

CONCLASH IV: THE ELDER DUNGEON

Remote Play Module #1

# 84 MILES PER HOUR

A high-speed survival adventure for 4-6 players of level 3-5

Estimated Runtime: 90 minutes

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# ADVENTURE SUMMARY

Adventurers Guild members from across the world of Spearfall are converging on Kingdom Grand for the assault on the Elder Dungeon.

The Kdor Express is a state-of-the-art, cannon-mounted monorail that's carrying a shipment of critical supplies along the last leg of the journey, from Kdor to Kingdom Grand. The players are guild members aboard the train when disaster strikes.

Holt, leader of the Slumber Cult, has sabotaged the train's braking system. If the monorail's speed drops below a critical threshold of 84 miles per hour, a bomb onboard detonates and kills everyone. The engineer is dead, and the train isn't designed to go this fast for this long, and it will explode if it's not stopped in time..

But wait, there's more! The train has also been sabotaged to broadcast a psychic lure across the countryside, drawing every creature within miles into a frenzy and pulling them toward the monorail like moths to a lantern. The faster the train goes, the louder the signal.

## ***Tone & Inspiration***

This adventure should feel urgent and thrilling like a 1994 blockbuster movie, while also providing some moments of comic relief.

## ***Connection to Conclash IV***

The supplies aboard the Kdor Express are destined for the Elder Dungeon expedition. Whatever the remote players manage to save will directly impact the main game's resource pool. If the train is lost, the main army receives no reinforcement from this module.

## ***Session Structure***

The adventure runs approximately 90 minutes across three acts:

**Act 1: Departure** (~15 minutes). Players board the train, meet the crew, and enjoy a brief peaceful ride. Then, the engineer dies, the threat is revealed, and the clock starts.

**Act 2: Full Throttle** (~55 minutes). Players manage escalating engine problems, fight off creatures drawn by the psychic lure, and investigate the sabotage in three simultaneous crisis threads.

**Act 3: End of the Line** (~15 minutes). Players disarm the bomb and stop the train before the timer runs out, or find a creative alternative.

## **THE SABOTAGE**

The train's speed regulator and master brake lever have been rigged with a special pulse amplifier, a volatile device made with arcane magic and Industrialist technology.

It also generates a low-frequency sonic pulse, which gets louder as the train goes faster, attracting local wildlife.

## **REWARDS & IMPACT**

On a successful or partial completion, the players choose one of three supply crates to send to the main army:

- General package
- Healing package
- Boom package

If the players fail completely, no supply crate arrives.

Each surviving player will also personally receive a reward of:

- 200 GP
- A Kdor Forge Pass (see below for details.)

## **THE KDOR EXPRESS**

The Kdor Express is a marvel of engineering: a sleek, cannon-mounted monorail running on a single elevated rail between Kdor and Kingdom Grand. It features a gyroscopic stabilization system, a magically-enhanced braking array, top-mounted swivel cannons, small firing ports along the sides, and an armored vault car. The train is segmented into seven cars, listed front to back:

### ***1. Engine Car***

The locomotive, which contains the arcane boiler, speed controls, and the engineer's station. Pressurized aether canisters power the engine through copper conduit lines. A large speed dial dominates the forward wall. A maintenance hatch in the floor leads to the undercarriage. The door from the command car is locked, but can be opened with a DC 15 Thieves' Tools or DC 18 Strength check.

### ***2. Command Car***

A compact war room behind the engine which contains a map table with the rail route, a speaking stone array for broadcasting messages, cannon targeting controls for the two top-mounted swivel cannons, a weapon rack with four crossbows and ammunition, and the master brake lever (which is currently disabled, and connected to the pulse amplifier.)

### ***3. Vault Car***

This car contains the supply crates destined for the Elder Dungeon expedition, plus assorted trade goods. It features reinforced steel walls and a heavy vault door (DC 17 Thieves' Tools).

### ***4. Barracks Car***

Contains crew bunks, gear lockers, and a small armory with shortswords, crossbows, bolts, and two shields; and a first-aid station

with three healing kits. The train's small security team is based here.

## **5. Kitchen Car**

Galley and dining area. Includes cooking implements, a truly massive pot of goat stew, access hatches to the undercarriage on both sides, and windows with clear sightlines to the outside.

## **6. Passenger Cars (2 cars)**

Standard seating for about forty civilians. Panicked passengers are difficult terrain during combat. Windows on both sides, emergency roof hatches. Currently about half full with travelers and Adventurers Guild members.

