleaning up after each passenger finishes their meal.

While there is room for a full car of 72 standard fare passengers to sit and eat a meal together, the tables are mostly empty at the moment. Only a few passengers sit scattered about in this time between meals.

The three human men, one older gentleman and two much younger fellows, all share a strong family resemblance. One of the younger men (Brewster) is going to be married soon. His fiancée and her friends are having a bachelorette party in the first-class car. He and his father (Durant) and brother (Trent) have been drinking all morning. His future father-in-law (Manzil) is passed out in their cabin in the passenger car.

Just beyond them, a female halfling (Zhara) is commanding her two small bipedal dinosaurs (Muffin, Snuggles) to perform various tricks. As they obey her orders, the men cheer again and drink. Zhara is of the Black Sands tribe from the Talenta Plains. She is an entertainer, and the dinosaurs are both her beloved companions and her livelihood.

At the far end of the car sits a half-elf, Rostan, accompanied by three humans. **Rostan Losho** (see Appendix A) is the leader of the Emerald Claw agents on this mission, and the one that stole the authorization crystals from Amaldi. He is under the same *seeming* spell as the false Deneith guards, although his disguise includes an emerald scarf. The three humans beside Rostan, one woman and two men, are undercover **Emerald Claw operatives**, though they are not veiled in an illusion, and wear normal street clothing.

ENCOUNTER (HARD DIFFICULTY)

The group of Emerald Claw agents notices the party's approach and falls silent, and the three humans start to nonchalantly drink the ale in front of them. While they do not recognize the party, their leader, Rostan, is paranoid about being caught. He makes a quip to the others, laughs abruptly, then quickly slips out the far exit to the next car to alert other agents of possible interference.

If the party chooses to approach the three remaining operatives, they eye the party skeptically, then return to sipping their ale. If the characters try to engage them, they make an excuse that they are going home to Krona Peak, are tired, and don't feel like talking. If the party presses them about their identity or mission, they grow suspicious of this group emerging from the direction of Amaldi's first-class cabin, and attack.

If the party chooses to pursue Rostan before talking to his friends who remain in the cabin, they will have to immediately act to stop him by casting *hold person* or the like. Otherwise, as he is seated right by the far exit, he easily makes his escape within seconds, long before they can reach him. When the party tries to follow, they find the exit door to the next car barred from the other side.

Both of the male Emerald Claw operatives approach and offer their "assistance" with the door. The female operative moves toward the halfling Zhara, as if watching her dinosaurs with amusement. A successful DC 14 Wisdom (Insight) check reveals the men have no intent of helping.

- If the party refuses assistance, the operatives by the door draw their weapons and attack. Meanwhile, the female agent moves toward Zhara, preparing to press a dagger to her throat.
- If the party agrees to accept their "help," the men stall and muck around with the door for nearly a minute, giving Rostan ample time to disappear. Eventually, they steps back to let the party try to open it, then as soon as the party's attention is on the door, they draw their weapons and attack.

In the first round of initiative, the female operative presses a dagger to Zhara's throat (use **commoner** stats for the halfling). The operative hollers at the party, "Come near me and she dies!" She then tells Zhara to command the two **deinonychus** (see Appendix A) to attack the party. Zhara immediately does so, and otherwise does not move a muscle. The operative holding a blade to her neck has readied an action to attack Zhara if any party members come too close or attempts an attack, and her first attack will automatically hit, taking Zhara to 0 HP. If the characters express an interest in saving Zhara, roll death saving throws for her. Otherwise, she bleeds out and dies.

The halfling begs the party not to kill her babies, yet she continues to give the dinosaurs commands to attack the party so long as her life is in danger. They will continue until Zhara tells them to stop or they are reduced to 0 hit points. Once the Emerald Claw agent holding her is dispatched, if Zhara is still

conscious, she commands the dinosaurs to stop. One dinosaur will stop immediately, but the other takes one more round for her to calm down. If Zhara is killed, her dinosaurs will continue to follow her last command until their death.

The three drunkards cheer on the dinosaurs during the combat but do not participate in the fight. The attendants take cover under the closest tables. Once the fighting ends one of them heads toward the front of the train to notify a guard. They do not return for several minutes, by which point the party has most likely proceeded down the train. If they choose to linger, however, the attendant returns slightly disgruntled that the guards will not leave their post in the crew car to handle a “squabble.”

Treasure. The three undercover Emerald Claw operatives have no identification papers, or authorization crystals. However, a successful DC 10 Intelligence (Investigation) check reveals they each wear a ring sporting an emerald cut in the rough shape of a claw. These are *bands of loyalty* and ensure that the agents die when they reach 0 hp. Additionally, one of the men has a Mark of Making on his left forearm.

DM'S NOTE

Cannith East's cold-hearted leader, Zorlan d'Cannith, is rumored to worship the Blood of Vol, and there could be a link between Cannith East and the Emerald Claw. While this possible connection is not confirmed in this adventure path, one of the Emerald Claw agents in the dining car is a marked Cannith heir. If you wish to explore this issue further in your own campaign, between missions for the Clifftop Guild, feel free to integrate more hints as to this connection. For more information on Cannith East's ties to Karnath and the Blood of Vol, see *Dragonmarked* page 19-20.

OPENING THE DOOR

When the party attempts to open the door to the passenger car, a successful DC 14 Strength (Athletics) check can be used to force the door open, where they find a now-bent flail was jammed in the door mechanism. A successful DC 12 Thieves' Tools check allows them to remove the door from its hinges. Either check may be rolled with advantage if another party member assists. If the party is unable to open the door, after another minute, a passenger attempts to enter the dining car from the passenger car beyond. The passenger is easily able to unbar the door from that side, and opens it quizzically. At this point, the party may proceed into the next car. However, when they do, they see no sign of the man they pursue—in the time it took them to gain entry, he has slipped away, heading to the cargo car to alert his team about potential interference.



SCENE 3D: PASSENGER CAR

A CIRCUS OF CONVERSATION

As the party continues through the rail cars, they enter the passenger car. Read or paraphrase the following:

As you make your way into the passenger car, you hear beautiful music drifting from the far end of the car, perhaps a trio playing percussion, strings, and wind instruments. Most of the twelve cabins have their doors open, suggesting their occupants are enjoying the impromptu performance.

The passenger car contains twelve modest cabins with bunks on each wall and a cushioned bench between. Each cabin is 15 feet by 15 feet. The cabin numbers proceed from 1 to 12 as you walk through the car toward the end, with odd numbers on the right, even on the left. The characters do not necessarily need to interact with every cabin; the information on each occupant is provided in case the party wishes to do so, so that you can flesh them out further.

CABIN 1 (DOOR OPEN)

Three young adult gnomes (Brenton, Nasir, Hollis) sit quietly, trying to enjoy the music. The fourth young gnome (Elden) keeps spouting off facts about the lightning rail. Every so often one of the listeners says “we don’t care” to the rail aficionado. When the party passes by, he’s talking about safety procedures and what to do in case of an emergency, not that this rail has ever had any problems since its inception. The three see their chance to escape from their boring colleague and suggest the characters should sit and talk rail for a while. If the party does so, the three friends hastily head for the dining car, supposedly to get some ale. Elden will continue rattling off rail trivia and answer any question about the lightning rail and its history. He has a 90% chance of knowing the correct answer to any lighting rail-related questions he’s asked. The other 10% of the time he’ll make something up, never admitting ignorance.

CABIN 2 (DOOR OPEN)

An elderly human couple (Redd and Anika Ombiru) are reading different sections of today’s Korranberg Chronicle and enjoying each other’s company. The woman grumbles as she reads each story, proclaiming her disbelief and outrage at current events. Her husband nods and makes an affirmative noise each time, clearly not paying attention to anything she’s just said. The music is barely audible in their cabin.

They are quite friendly toward strangers dressed nicely, but averse to anyone carrying weapons or visibly dirty. If engaged in conversation they tell the characters that since the war ended they’ve traveled across Khorvaire. They love traveling by lightning rail.

Anika’s locket was stolen just before she boarded the lightning rail today, but she has not yet noticed it’s missing. A pickpocket took it, and is now in the steerage car. If the characters recover

it and realize whose it is by recognizing Redd’s picture inside it, she will offer them 25 gp as thanks for its return.

CABIN 3 (DOOR CLOSED)

The door is closed to this cabin, but not locked. A successful DC 10 Wisdom (Perception) check allows a character to hear a woman’s voice, making up words to sing along with the music that emanates from farther down the car. Inside, a dwarven woman, Kiara, is singing along to the faint music to soothe her three children, Kylan, Grif, and Evelyn. The kids look tired and are nearly asleep. If the party knocks, she continues singing, but changes the words of her makeshift song to sing louder, something along the lines of “Go away, the children are trying to sleep.” If the party attempts to enter, she will shoot them an angry look and hold her finger to her mouth to shush them.

CABIN 4 & 5 (DOOR CLOSED)

Empty. The door is closed to these cabins, but not locked.

CABIN 6 (DOOR OPEN)

Four large, muscular hobgoblin males (Malaak, Haakan, Vathaas, Goderr) are conversing in Goblin. They are sharing a few ales when the characters pass by. If any character understands Goblin, they overhear these four discussing plans to head to the car where the bachelorette party is taking place. They stop speaking if anyone seems to understand what they’re saying. If asked about their plans, they respond in Common, telling the party to mind their own business and move along. A successful DC 12 Wisdom (Insight) check reveals they are anxious about something. A successful DC 14 Charisma (Persuasion or Intimidation) check leads them to confess that they are out-of-work former soldiers trying their hand as exotic dancers. This is their first assignment and they’re all nervous. It is clear they’d rather face an enraged dragon than a party of enthusiastic women.

CABIN 7 (DOOR CLOSED)

Manzil, the father of the bride from the first-class car, is passed out drunk in this cabin. He cannot be roused, but snores loudly. If a character approaches him, they quickly note he reeks of alcohol.

CABIN 8 (DOOR CLOSED)

Empty. The door is closed to this cabin, but not locked.

CABIN 9 (DOOR OPEN)

A mature female elf (Milvirri Phiarlan), an accomplished architect from Korth, draws a rough blueprint of a building on the window, making corrections, and humming to the minstrel’s tune as she does. Her three apprentices, a young male dwarf (Raph), and two young female half-elves (Willa, Anja), transcribe her doodling onto parchment, asking “why did you do that” or “what about this” every few minutes. There are numerous books and scrolls scattered about the cabin. All three welcome a distraction from their work and are happy to chat with the characters.

CABIN 10 (DOOR CLOSED)

BONUS ENCOUNTER C (EASY DIFFICULTY)

Three passengers are in this cabin, a half-orc male (Kosvek) and two human females (Thadora and Ulitta). Thadora is an **Emerald Claw trooper**, and Kosvek and Ulitta are **Emerald Claw operatives**. Rostan has tipped them off to possible pursuit. The door is closed, but not locked. A successful DC 14 Wisdom (Perception) check can overhear movement inside.

If the party knocks or attempts to enter, the half-orc opens the door, standing beside it, and the two women greet the party with playing cards in hand. They are apparently in the middle of a game, and their response is friendly despite the intrusion. They relate that they are headed to a family birthday party in the Ironroot Mountains. However, a successful DC 15 Wisdom (Insight) check reveals they're lying.

The cabin is already crowded, but the agents attempt to persuade one of the party to enter the cabin with them, perhaps to play cards, or under pretenses of needing help wrapping a gift. If they can do so without making the party suspicious, Thadora immediately slams the door after one character enters, shutting the rest of the party out. Roll initiative, after which the operatives attack the one character in their cabin. If they successfully knock out the first character, only then they will open the door to attack the rest. It will take a successful Strength (Acrobatics) check, contested by Thadora's Strength (Acrobatics) check, to reopen the door. Characters may roll with advantage if another party member is helping them push.

The operatives are not under the effect of a *seeming* spell, and are wearing street clothes. After the battle, a successful DC 10 Intelligence (Investigation) check reveals all three agents wear identical rings sporting an emerald cut in the rough shape of a claw. These are *bands of loyalty* and ensure that the agents die when they reach 0 hp. The cabin also has 1 *potion of greater healing* and 1 *potion of heroism*. These Emerald Claw agents do not have authorization crystals.

CABIN 11 (DOOR OPEN)

The music is originating from this cabin, but it is not a group of musicians, despite the sound. Instead, the cabin holds one warforged bard (Ensemble), a special envoy model who was designed for musical performance with built-in instruments. He plucks and strums the musculature at his midsection with one hand, producing the sounds of strings. Meanwhile, he taps his foot, which creates the sound of a drum, and moves his other hand to and fro as air passes through varied holes in his fingers, creating the sounds of horns. Ensemble's voice is the perfect complement that ties all of the sounds together. The spectacle is unusual and beautiful. The sounds are harmonious and soothing. He makes it look so effortless but it's apparent that years of practice were required.

The bard is performing an aria that will take another hour to complete. He pauses only briefly to change his posture when he needs to make a different sound, and otherwise does not stop.

CABIN 12 (DOOR OPEN)

Four human monks (Isabell, Endra, Marlan, Azeem) sit in awe of the bard's performance. It's clear they've never seen or heard anything like this before. Marlan appears to be crying, as if the music has moved him spiritually.

These four cloistered monks are traveling across Khorvairé to experience all the world has to offer. They've just begun their journey and are eager to meet new people and experience new things.



SCENE 3E: STEERAGE CAR

STAMPEDE!

As you enter this cabin, you are overcome with a wave of noise. This cart is full, with nearly two hundred people all talking, napping, or entertaining themselves in this car with simple wooden benches. At the far end of the car, two well-armed guards survey the crowd, keeping the peace.

The steerage car can hold up to 200 passengers. It is currently filled close to capacity. This car is simple, devoid of any eccentricities or niceties. The only features in this car are 16 wooden benches divided evenly into two rows, plus two washrooms at the end of the car. There is supposed to be a center aisle that is kept clear at all times, but that rarely happens in these crowded cars.

Tensions can ride high in the cramped steerage car, as passengers jockey for personal space. Pickpockets take advantage of the cramped quarters to ply their trade. Experienced travelers know to keep their valuables close at all times, or even better, purchase a higher fare and avoid steerage altogether.

Passengers traveling steerage are not permitted to leave the steerage car and wander the train. No meals are served and passengers must bring their own provisions onboard with them. Barrels of fresh water are replenished each day for passengers to drink and wash with.

BONUS ENCOUNTER D (EASY DIFFICULTY)

When the party passes through steerage toward the cargo car, they are clearly more affluent than the average steerage passenger, and become marks for pickpocketing. As they pass through the car, two thieves attempt to steal from them.

The two **pickpockets** (see Appendix A) each make one Dexterity (Sleight of Hand) check, contested by the character's passive Perception. If successful, they succeed in stealing something of value without detection. The thieves seek coins or other small valuables at the DM's discretion, then try to blend into the crowd with a Dexterity (Stealth) check. If unsuccessful, the targeted character immediately becomes aware of the attempted theft, and the thief tries to escape with a Dexterity (Stealth) check.

The other party members that are not being targeted have disadvantage (-5) on their passive Perception to notice the pickpocketing of their companions, due to the press of the crowd, their focus on their own belongings, and attention on the guards ahead. If a character notices the pickpocketing but their passive Perception loses sight of the thieves after they hide in the crowd, they may make an active Wisdom (Perception) check to spot the thief. Characters that did not see the theft may not search for them, as they did not see who it was.

If nobody in the party witnesses the theft, or if the thieves successfully hide in the crowd, you can inform any unaware victim that they notice after a moment that they are missing something. The party can easily convince the passengers to help identify known or suspected thieves with a successful DC 12 Charisma (Persuasion) check. Offering at least 2 sp of coin for assistance gives advantage on this check.

Once singled out, the thieves will deny any wrongdoing, then will fight the characters to keep their prizes. The other passengers make way for the combat, clearly not the first they have seen aboard a steerage car, while the guards look on with surprising disinterest, as they are actually Emerald Claw troopers and unconcerned with keeping order.

As there are no legitimate guards on board the lightning rail, if the party wishes to keep the thieves alive, they may have to find creative ways to bring them to justice. Solutions might include tying them up and leaving them under the watch of attendants in the dining car or throwing them off the railcar and leaving them to fend for themselves.

Treasure. If the party searches the thieves, a successful DC 12 Intelligence (Investigation) check discovers that one thief has a beautiful silver locket in his pocket, inscribed with the initials AO on the back. Inside is a picture of an older human man—if the characters interacted with Anika and Redd Ombiru in the passenger car, they will recognize this as his picture. It was stolen from Anika shortly before boarding the lightning rail, but Anika is unaware that it has been taken. While the locket itself is only worth 5 gp, if the party returns it to Anika, she offers them a reward of 25 gp and her sincere thanks.



ENCOUNTER (MEDIUM DIFFICULTY)

As the party approaches the “guards” keeping passengers out of the cargo car, these two **Emerald Claw troopers** recognize them due to Rostan tipping them off. They will not allow the party to pass into the cargo car under any circumstances.

A plainclothes **Emerald Claw operative** is hidden among the passengers. If the party attempts to talk their way into the cargo car instead of attacking the guards outright, the hidden agent attacks first. Before the encounter begins, roll a Dexterity (Stealth) check for the hidden operative, contested by the passive Perception of the characters. Any character who does not notice them is considered surprised on their first turn in combat. If the operative is unnoticed by the target of their attack, their first attack is made while hidden, thus with advantage.

As soon as fighting begins, the mass of steerage passengers erupt into frightened chaos at the sight of Deneith guards engaged in a pitched battle with the party. They attempt to flee to the passenger car. Player characters can pass through the panicked crowd as difficult terrain. During the first round of combat, the entire car (90 feet by 35 feet) is difficult terrain, and attacks while in the crowd are made at disadvantage due to the press of others in their space. At the end of every round, enough passengers clear out to free up another 25 feet toward the cargo end. At the end of Round 4, the entire car can be traversed freely, the car having mostly emptied of passengers, the remainder huddled under benches out of the way.

Treasure. As with the false guards encountered in the first-class car, as soon as these agents are defeated, their illusory Deneith attire shifts into that of the Emerald Claw. These agents do not have authorization crystals. However, a successful DC 10 Intelligence (Investigation) check yields a key that will open the door to the cargo car beyond. Each of the agents wear a ring sporting an emerald cut in the rough shape of a claw. These are *bands of loyalty* and ensure that the agents die when they reach 0 hp.