## **7. VIP Car**

This caboose car includes plush seating, a private bar, and curtained compartments. Passengers include a handful of dignitaries, a very nervous guild bureaucrat, and Finch, the Slumber Cult's least competent acolyte, who is sitting in the corner pretending to read a book upside-down.

# **KEY NPCS**

### ***Toric Half-Iron***

**Race:** Half-Orc

**Role:** A head conductor who loves this train more than his own mother, and the players' primary technical resource.

**Personality:** He's a mechanic who genuinely loves the train. He talks to it. He pets the boiler. When something breaks, he takes it personally. He distrusts magic on principle, and responds to every crisis by rolling up his sleeves and wearing creatively.

**Key Quote:** *"Touch that valve again and I will feed you to the boiler, I swear on every gear in Kdor."*

### ***Bramble Finch***

**Race:** Halfling

**Role:** Slumber Cult Acolyte, Saboteur, and the worst spy alive

**Personality:** Finch is the Slumber Cult operative responsible for the sabotage. He is terrible at it. He was supposed to install the bomb, kill the engineer, and slip off the train at the first stop; but the plan went sideways. He planted the bomb successfully, but panicked when the time came to kill the engineer, and instead paid a stranger 50 GP to "deliver a package to the engine car." That package was a poison apple. Now, he's trapped on the train he just sabotaged with no exit strategy, growing more visibly terrified by the minute. He will eventually be caught because he is comically bad at this.

**Key Quote:** *"Me? I'm just a... carpet merchant. From... Carpet Town. You wouldn't have heard of it."*

**Note:** Finch is not a threat to the players, and will spill his guts as soon as he's been found out. He knows the pulse amplifier's location (under the brake lever), its function (bomb and lure), and that Holt ordered it from Kingdom Grand. He does not know how to disarm it. He will enthusiastically help the players once caught because he does not want to die on this train.

### **Madame Zydra**

**Race:** Tiefling

**Role:** Wealthy merchant, loudest person on the train, and the passenger who makes everything worse.

**Personality:** Madame Zydra is a problem. She is a wealthy spice trader who paid triple for a VIP seat and is absolutely furious that her luxury journey has been interrupted by explosions, monsters, and "people running through the dining car covered in slime." She will complain loudly, demand to speak to the manager, threaten lawsuits, and generally make every social encounter more complicated.

**Key Quote:** *"I was promised champagne and a view of the Dwarven Mountains. Instead I am watching a man fight a giant frog on the roof. I want a refund."*

## **ACT 1: DEPARTURE**

**Estimated Time:** ~15 minutes

### **Scene 1: All Aboard**

The players arrive at Kdor's monorail station. They're guild members headed to Kingdom Grand for the Elder Dungeon expedition. Toric greets them at the platform, gives a brief tour of the train, and settles them into the barracks car. Give the players 5–10 minutes to explore, meet NPCs, and learn the layout.

*"Welcome aboard the Express! Fastest thing on one rail. Forty tons of Kdor engineering, gyroscopic balance, and see those mounts up top? Swivel cannons.*

*"She'll get you to Grand in three hours flat. No magic, no nonsense. Just steel and speed."*

Let players make passive Perception or Insight checks during exploration:

- A DC 15 Insight check on Finch will reveal that he's holding his book upside down and hasn't turned a page in ten minutes.
- A DC 14 Perception check near the engine car reveals a faint humming sound from the brake lever that doesn't match any of the train's systems.

### **Scene 2: The Ride**

The train starts up. Describe the incredible acceleration, the landscape blurring, the giddy energy of passengers on a new journey.

A whistle screams, the station vanishes, and then you're out in the wild world, racing through open country on the elevated rail, with snow-dusted foothills rolling past, and the track stretching ahead like a silver thread.

Toric catches your eye and grins proudly. "One hundred miles per hour," he says reverently. "Listen to that engine sing."

### **Scene 3: Everything Goes Wrong**

Ten minutes into the journey, a passenger stumbles out of the engine car looking dazed. She found the engineer, Torben, slumped over the controls, dead. A half-eaten apple sits on the console beside him. Moments later, the speaking stone in the command car crackles, and the players hear this voice:

*"My name is Holt, and I have a message for the Adventurers Guild. Your supplies will not reach Kingdom Grand. Your expedition into the Elder Dungeon will fail.*

*"This train has undergone some modifications. In 84 minutes, it blows up. If your speed drops below 84 miles per hour, it blows up. If you attempt to disconnect a train car, it blows up.*

*"And I imagine you've already noticed the noise. That hum is a lure. Every creature within a mile of your track will come for you. I'm told the Dwarven Mountains are home to some very large wildlife.*

*"I hope you enjoy this nightmare I've arranged for you. I really do. Goodbye."*

The speaking stone goes dead.