SCENE 3F: CARGO CAR

LEAP OF FAITH

The cargo car, which is kept locked at all times, consists of one very large enclosed room that's 100 feet by 25 feet. Small doors at the end of the car allow passengers and crew to gain access to the storage area. Larger sliding doors open on either side of the car to allow for easy loading and unloading of large cargo.

The middle of the room is piled with cargo, creating difficult terrain (but also providing ample opportunity for hiding behind various large items). There is a 5-foot passageway between the stacked cargo and the interior wall, allowing easy passage around all four walls of the car.

At the moment the party enters this car and rolls initiative, there is less than a minute before the train enters the Point of Order.

If the characters use a key to open the door, found on the body of an agent in the previous car, each character may make a DC 12 Dexterity (Stealth) check. Upon a success, they are considered hidden from all the agents inside the car and have advantage on their first attack. If all the characters succeed in their check, the agents inside the car are surprised and take no action the first round.

If the party does not use a key, they discover the lock is more secure than the ones used in the other cars, requiring a successful DC 16 Dexterity (Thieves' Tools) check to unlock, or DC 16 Strength (Athletics) check to force open. If they open the door using Thieves' Tools, the characters may roll stealth as if they had a key. If they kick the door down, the Emerald Claw agents clearly hear them coming and are not surprised, though individual characters may still be hidden for their first attack.

Depending on how the characters enter the cargo cart, they encounter one of three situations inside.

If the party enters the room undetected by all agents, read or paraphrase the following:

As the door swings open, you see a large cargo car, easily a hundred feet long. The middle of the car is piled with cargo, with a narrow passageway allowing access along all four walls. The cargo includes mining supplies, crates, packages, and oversized passenger luggage.

While the train is in motion, the large cargo doors on the sides of the car are usually securely locked. However, as you enter, you see one of the two doors is already ajar, and a guard stands on each side of it, working a lever as the large cargo doors begin to slide further open. The wind begins whipping through the cabin as the landscape flies past beyond the open doors. Three more guards stand nearby, watching the proceedings, and beyond them, a familiar khoravar with green scarf. They do not seem to notice you.

If the party opens the door successfully but are noticed by the agents, read or paraphrase the following:

As the door swings open, you see a large cargo car, easily a hundred feet long. The middle of the car is piled with cargo, with a narrow passageway allowing access along all four walls. The cargo includes mining supplies, crates, packages, and oversized passenger luggage.

While the train is in motion, the large cargo doors on the sides of the car are usually securely locked. However, as you enter, you see one of the two doors is already ajar, and a guard stands on each side of it, working a lever as the large cargo doors begin to slide further open. The wind begins whipping through the cabin as the landscape flies past beyond the open doors. Three more guards stand nearby, watching the proceedings, and beyond them, a familiar khoravar with green scarf.

He narrows his eyes and gives a dark laugh. "Well, lads, looks like Amaldi's cohorts have come for the same prize that we have. Let's give them a warm welcome, shall we?"

If the party is unsuccessful in opening the door, the Emerald Claw agents in this car hear them attempting to enter. The two **Emerald Claw operatives** move to either side of the doorway, while **Rostan Losho** and the three **Emerald Claw troopers** attempt to hide in the luggage near the half-open cargo door, each rolling a Dexterity (Stealth) check. One of the operatives then flings the steerage door open, triggering an initiative roll. The characters are not surprised at the start of combat, because the operatives are visible. In the first round of combat, the hidden Emerald Claw agents will prefer to make their first attacks on characters they successfully hid from, so as to gain advantage on their attacks. Read or paraphrase the following:

As you try unsuccessfully to open the door, it suddenly swings open, seemingly of its own accord, to reveal a large cargo car, easily a hundred feet long. A walkway runs along the sides of the car, and the middle is piled with cargo, including mining supplies, crates, packages, and oversized passenger luggage.

You see one of the two large cargo doors on the side of the car standing half open. The wind begins whipping through the cabin as the landscape flies past beyond the open doors.

In the split second that your mind processes this information, you realize that the car is not empty. A guard springs into motion on each side of the door, swinging their flails, and three more emerge from behind piles of luggage, sending a volley of crossbow bolts your way. On the far side of the car, a familiar khoravar with a green scarf gives a dark laugh. "The *Engine* belongs to the Emerald Claw!"

THE FIGHT BEFORE THE FALL

Rostan Loshu and the five Emerald Claw agents (two Emerald Claw operatives and three Emerald Claw troopers) will fight fiercely to hold off the party. Rostan and the troopers fight from the back lines, using chill touch and light crossbows, as they eagerly await the Point of Order. They send the lower-ranking operatives forward into melee in order to buy time. Their goal is not to end the fight now, but to survive long enough to continue the fight on the other side. As the first Emerald Claw agent is downed, the character(s) with the highest passive Perception notice an authorization crystal falling out of a pouch at their waist. Read or paraphrase the following:

The first of the Emerald Claw agents fall, the life slipping from their lungs. As their body hits the ground, the illusory Deneith crest on their armor once again fading to the green clawed hand, you see light glimmer upon an object that rolls out of a pouch at their waist. It is a large, perfectly symmetrical diamond, about six inches long.

As the diamond catches your eye, you see it lies upon a floor spattered both with fresh blood, as well as darker, drying tracks of crimson. It looks as if several bodies were dragged toward the door, though there are no bodies in sight.

Anyone in the party can pick up the authorization crystal as an object interaction during their turn. The agent also wears a ring sporting an emerald cut in the rough shape of a claw, a band of loyalty to ensure that the agent dies when they reach 0 hp. The blood marks on the floor are from the real Deneith guards who were overcome, one by one, and tossed off the railcar many miles back.

One round after the first Emerald Claw agent dies, the remaining agents will all take the Disengage action to jump out of the car without provoking opportunity attacks. The remaining scenes are written with the expectation that Rostan makes it alive into Daanvi—it is unlikely that the party will have killed him yet, but if they do, you can give his lines in Daanvi to another of the agents without changing the outcome of the adventure. Likewise, if the party manages to kill more than one agent in a single round, you will just need to adjust the number of agents in the future narrative and encounters to match.

Read or paraphrase the following:

As you fight a pitched battle beside open doors, out of the corner of your eye, you notice a change in the landscape below. You have been climbing in elevation, nearing Krona Peak, and you realize the trees flying past you have begun to grow in perfect rows, and the perfectly symmetrical clouds above you part, revealing the sun shining down upon the perfectly arranged conductor stones ahead. You have only seconds before you reach the Point of Order.

An agent by the door calls out, “Rostan! The Point of Order is here!” In response, the green-scarved khoravar’s eyes widen in anticipation. The Emerald Claw agents all reach into pouches at their

waists, producing crystals identical to the one you obtained from the fallen agent.

Suddenly a chasm opens beneath the rail, and you see a perfectly straight river carving its way through, the boulders within it spaced perfectly evenly apart. Without hesitation, Rostan dashes out of your reach and throws himself out of the railcar, his associates doing the same as their bodies hurtle toward the river far below.

If the party has not picked up the dropped authorization crystal by now, they have one round to do so and jump out of the car into the river. They might only have one crystal to share between them, but as long as they jump holding hands, everyone will make the transition with any issues. When the party is ready to jump, read or paraphrase the following:

You throw yourself out of the car as it crosses the rail bridge over the deep river chasm, your companions falling beside you. You plummet down through the chill air, the wind tearing at your form as you fall faster and faster toward the water below. Just before you strike the perfect ripples, the world around you slows, then freezes in place, and you feel yourself being pulled in more directions than you thought possible from the three dimensions you inhabit.

A flash in your vision, a chill up your spine, then you find yourself hurtling again...but this time, upward, strangely at an angle, your body a giant projectile toward the top of a single building of white stone, a perfect cube, as wide as it is tall—and it is very, very tall indeed. In the middle of the roof, there is a large dome. At first glance it seems circular, but you soon notice it has 12—no, 13 sides that meet in a high domed ceiling. Each of the 13 sides of this dome has an arched doorway.

As you arc through the air, you can see endless fields beyond the building on one side, perfectly tilled, with large ant-like creatures working the fields at even intervals. On the other side, a sprawling city lies as far as the eye can see, its symmetrical buildings lining perfectly straight streets.

As you gain altitude, your flight slows, and at the apex of your arc, you find the flat roof of the white building rushing up to meet you.

Every character must make a DC 12 Dexterity saving throw to land on their feet. On a failure, they take 1d6 bludgeoning damage.

DM’S NOTE: EMERGENCY FEATHER FALL

If a character panics and casts *feather fall* as soon as they transition to Daanvi and find themselves hurtling through the air, they do not immediately halt their flying arc and descend straight down before reaching the building (as the spell only affects their rate of *descent*, not *ascent*, and has no effect on horizontal movement). They, and any other creature affected by the spell, will continue to arc upwards and over, toward the building. Once over it, they will descend into a soft landing, taking no damage.

SCENE 4: POINT OF ORDER

The party finds themselves landing on the flat roof of an enormous white Daanvian administrative building with a dome in the center. The Emerald Claw agents, who jumped out of the railcars sooner than the party, are already dashing inside. The dome is filled with constructs known as modrons, all hard at work. Read or paraphrase the following:

You hurry toward the dome in pursuit of the disguised Emerald Claw agents. Inside, you see strange creatures bustling about, simple automatons shaped like circles, cubes, and pyramids with arms and legs. They pay you no mind, intent upon their own tasks.

There is a thirteen-sided metallic dais in the exact center of the room. Its surface appears to be the face of an unusual clock, 13 arms sweeping it at precise intervals. Each arm is a different length, and they're all moving at different speeds, as if tracking different phenomena. In the center of the clock rests a transparent sphere about as wide as a human's hand span. Inside the sphere, you see shiny metallic balls of varying sizes rolling around, some slowing down, others speeding up. The balls follow malleable metallic tracks, which shift and change position quickly. They almost remind you of a pianist's fingers moving up and down the scales of a piano. This must be the *Quintessence Engine*.

Rostan, the man in the green scarf, has paused halfway across the room, three of his men waiting around him. They watch another one of their companions rush toward the dais, climbing over the arms of the clock and attempting to pry the *Quintessence Engine* out of its protective casing. In the process, they bend one of the clock arms. At this, some of the strange constructs, their bodies comprised of two blocks stacked atop each other, swarm the dais. Some immediately begin to remove the damaged arm and bringing a new one in its place, and others attempt to escort the Deneith-armored agent off the dais.

As the constructs approach, the agent begins to indiscriminately attack those closest to him, swinging his flail left and right. Instantly, a pillar of light shoots down from the ceiling, paralyzing him for a moment, before disappearing as quickly as it came. He falls down dead, cracking his head on the floor.

The blocky creatures efficiently clean up the body, also removing the floor panel that has a few smears of blood on it. It is clear that they are replacing any objects that were made "imperfect" in any way.

A multi-layered, automated voice resonates in the chamber, speaking in an unusual foreign tongue that you nonetheless understand perfectly, "**Object designated for Reconstruction. Replacement is present and being installed immediately.**" Once the imperfect arm and floor panel are replaced, the unusual clock continues its movement, powered by the *Quintessence Engine*.

As this happens, Rostan and his three remaining troopers stand quite cautiously off to the side. They watch the quick annihilation of their comrade with consternation and shoot concerned glances at the *Engine*. While they are just out of earshot, they appear to be discussing how to obtain it.

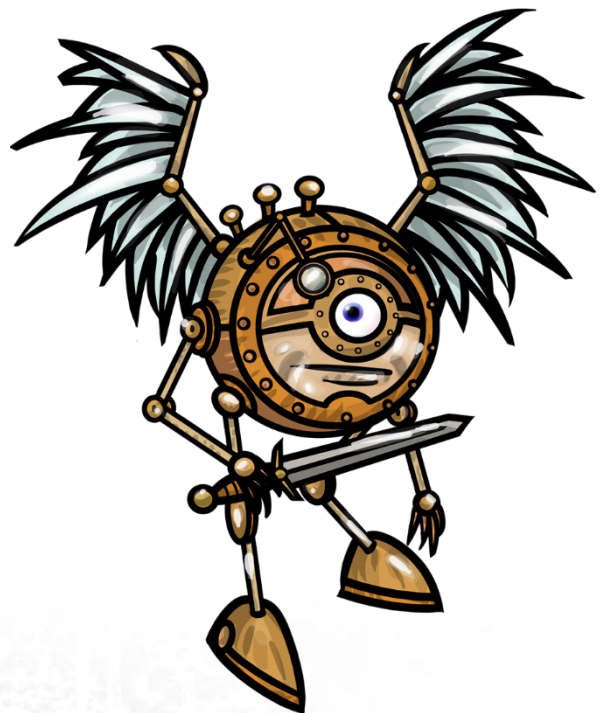
A cube-shaped construct with wings, known as a quadrone, approaches the party. Another one approaches Rostan and his agents.

The quadrone greets the party in a strangely even, plodding language that they do not understand. Upon seeing their lack of response (or confusion), it cycles through several other tongues before finally intoning calmly in Common:

"It is regrettable that he was unwilling to keep the peace. He would not have been punished for damaging the equipment, we modrons only approached to replace it, as is our purpose. We understand that imperfections will occur, he would have been forgiven. However, he resorted to wanton violence and rage. Such imperfections must be purged from this plane."

What Does the Quadrone Know? The quadrone then presents them with enough crimson badges for each of them to pin onto their shirts, explaining that this identifies to the other modrons which language they speak.

- **What are you? What are all these creatures?** "All of the constructs in this chamber are modrons. We are imbued with the essence of order and exist to maintain it. I am called a quadrone, one of the most advanced of base modrons. The others you see are monodrones, duodrones, and tridones. They are significantly more limited in their ability to understand and interact with non-modrons."



- **What is that clock for? What does it do?** The clock keeps perfect time and tracks the movement and locations of the 13 planes of existence, as well as the orbit of Eberron's 12 moons. Characters may determine this for themselves without asking if they succeed on a DC 15 Intelligence (Arcana) check. If asked why the clock tracks that data, the quadrone matter-of-factly replies "Calculations," and does not elaborate.
- **We need the Engine, can we have it?** "It is fulfilling its purpose in the perfect order of things. Unless it is removed from service due to imperfection, like the objects the rogue element contaminated, it will remain forever. You are free to go admire it. Please do not contaminate it, however, or it too will be replaced, and you will be asked to leave the dais to avoid future imperfection."
- **What happens to the items that are removed?** "All objects in this chamber must reflect perfection. When they no longer do so, they are decommissioned. The imperfect objects have been removed from service, and are sent to the Deconstruction Zone outside the city walls for recycling."
- **Can we have the recycled items?** At this question, the quadrone pauses to process the question. "Why would you want it? It is now imperfect." Once the party explains, it answers. "You may requisition anything if you wish to recycle it yourself." It extends one arm in the direction of the Emerald Claw agents, and you see that there is a staircase set in the floor right next to them. The quadrone gives careful directions to the Requisitions Department, thirty-five floors down, third door on the left.

The intent is to signal to the party that they can obtain the *Quintessence Engine* by making it imperfect in some way. A small dent, a streak of purple paint, even an illusory mark made with *prestidigitation* would cause the modrons to automatically remove it from service, sending it to the Deconstruction Zone, on the other side of the city outside the walls. After this, it is available for request from the Requisitions Department.

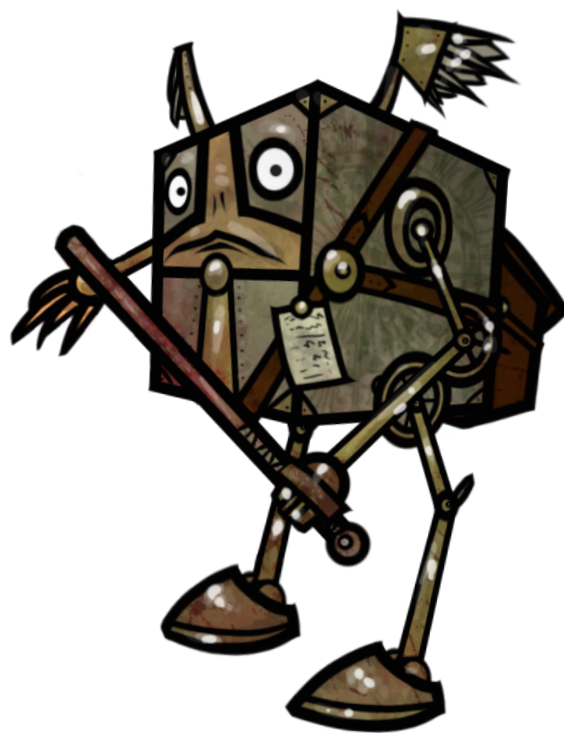
DM'S NOTE

If the characters do not come up with this idea (or another non-violent solution that avoids them running into issues with the Daanvian criminal justice system), you can give Rostan the idea to make the Engine "disorderly" himself, as he is receiving similar information from another quadrone. He cautiously walks up to the platform, pulls an orange out of his pack, and smears it all over the *Quintessence Engine*. He then chuckles smugly, quickly leaves the dais, and as the modrons descend on the *Engine*, he and his agents dash downstairs.

Once the *Quintessence Engine* has been "marred" in some way, read or paraphrase the following:

The *Quintessence Engine* no longer meets the modron's exacting standards. Once again, they rush in, quickly removing the disorderly object. A multi-layered, automated voice resonates in the chamber, once again speaking in another tongue you nonetheless understand, "Object designated for Reconstruction. Replacement time: Undetermined." Meanwhile, the modrons bearing the *Engine* move to a small glowing platform, and after a moment, they vanish, apparently teleported away.

Across the chamber, Rostan chuckles smugly. Reaching to a cord around his neck, he grasps a small black orb suspended from it. As he clenches his fist and crushes it in a flare of green fire, a soft green glow covers him and his agents. As they move toward the stairs, their limbs blur with speed as they move with inhuman speed down the stairs and out of sight.