Toric rushes to the engine car and confirms: Torben is dead, the speed is locked at maximum, and the brake lever is completely unresponsive. The pulse amplifier is visible on the lever's underside if anyone checks (DC 13 Investigation or Arcana). It pulses with a faint amber light and radiates warmth.

The clock starts now.

**Note:** Start a visible real-world timer for 84 minutes for Acts 2 and 3. Periodically announce time remaining. The timer is your best tool for maintaining tension.

## **ACT 2: FULL THROTTLE**

**Estimated Time:** ~55 minutes

Three simultaneous problems define this act. Run them in whatever order the players engage, but keep all three active. When they're dealing with one, the others are getting worse.

### **CRISIS 1: KEEP HER RUNNING**

The engine is under extreme stress. With the speed locked and no engineer, systems

overheat and fail. Every 15 minutes of real time, a new engine crisis hits. If no one is managing the engine, failures cascade faster.

### ***Aether Pressure Spike (15 minutes)***

A canister vents scalding steam. The engine car becomes a sauna.

Fixing it requires a DC 13 Strength (to close the valve) or DC 14 Arcana (to cool the gas). Failure: 2d6 fire damage to everyone in the engine car.

### ***Gyroscope Wobble (30 minutes)***

The stabilizer grinds. The whole train lurches like a drunk horse.

Fixing the wobble requires a DC 15 Investigation (to find the jam) plus a DC 13 Dexterity or Tinker's Tools (clear it) check. Failure: DC 12 Dex save for all creatures on the train or fall prone. Passengers panic.

### ***Conduit Overload (45 minutes)***

Copper lines glow red-hot. The engine will explode in 3 rounds.

Fixing it requires a DC 16 Arcana or Tinker's Tools (to reroute power). Or, sacrifice a metal weapon to bridge the gap (automatic success, but the weapon is destroyed). Failure: 4d6 fire damage in 15-ft. Radius (DC 15 Dexterity save for half), and the engine car lights on fire.

### ***Fuel Crisis (60 minutes)***

Aether canisters are running dry. Speed is dropping toward the detonation threshold.

Find the emergency reserve canister in the vault car (DC 14 Investigation, DC 12 Strength to carry and install). Failure: The pulse amplifier begins to glow. 5 rounds to detonation.

**Note:** Toric can advise on any engine problem and will physically assist if asked. He can't solve these alone, but he provides advantage on any engineering-related check if a player works alongside him.

## **CRISIS 2: ANIMAL MAGNETISM**

The pulse amplifier's psychic lure draws creatures from the surrounding countryside toward the train.

Run these encounters at roughly the times indicated, but adjust based on pacing. Each one can be resolved through combat, skill challenges, or creative problem-solving.

### ***Snakes on a Train! (~10 minutes)***

Several large Constrictor Snakes have been drawn by the lure and are coiling around the nearest monorail pylons ahead, creating a deadly, moving barricade across the track. Hitting the tangle at 90 mph will derail the train.

The players have 4 rounds to clear the snakes before the train reaches the collision point.

Options for solving the problem include:

**Cannon Fire:** DC 13 ranged attack aimed at the densest part of the coil. Two successful shots sever the snakes' grip, causing them to fall away from the track. Firing without aiming carefully is a DC 15 Dexterity saving throw for anyone in the Command Car as debris slams into the windows.

**Loud Noise/Fire:** Shatter, Fireball, or any loud spell/effect aimed at the tangle to startle and drive them off. DC 14 spellcasting check. Failure results in the snakes constricting tighter, making the next attempt to clear them harder (DC increases by 2).

**Animal Handling:** A player on the roof with Animal Handling DC 16 can use a calming frequency (or Advantage if using Speak with Animals) to pacify the snakes and encourage them to uncoil and slither away.

**Sabotage the Lure:** A DC 16 Arcana check can temporarily dampen the pulse amplifier's psychic output for 10 minutes, causing the snakes to lose interest.

If the snakes are not stopped, they climb up the pylons onto the track and are struck by the monorail. The train shakes violently (DC 14 Dex save for all creatures on the train or fall prone). Speed drops to 85 mph (dangerously close to threshold). Toric swears for thirty seconds straight.

## **Wyvern Nest (~25 minutes)**

Five wyverns descend from the sky and land on the roof.

Their weight is tilting the gyroscope off-balance. The train groans and lists to the left.