SCENE 5: RED TAPE

As the party heads down the stairs, they lose sight of the Emerald Claw agents, who have apparently been hasted. The characters hike down 35 flights of stairs (out of hundreds more), eventually reaching the Requisitions Department. Read or paraphrase the following:

As you enter the room labeled Requisitions Department, you see 13 long lines, filled with all manner of creatures. Bland peaceful music plays from an unseen source overhead. On the far right side of the room, you see the Emerald Claw agents waiting halfway through one of the lines, dozens of creatures already queuing behind them. The agents are tapping their feet impatiently, though the creatures around them all appear to be perfectly content to wait as long as needed.

JUMPING THROUGH HOOPS

To complete the requisition process before the Emerald Claw agents, the party will need to perform a series of ability checks.

If the party fails on two or less of the following steps, they beat Rostan and his Emerald Claw goons to the *Engine*, and he will attempt to take it from them. If the party fails on three or more of the following steps, it takes them too long to reach their goal. They will race to the Destruction Zone, but find that Rostan entered just before them and obtained the artifact. Whichever group reaches the *Quintessence Engine* first will have an advantage in the final confrontation.

STEP 1) WAITING IN LINE

The party will need to proceed to the front of the line in an orderly manner.

If they try to cut through line to reach the Emerald Claw agents, they are immediately locked in place by another beam of light, paralyzed, then approached by a construct in the shape of a five-pointed star, bearing an eye on each point. This is a pentadron, the highest authority of the “base” modrons, and it ushers them to the back of the line. The party should receive the impression that order reigns supreme here, and there is no way to reach the Emerald Claw agents at the moment.

Every character may attempt a DC 15 Wisdom (Perception) check to pick the fastest-moving line.

- **Upon a success**, the party notices that the third line on the left is moving faster than the others. They reach the front of the line before the Emerald Claw agents. Read or paraphrase the following:

You wait patiently in line for what seems like forever. In front of you are three ant-like creatures gazing at each other, not a word spoken, and yet you sense they are deep in conversation. Behind you waits a plate-armored celestial with wings of fire, followed by two cloaked figures floating several inches off the ground, their masked faces concealing a luminous ball of light. Your line moves painfully slowly,

but the Emerald Claw agents move slower yet. There are still several creatures in front of them by the time you reach the front of your own line and approach the winged cube manning the counter.

- **Upon a failure**, the party selects a slow-moving line, and the Emerald Claw agents get to the front of the line first. Read or paraphrase the following:

You wait patiently in line for what seems like forever. In front of you are three ant-like creatures gazing at each other, not a word spoken, and yet you sense they are deep in conversation. Behind you waits a plate-armored celestial with wings of fire, followed by two cloaked figures floating several inches off the ground, their masked faces concealing a luminous ball of light. Your line moves painfully slowly, and you are only halfway to the front before you see the Emerald Claw agents reach the front of the line and begin conversing with the winged cube manning the counter. They take a stack of paper from the modron then gleefully rush out of the room.

Regardless of the outcome of the ability check, the characters gain the benefits of **finishing a short rest** while waiting in line.

STEP 2) REQUISITION FORM

Upon reaching the front of the line, another quadron greets the party impersonally and efficiently, prompting them to “State your purpose.” After the party explains what they want, they are handed a five-page application. Read or paraphrase the following:

“The application process is straightforward,” the modron assures you. “Please complete this requisition form and proceed through those doors to the Requisition Submission Room, where you will be licensed for object retrieval.”

You make your way to the next room, where there are another 13 lines, though you’re relieved they’re slightly shorter than in the last. You select a line, then while you wait, work painstakingly to fill out the requisition form you were given. In front of you, a group of perfect humanoids make quiet conversation, their skin bluish-purple, hair and eyes in metallic hues. They keep a cautious distance from a tall handsome red-skinned devil with a confident grin, a mass of long curved horns surrounding his form and extending far into the air.

One character may attempt a DC 14 Intelligence (Calligrapher’s Supplies or Forgery Kit) check, tools not required. If nobody is proficient in either, they may roll a straight Intelligence check without the proficiency bonus.

- **Upon a success**, the characters find the paperwork bizarre, but manage to complete it. Read or paraphrase the following:

When you reach the front, another quadrone carefully inspects your handiwork, then nods. "You have met minimum compliance standards. Once I confirm your identification, we can process your license application. Authorization crystal please?"

- **Upon a failure**, their paperwork is rejected due to bureaucratic mistakes. Read or paraphrase the following:

When you reach the front, another quadrone carefully inspects your application, then shakes its head. "This application does not meet minimum compliance standards. 'N/A' is not a proper response to 'Essential Cosmic Attunement,' and you have not filled in a value for 'Projected Time of Death.' This application is denied. Please try again." It pushes another 5-page application across the counter. After another hour spent filling it out and waiting in the line again, you finally meet their approval. "You have met minimum compliance standards. Once I confirm your identification, we can process your license application. Authorization crystal please?"

STEP 3) PROPER IDENTIFICATION

Khorvarian identification papers are not recognized in Daanvi, and one of the characters will need to obtain a valid Daanvian ID in the form of an authorization crystal to apply for a license.

Any artificer, wizard, or character proficient in Arcana would recognize that the authorization crystal operates like a *spellshard*, allowing information to be easily reviewed, and possibly even modified by someone with sufficient knowledge.

If the party presents one of their authorization crystals without altering it first, it is quickly rejected as belonging to another creature. Read or paraphrase the following:

The quadrone concentrates on the authorization crystal for a moment, then responds, "Denied. You are not Pak'cha, a formian from Sector 203D. This crystal will be returned to the designated citizen. If you do not have identification, you may apply for temporary authorization from the Identification Bureau." The creature does not return your crystal.



The party may attempt either of the following options:

3a) Authorization Crystal Hack: A character may attempt a DC 15 Intelligence (Arcana) check to modify any remaining authorization crystal in their possession. They may roll with advantage if another character with Arcana proficiency assists in the attempt.

- **Upon a success**, the identification crystal is successfully modified to reflect their own identification information. Read or paraphrase the following:

You slip out of the Requisition Submission Room and find a quiet corner. After carefully inspecting the spell matrix embedded in this diamond, you are able to realign the magical energy contained within. You are delighted that you have successfully altered the authorization crystal. No longer does it indicate you are a formian named Tan'Thak from Sector 48F, but rather, contains your own personal information.

- **Upon a failure**, the crystal hack is unsuccessful. Read or paraphrase the following:

You slip out of the Requisition Submission Room and find a quiet corner. You carefully inspect the spell matrix embedded in this diamond, but are unable to alter it to hold your own personal information. As you are not a formian named Tan'Thak from Sector 48F, you head to the Identification Bureau in disappointment. Hours later, after presenting your ID papers from Khorvaire and explaining your unique situation to at least 4 different individuals, you finally emerge with your own temporary paper ID card. The Bureau assures you that your authorization crystal will be ready for pickup within 2-3 weeks, but this will work in the meantime.

3b) Identification Bureau: The party may choose to follow the more legal process, visiting the Identification Bureau for official papers, no check necessary. However, if they choose this option, it is counted as a failure for the purposes of beating Rostan to the *Quintessence Engine*.

Upon choosing to visit the Identification Bureau, read or paraphrase the following:

With little enthusiasm, you head down another 20 flights of stairs to the Identification Bureau to obtain your own identification. Hours later, after presenting your ID papers from Khorvaire and explaining your unique situation to at least 4 different individuals, you finally emerge with your own temporary paper ID card. The Bureau assures you that your authorization crystal will be ready for pickup within 2-3 weeks, but this will work in the meantime.

BONUS ENCOUNTER E (PUZZLE)

STEP 4) OPERATION LICENSE

If your players enjoy puzzles and you have extra time, this optional encounter gives the party a chance to complete a Sudoku puzzle as part of the application process. Otherwise, this step can be omitted without affecting the outcome of the adventure by skipping ahead to Step 5.

After presenting the proper identification, the characters head back to the Requisition Submission Room. Read or paraphrase the following:

You head back to the Requisition Submission Room and wait in yet another line. Once you reach the front, you triumphantly present your official identification to the quadrone. After a careful review, it pushes a cylinder, the size of a scroll, across the counter to you. “After confirming you are competent to operate an object of this complexity, you will receive final approval for its acquisition. Please decipher the passcode and return for authorization.”

Cylinder Puzzle. The cylinder the party is given is about 12 inches long and has a diameter of 2 inches. There is text on the cylinder. Some of it is fixed, but the rest keeps shifting and changing, as if the ink is alive and wants to be a new letter as soon as it finishes becoming the one it is now. It’s beautiful and distracting at the same time.

The inscription on this cylinder must be deciphered. Etched on the exterior of the tube’s cylinder are a series of squares and letters. There are nine squares running down the length of the tube and another nine squares around its circumference. Some of the squares contain a single letter while others are shifting through nine possible letters.

This is a standard Sudoku puzzle, but uses letters rather than numbers. Give each player their own separate printed copy of the puzzle (See Appendix B: Cylinder Puzzle Player Handout). To complete the puzzle, the players need to fill all empty squares so that the nine different letters appear exactly once in each row, column and 3x3 box (See Appendix C: Cylinder

Puzzle Key). Upon completing it, a phrase will appear in the middle row of the puzzle.