The wyverns need to be convinced to leave without starting a fight that tears up the roof. If the players attack, the wyverns attack back and it becomes a brutal rooftop combat at 90 mph (strong wind: ranged attacks at disadvantage, DC 12 Dex save to maintain footing each round). Engaging in combat with the wyverns will probably kill the players, so make sure they understand the risk.

Possible solutions include:

**Lure Them Off:** Throw raw meat from the kitchen car off the side of the train. DC 14 Animal Handling or Survival. Two successes lure all five wyverns away.

**Loud Disturbance:** Cannon fire or a loud spell will startle them into flying away. DC 15 Intimidation or Performance.

**Climb and Shoo:** DC 14 Athletics to get on the roof in the wind, then DC 16 Animal Handling to coax them off one at a time. If a player falls off the roof at this speed, he or she takes 6d6 bludgeoning damage and is left behind, or another player can execute a rescue with a DC 15 Athletics check or rope.

If the wyverns remain for more than 4 rounds, the gyroscope overloads and the train tilts 30 degrees. All creatures inside make DC 14 Dex saves or slide to the low side and take 1d6 bludgeoning damage. Unsecured objects become projectiles.

### **Cube on the Cowcatcher (~40 minutes)**

Players hear a wet, heavy *THWACK* from the front of the train. The engine shudders. Through the forward window, they can see something on the cowcatcher: a massive, glistening, translucent cube of quivering gelatin, scooped up from the track and now plastered across the front of the locomotive.

Toric stares at it with concern. "That is going to eat my engine."

Players have 6 rounds before it eats through the engine housing and starts dissolving critical components.

**Scrape It Off:** A player can climb to the front exterior (DC 14 Athletics in the wind) and try to pry the cube off with a tool or weapon. DC 16 Strength. Touching the cube deals 3d6 acid damage, so they need gloves, a long tool, or creative thinking.

**Temperature Shock:** Cold damage (Ray of Frost, Create Water + Frostbite, etc.) causes the cube to contract and lose adhesion. 15+ cold damage in a single hit knocks it free.

**Dissolve It First:** Fire damage works normally. The cube has 84 HP. Players can

shoot it from the forward window, but it's got cover (+5 AC from the cowcatcher geometry).

**The Stew Solution:** Madame Zydra or a creative player might suggest dumping the enormous pot of goat stew on it. The cube prioritizes the food over the metal, absorbs the stew, swells to twice its size, and slides off the cowcatcher under its own weight. Toric is furious about the stew. The cube rolls away into a field, visibly happy.

### **Encounter 4: Giant Frogs (~50 minutes, optional)**

If you need one more creature encounter before Act 3, the train passes over a marsh and four Giant Frogs leap onto the train, one per car, their tongues lashing through open windows trying to grab passengers.

As the big monsters comically attack helpless nobles on the train cars, you hear Madame Zydra, shouting loudly from somewhere behind you: *'IS ANYONE GOING TO ADDRESS THE FROG SITUATION?'*

### **Crisis 3: Find the Saboteur**

While fighting creatures and managing the engine, the players should be solving the mystery of who sabotaged the train. The clue chain leads to Finch, who is a terrible spy.

## **Clues**

**The Poison Apple (Engine Car):** DC 12 Medicine or Nature identifies the apple as poisoned. Who gave Torben the apple?

**Passenger Interviews:** A DC 12 Persuasion or Investigation check among the passengers reveals that a nervous halfling paid a porter 50 gold to “deliver a gift basket to the engineer.” The porter is confused and helpful. He points to the VIP car.

**Finch’s Compartment (VIP Car):** DC 12 Investigation. Finch’s luggage contains a Slumber Cult prayer book, a scroll with the pulse amplifier’s design, residue dust on his sleeves, and a panicked journal entry that reads: “The apple plan worked. I think. Can’t look. Holt said this would be easy. Holt is a liar.”

**Confronting Finch:** DC 10 Intimidation. He immediately confesses everything. He knows the pulse amplifier is connected to the brake lever, he knows it’s a bomb and a lure, and he knows Holt ordered it, but he does not know how to disarm it. He copied it from a scroll and has no idea how the magic works. He will help enthusiastically.

**Note:** Make Finch easy to find. If players are struggling to find him, have him sneeze loudly, knock something over, or accidentally make eye contact and immediately look away in the most suspicious way possible.

# **ACT 3: END OF THE LINE**

**Estimated Time:** ~15 minutes

The players should have found the pulse amplifier by now (either through investigation or from Finch). There are only 14 minutes left on the bomb’s timer. They need to disarm the bomb and stop the train.

## **DISARMING THE PULSE AMPLIFIER**

The pulse amplifier is connected to the underside of the master brake lever in the command car. It glows amber, radiates heat, and hums loudly. Disarming it is a skill challenge: 4 successes before 2 failures.

If caught and cooperating, Finch can identify the bomb’s weak points, granting advantage on the next disarm attempt. One-time use.

A player can use the Help action to grant advantage on the next disarm attempt.

### ***Arcana (DC 16)***

Attempt to disable the device’s magic. Each success dims the glow.

### ***Thieves’ Tools or Tinker’s Tools (DC 15)***

Attempt to disable the mechanical parts of the bomb. The train shaking makes this harder.

### **Dispel Magic (DC 14)**

Counts as 2 successes.

### **Success (4 successes)**

The pulse amplifier cracks, flashes, and goes dark. The hum stops. The brake lever unlocks with a heavy clunk. Toric grabs the lever and hauls on it with both hands.

The brakes shriek like a living thing. The Kdor Express shudders, groans, and begins to slow. The blur outside the windows resolves into trees, then buildings, then the great stone walls of Kingdom Grand rising ahead of you.

The train glides into the Grand Junction terminal with a long, exhausted hiss of steam.

Toric leans against the brake lever, breathing hard. He pats the console. "Good girl," he whispers.

### **Failure (2 failures)**

The bomb detonates. 6d8 force damage to everyone in the command car (DC 15 Dex save for half). The braking system is destroyed.

Players are now reduced to these options:

**Emergency Drag Anchor:** DC 16 Strength to deploy from under the engine car (Toric knows where) to slow the train.

**Controlled Derailment:** DC 18 Tinker's Tools to force the train off the rail onto soft ground

before the gorge. 3d8 bludgeoning to all, but everyone lives.

**Magic Spells:** Wall of Stone, Immovable Object, etc. can slow or redirect the train.

**The Finch Play:** If Finch is cooperating, he has one last idea: he knows a Slumber Cult sleep invocation that might put the pulse amplifier "to sleep" long enough to disengage the brakes. It's a DC 14 Religion check with disadvantage (he's not good at this).

### **Total Failure**

The train explodes. Describe it cinematically. The supply crates are lost. No reinforcements arrive at the Elder Dungeon from this module. Players can survive (thrown clear, rescued) if you want them available for future sessions, or you could make this a total party kill.

## **ARRIVAL & REWARDS**

If the train arrives, the Adventurers Guild representative at Grand Junction meets them. Read the following, adapted to fit the outcome:

*A human woman in Adventurers Guild leathers pushes through the crowd, badge flashing. She surveys the train, with its acid scars, dented roof, and one car that's still slightly on fire, and then looks at you.*

*"Are you the ones who kept this thing on the rail?"*

*She doesn't wait for an answer. She pulls out a heavy iron key and tosses it to you. "Vault's yours. Pick a crate: the Elder Dungeon expedition needs it yesterday. And for what it's worth? Good work."*

## **Rewards**

All surviving players receive 200 GP from the Guild as an expression of gratitude, and Toric offers each player a Kdor Forge Pass.

Besides this, the players should choose one crate they want to deliver to the Elder Dungeon expedition, which will be given to players on location in Provo, Utah, during the main game of Conclash IV.

**Supply Crate Selection.** The group should choose between the **General Package** of various tools and equipment, the **Healing Package** to keep their strength up, or the **Boom Package** for some extra firepower.

**Finch's Gratitude Bonus.** If the players captured Finch alive, and were friendly to him, he gives them his personal Slumber Cult prayer book as a souvenir.

**Forge Pass.** This pass can be applied to any non-magic weapon or armor. Only one enhancement may be selected.

- **Balanced Grip:** The weapon is perfectly counterweighted. Gain a +1 bonus to initiative while this weapon is equipped.

- **Heat Treated:** Superheated and quenched using Kdor's precision forgework. Gain a +2 bonus to attack rolls made with this weapon. (This bonus does not stack with magic bonuses.)
- **Folded Steel:** Reinforced with delicate craftsmanship and repeated folding. The weapon gains the light property. (If it already had this property, you gain no additional benefit.)
- **Rolled Steel:** Streamlined and fitted for maximum maneuverability. Gain +5 ft. of movement speed while wearing this armor.
- **Reinforced** (light armor only): Subtle inner lining and support plating increase its durability. Gain a +1 bonus to AC while wearing this armor.
- **Oiled Leather:** Treated with a blend of slick waxes and alchemical compounds. Gain advantage on checks to escape grapples or restraints while wearing this armor.

## **SUBMITTING YOUR RESULTS**

When you're finished, please submit your results at this URL:

[conclash.com/remote-play/submit](https://conclash.com/remote-play/submit).