Characters with higher Intelligence scores should have a better grasp of how to solve this kind of puzzle, even if the player does not. Have each character roll an Intelligence check. Consult the table below to determine how many bonus answers each character receives.

TABLE: BONUS ANSWERS

Intelligence Check	Bonus
0 – 10	0
11 – 12	1
13 – 14	2
15 – 16	3
17 – 19	4
20 – 22	6
22+	8

For any characters that roll above a 10, consult the puzzle key in Appendix C. For each bonus answer earned, fill in one of the answers from the green highlighted squares on the key, going in order from top to bottom, left to right. (For example, if a character earns one bonus answer, the bonus answer given is the green square at top-left of the key.)

If the players have difficulty solving the puzzle with letters, they might find it easier to substitute the numbers 1-9 for each letter. If they are unable to solve the puzzle on their own, their characters still eventually complete it, but it is counted as a failure for purposes of beating the Emerald Claw to the *Quintessence Engine*. If the players successfully complete the puzzle themselves, it counts as a success, no matter how long it took them in real life to do so.

Once the party solves the puzzle, whether by doing so in-character or out-of-character, read or paraphrase the following:

As you complete the puzzle, the center row of the cylinder illuminates with a bright white light. “**Say Unlock,**” it reads. After waiting in line again, you present the activated cylinder. “Competence confirmed, you are qualified to operate the object,” the quadrone responds.

	K			A	U	N		
	Y	O			S			
N	C	U	O	L				
	O	C	S	K		L		N
K		L		O	Y	U	A	
				Y	N	S	U	O
			L			C	K	
		A	K	S			N	

STEP 5) NAVIGATION

After navigating the final step of the Daanvian bureaucracy, the party receives final authorization. Read or paraphrase the following:

While the modron reviews your paperwork, making three copies and stamping each with a series of glyphs, you look all around for the Emerald Claw agents. Across the room, you spot a towering warforged, vicious-bladed wings sprouting from his back, his arms and body covered with even more blades that serve both as armor and weapon alike. His bladed arms are crossed, and his foot taps impatiently. Funny, you didn't expect to see any 'forged here...

But there is no sign of your rivals, though you aren't sure if that's because they've gotten ahead or behind you in this endless application process. After an interminable wait, the construct assisting you intones, "You have received full ownership authorization. You may proceed to the Deconstruction Zone." You receive an Ownership Authorization Certificate, along with elaborately detailed turn-by-turn instructions.

One character may attempt a DC 10 Wisdom (Survival) check to navigate to the Deconstruction Zone. They may roll with advantage if another character with Survival proficiency assists in the attempt.

- **Upon a success**, they find their way without any difficulty. Read or paraphrase the following:

With relief, you leave the large square building and set off across the city. The instructions you received are detailed to the point of being overwhelming, but you are able to follow them to the letter, quickly arriving at your destination, the Deconstruction Zone.

- **Upon a failure**, they take several wrong turns. Read or paraphrase the following:

With relief, you leave the large square building and set off across the city. Despite the overwhelmingly detailed navigation instructions you received, the city is dizzying and you take several wrong turns before finally arriving at your destination, the Deconstruction Zone.



SCENE 6: DECONSTRUCTION ZONE

After navigating across the city, the party is finally ready to lay their claim to the *Quintessence Engine*. Read or paraphrase the following:

After reaching the Deconstruction Zone Central Office, presenting the proper paperwork and having it reviewed for what feels like the hundredth time, you are escorted into what appears to be the city junkyard. You are taken aback by the neat and orderly piles of “imperfect” supplies stretching as far as the eye can see. Much of it is only mildly flawed or damaged, but the piles easily reach heights of fifteen feet in places.

In the final encounter of this adventure, the *Quintessence Engine* has been deposited in the Deconstruction Zone, an enormous junkyard littered with orderly piles of “imperfect” materials.

If the party arrives before the Emerald Claw, read or paraphrase the following:

The modrons escort you to a pile of materials perhaps a mile and a half away from the front desk. They all work together to lift a large slab of steel covering the pile, and underneath shines the ‘disorderly’ *Quintessence Engine*, which you can clearly see is still fully functional despite the cosmetic mark on the surface.

As you pick it up, a slow, mocking applause fills the air, and as you turn around, you can see the middle-aged khoravar from before, but his green scarf and unmarked chainmail have disappeared. All illusions gone, Rostan now sports a full suit of armor, including the Emerald Claw’s insignia and distinctive helmet with half-faceplate. He is flanked by three Emerald Claw troopers in similar attire. “I suppose that I should thank you, hahaha! I’ll be taking that *Quintessence Engine*, thank you very much.”

If the party arrives after the Emerald Claw, read or paraphrase the following:

As the modrons escort you down the aisles, from a distance, you see a group of humanoids lifting a steel slab, then one of them scurrying underneath to grab something. As you draw closer, you realize it is the khoravar from the cargo car, but his green scarf and unmarked chainmail have disappeared. All illusions gone, Rostan now sports a full suit of armor, including the Emerald Claw’s insignia and distinctive helmet with half-faceplate. He is flanked by three Emerald Claw troopers in similar attire.

Rostan emerges from the pile with a shining orb lifted high, a glint in his eye as he watches the light reflect off of the internal components. Despite the cosmetic mark on its surface, you can clearly see that the *Quintessence Engine* is still fully functional.

Rostan gloats, “Now this is a beauty. Our superiors will be very pleased with us, boys.”

Whichever group gets there first obtains the *Quintessence Engine*, and whichever character holds it gains its benefits in combat. Any time it affects a dice roll, it pulses with a brilliant white light, and for a moment, the form of its bearer glows as well.

QUINTESSENCE ENGINE

Wondrous item, artifact

Whoever possesses this fantastical item finds that their actions are more closely aligned to the Law of Averages, but skewed in their favor. On one die roll per turn, if you roll below half the maximum value on the die, you may treat the roll as if you rolled half the maximum value instead, rounded down. (For example, if you roll below a 10 on a d20, you may treat the roll as a 10 instead, or if you roll below a 4 on a d8, you may treat the roll as a 4.)

By the time the party sees the Emerald Claw agents at the Deconstruction Zone, their *seeming* spell has worn off, and Rostan and his troopers are no longer disguised.

Rostan refuses to leave the Deconstruction Zone until the adventurers are dead and the *Quintessence Engine* is in his hand. He attacks the party with a near-religious fervor. At the first sign of combat, the modrons flee.

Knowing his allies’ strengths, Rostan will direct them to engage in melee combat so as to benefit from Pack Tactics. He will open combat by closing on the party as much as he can and using his Panic ability, then casting compelled duel on the player character with the heaviest armor and most deadly weapon. Given the choice between a fighter versus a paladin or heavily armored cleric, he will choose to engage the holy man, as Rostan looks down upon those who rely on an outside force instead of relying on the power within to guide them.

Rostan Losh and his three **Emerald Claw troopers** will fight to the death for this artifact, and have no interest in being captured alive. They wear *bands of loyalty*, which instantly kill them if they are reduced to 0 hit points. If they have the chance, they use their last breath to mock the party for their futile efforts to stop the coming triumph of the Order of the Emerald Claw.

TREASURE

If Rostan had the *Quintessence Engine* during the fight, the party finds it on his body. A successful DC 14 Intelligence (Investigation) check also yields a *ring of fire resistance*.

All four agents wear bands of loyalty sporting an emerald cut in the rough shape of a claw. The party also finds four authorization crystals, one on each agent’s body, though these will need to be returned to the Clifftop Guild.

RING OF FIRE RESISTANCE

Ring, rare (requires attunement)

You have resistance to fire damage while wearing this ring.

SCENE 7: HOME SWEET EBERRON

After defeating the Emerald Claw agents, it is time for the party to make their way back to their own plane. Read or paraphrase the following:

You wearily, but triumphantly, make your way back across the city to the very large, very square, very perfect building with far too many lines and bureaucrats. Entering the building, you are dreading the climb up hundreds of stories of stairs. But to your immense relief, you notice something you missed before. There is a large door in the lobby with a small room inside. The sign above the door is written in countless languages, one of which you recognize. **“Lift.”**

After several long, awkward minutes standing in a small room listening to drearily cheery music playing from somewhere overhead, the door opens to a different scene. In front of you, you see the same 13-sided dome as you entered so many hours before, its clock hands unmoving in the absence of the *Engine*. Making your way to the edge of the building, you peer down the dizzying drop to the ground far beneath. You’re not sure if the jump is harder or easier the second time, but...one, two, three... you jump.

The ground rushes toward you, and in the final moments before striking solid earth, you feel a flicker of doubt. Does the jump really work both ways? But then, a flash of light, a pulling at your inward dimensions, and you find yourself hurtling back upwards through a deep river gorge toward a bridge lined with gleaming conductor stones.

Your arcing ascent slows just as your feet reach the narrow bridge. You land steadily, though you might feel a little uncomfortable at the gentle swaying of the bridge back and forth, back and forth...

Making your way off the bridge to more solid footing, you see an elemental land cart coming your way. You see a familiar dwarf with a crew cut and neatly trimmed beard. “You’re a sight for sore eyes. Half worried you went splat at the bottom.... I figured if you didn’t, you might want a ride.”

Immediately upon arriving in Krona Peak, Amaldi obtained an elemental land cart in Krona Peak and headed back down to pick up the party. The group makes their way back to Irontown, where Amaldi bids them farewell. Finally, the party boards another lightning railcar (this time with real Deneith guards) and heads back to Sharn.

MISSION REWARD

Upon returning to the Clifftop Guild, Lhara greets the party with enthusiastic admiration at their daring leaps and competent dispatch of the Emerald Claw agents. She is sure that Provost Faurious will be well-pleased with their work.

She gladly gives each character the promised 200 gp for completing their mission. While she regrets that they cannot keep the authorization crystals, she thanks them for delivering them safely back to the Guild, and gives the party a bonus of 25 gp for every crystal returned.

THE END?

The Provost still needs seven more foci to realize his designs. *Convergence Manifesto* continues next with [AE01-06: *Night's Gambit*](#).



APPENDIX A: BESTIARY

BABY GIANT SNAKE

Small beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	2 (-4)	12 (+1)	11 (+0)

Skills Perception +3

Senses blindsight 10 ft., passive Perception 13

Languages None

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage, and the target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

COMMONER

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage

DEINONYCHUS

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 10

Languages None

Challenge 1 (200 XP)

Pounce. If the deinonychus moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the deinonychus can make one bite attack against it as a bonus action.

Actions

Multiattack. The deinonychus makes three attacks: one with its bite and two with its claws.

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

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

EMERALD CLAW TROOPER

Medium humanoid (human), lawful evil

Armor Class 18 (chain mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	9 (-1)	12 (+1)

Saving Throws Wis +1

Senses passive Perception 9

Languages Common

Challenge 1 (200 XP)

Seeker Fanatic. The Emerald Claw trooper has advantage on saving throws against being charmed or frightened. While the trooper can see a member of the Emerald Claw or Blood of Vol priest that is of higher CR, and is friendly to it, the trooper ignores the effects of being charmed or frightened.

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

Actions

Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +2 to hit, range 80 ft./320 ft., one target. *Hit:* 4 (1d8) piercing damage.

EMERALD CLAW OPERATIVE

Medium humanoid (human), lawful evil or neutral evil

Armor Class 11

Hit Points 33 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	11 (+0)	9 (-1)	11 (+0)

Saving Throws Wis +1

Skills Deception +2, Stealth +5

Senses passive Perception 9

Languages Common

Challenge 1/4 (50 XP)

Seeker Fanatic. The Emerald Claw operative has advantage on saving throws against being charmed or frightened. While the operative can see a member of the Emerald Claw or Blood of Vol priest that is of higher CR, and is friendly to it, the operative ignores the effects of being charmed or frightened.

Actions

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

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

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 4 (1d8 + 1) piercing damage.

MILITARY DESERTER CHEFS

Medium humanoid (human), any neutral

Armor Class 11

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

Military Mettle. A melee weapon deals one extra die of its damage when the military deserter chef hits with it (included in the attack).

Actions

Chef's Knife. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

PICKPOCKET

Medium humanoid (any race), any alignment

Armor Class 12

Hit Points 27 (6d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+1)	14 (+2)	16 (+3)

Skills Deception +5, Perception +6, Sleight of Hand +4, Stealth +4

Senses passive Perception 16

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of its turns, the pickpocket can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/Turn). The pickpocket deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the pickpocket that isn't incapacitated and the pickpocket doesn't have disadvantage on the attack roll.

Actions

Multiattack. The pickpocket makes two melee attacks.

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

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

ROSTAN LOSHO

Medium humanoid (half-elf), lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 75 (10d8 + 30)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Con +5, Wis +3

Damage Resistances fire (from a *ring of fire resistance*)

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elven

Challenge 2 (450 XP)

Seeker Fanatic. Rostan has advantage on saving throws against being charmed or frightened.

Pack Tactics. Rostan has advantage on all attack rolls against a creature if at least one of his allies is within 5 feet of him and the ally isn't incapacitated.

Spellcasting. Rostan is a 2nd level spellcaster. His spellcasting ability is Charisma (spell save DC 13, spell attack modifier +5). He has the following paladin spells prepared:

Cantrips (at will): *chill touch*, *light*, *thaumaturgy*

1st level (3 slots): *bane*, *command*, *compelled duel*, *inflict wounds*

Actions

Multiattack. Rostan makes two attacks with his flail.

Flail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 7 (1d8 + 3) bludgeoning damage.

Induce Panic (Recharges on a Long or Short Rest). Rostan can force each creature of his choice that he can see within 30 feet to make a DC 13 Wisdom saving throw. On a failed save, a creature becomes frightened of him for 1 minute. The frightened creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.



APPENDIX B: CYLINDER PUZZLE PLAYER HANDOUT

	K			A	U	N		
	Y	O			S			
N	C	U	O	L				
	O	C	S	K		L		N
K		L		O	Y	U	A	
				Y	N	S	U	O
			L			C	K	
		A	K	S			N	

APPENDIX C: CYLINDER PUZZLE DM KEY

SOLUTION (LETTERS)

Letters provided in the initial puzzle are shaded in orange. Letters to be given as bonus clues based on an Intelligence check are shaded in green.

When the puzzle is solved, the phrase
SAY UNLOCK becomes visible in the center row.

L	K	S	Y	A	U	N	O	C
A	Y	O	N	C	S	K	L	U
N	C	U	O	L	K	A	S	Y
U	O	C	S	K	A	L	Y	N
S	A	Y	U	N	L	O	C	K
K	N	L	C	O	Y	U	A	S
C	L	K	A	Y	N	S	U	O
Y	S	N	L	U	O	C	K	A
O	U	A	K	S	C	Y	N	L

SOLUTION (NUMBERS)

Players may choose to convert the puzzle from letters to numbers. If they do so and solve it correctly, reward them. Show them the final solution with letters in place of numbers. Don't spend time getting them to change it back to letters themselves.

Numbers provided in the initial puzzle are shaded below.

6	9	1	3	2	4	5	7	8
2	3	7	5	8	1	9	6	4
5	8	4	7	6	9	2	1	3
4	7	8	1	9	2	6	3	5
1	2	3	4	5	6	7	8	9
9	5	6	8	7	3	4	2	1
8	6	9	2	3	5	1	4	7
3	1	5	6	4	7	8	9	2
7	4	2	9	1	8	3	5	6

L	K	S	Y	A	U	N	O	C
A	Y	O	N	C	S	K	L	U
N	C	U	O	L	K	A	S	Y
U	O	C	S	K	A	L	Y	N
S	A	Y	U	N	L	O	C	K
K	N	L	C	O	Y	U	A	S
C	L	K	A	Y	N	S	U	O
Y	S	N	L	U	O	C	K	A
O	U	A	K	S	C	Y	N	L

6	9	1	3	2	4	5	7	8
2	3	7	5	8	1	9	6	4
5	8	4	7	6	9	2	1	3
4	7	8	1	9	2	6	3	5
1	2	3	4	5	6	7	8	9
9	5	6	8	7	3	4	2	1
8	6	9	2	3	5	1	4	7
3	1	5	6	4	7	8	9	2
7	4	2	9	1	8	3	5	6

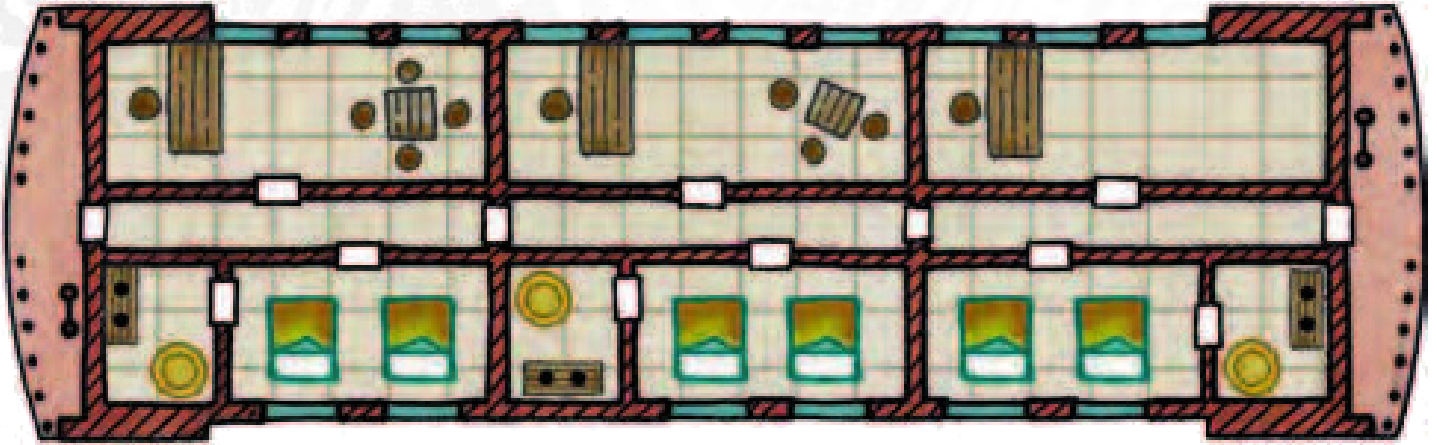
HINTS

Players may realize that there are only nine different letters and perhaps rearranging them could spell out a word or phrase.

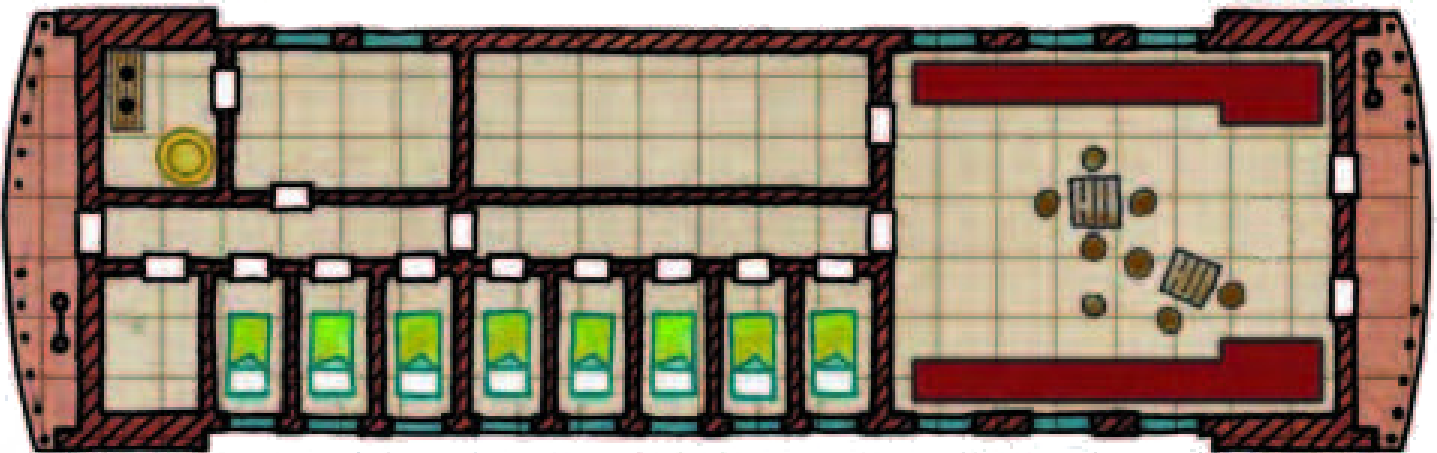
Deciphering the answer this way could be quicker than solving the Sudoku. Accept this solution if they get the correct answer.

APPENDIX D: LIGHTNING RAIL MAPS

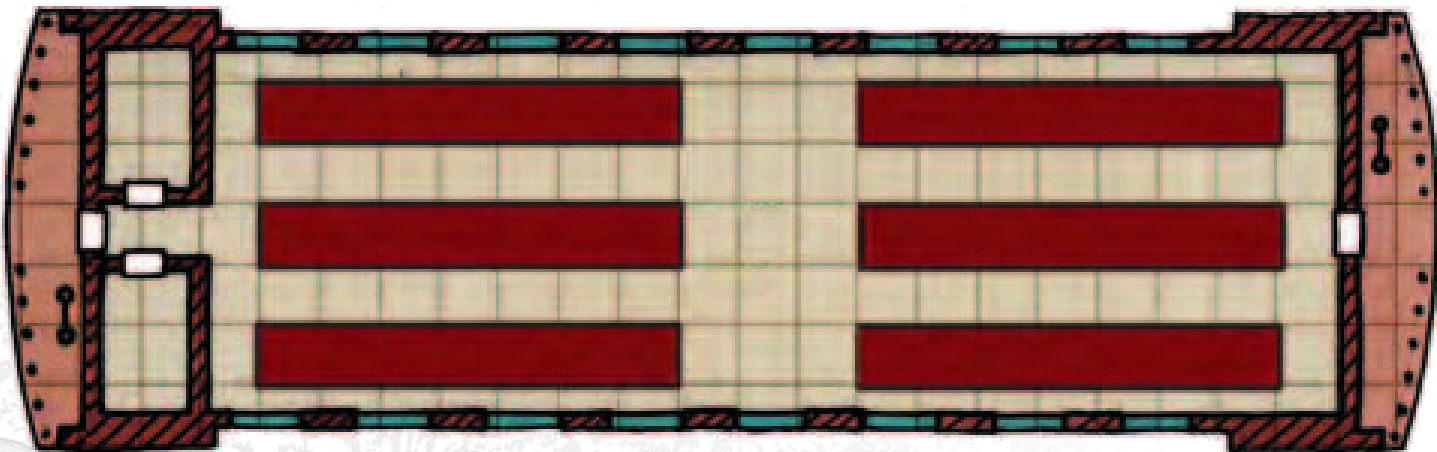
SCENE 3A: FIRST-CLASS CAR



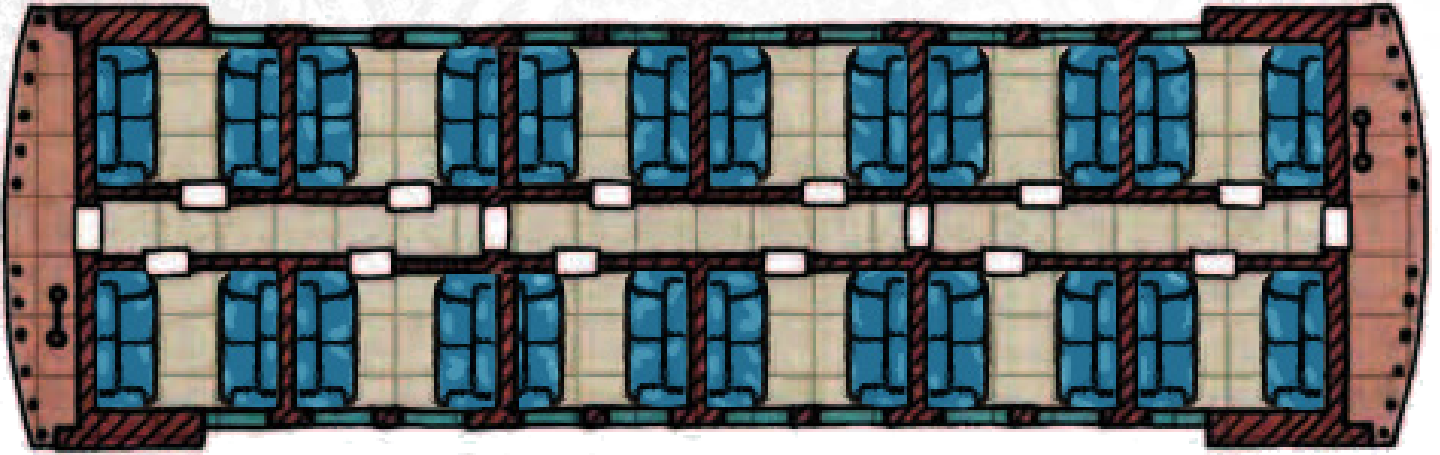
SCENE 3B: GALLEY CAR



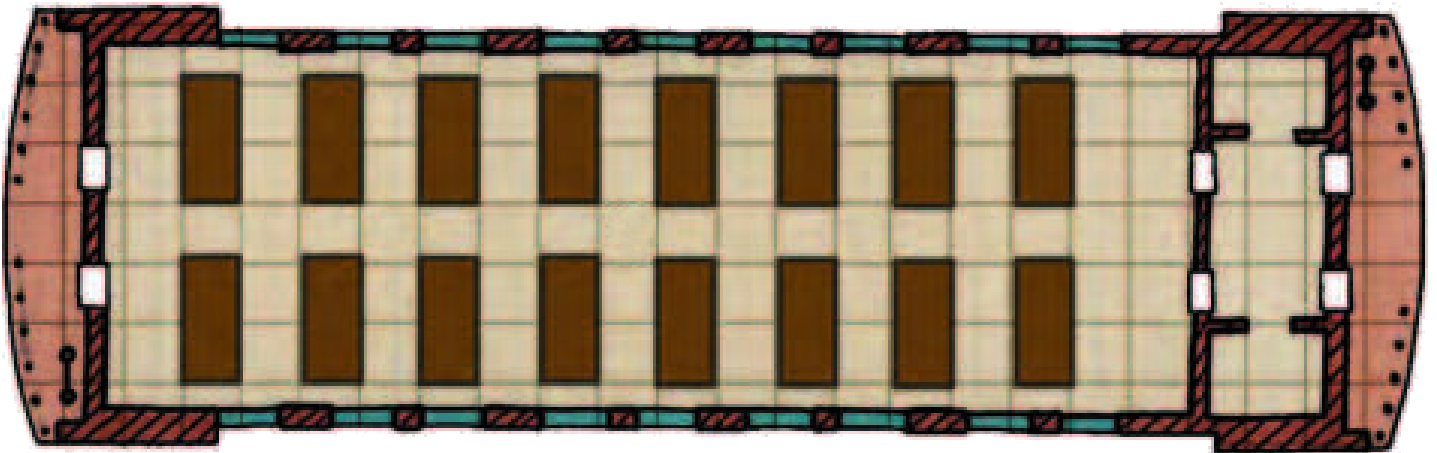
SCENE 3C: DINING CAR



SCENE 3D: PASSENGER CAR



SCENE 3E: STEERAGE CAR



SCENE 3F: CARGO CAR

