Rolling Troubles

The Story of the Sun Chaser Heist

Introduction: "Our great plane is one of many wonders, but none compare to the majesty of the Sun Chaser! The Sun Chaser is not just your average form of transportation! No, my friend! Stretching over 20 cars and traveling by the power of its wonder of artificery, The Eternal Star Core Engine. So join us on the ride of tomorrow, today! and ride aboard the Sun Chaser."

Rolling Trouble is a short module revolving around the "Sun Chaser," a new train advertised to have an eternal engine that requires no fuel or energy. The module takes place over a train ride that goes horribly wrong and follows the players as they try to save the Sun Chaser and its passengers from crashing.

A 3-hour adventure for 4th-5h level characters

by Elad Flaishon

Intro
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Using this module
Rolling Troubles is meant to be used as a one-shot encounter for a traveling session. This module uses a train as its primary setting but cares little about its origin or destination when DMing. Feel free to add different passengers to the train to make it feel connected to the world of your game.

Adventure Summary
The players are riding The Sun Chaser, a train known for its eternal engine, powered by its "Sun Core". The players will find themselves in the middle of a train heist, as a few hours after departure, the train is taken hostage by a group known as the Coil Runners. The coil Runners, at first, seem to be targeting the gold delivery stored at the back of the train. Soon the players will realize the gold is only a diversion and that the real goal is stealing the Sun Core itself. Furthermore, it seems the leader of the Coil Runners, Ferine Tesla, intends to leave no survivors or evidence of his crimes and plans to crash the Sun chaser, killing all passengers and leaving unimaginable wreckage. It's up to the players to rush to the front of the train, stop the Sun Chaser, and save the day.

The Sun Chaser, the wonder of the new age
The Sun Chaser is a vehicle unlike any other, traveling at speeds unheard of by ordinary men, never needing to fuel or stop due to its eternal engine, "The Sun Core."
It was the creation of, Thomas Veroon, the eccentric nobleman. Although rumors suggest the real mind behind it is his former assistant, Ferine Tesla, which was fired by Thomas right before The Sun Core's first public showing.

Since its first ride a year ago, the Sun Chaser has become a staple of long-distance travel. serving all walks of life from royal to common. The Chaser is also known as the safest way to transport goods, having one of the greatest vaults in the world as its back car.

The Coil Runners

As trains like the Chaser rose in popularity, traveling full of wealth and goods for the taking, so did bandits like the Coil Runners rose to take advantage. Soon after his dismissal by Veroon, Ferine Tesla vowed to get revenge and established the Coil Runners. Their aim, was his original magnum opus, The Sun Core Engine.

The bandits have become notorious in the last year, hitting more than 10 different trains, all in practice for the Sun Chaser heist.

The Coil Runners' Plan:

1. Infiltrate the Chaser while it's docked, disguised as the cleaning and service staff.
2. An hour into the ride, attack the vault car to attract as many guards as possible to the back of the Chaser. While the guards are busy, the coil runners will take over the engine.
3. Disconnect the vault car, leaving most of the guards behind.
4. Steal the Sun Core from the engine.
5. Accelerate the train and lock the break to crash the Chaser in hopes of humiliating Thomas and destroying all evidence.

Ferine Tesla, The forgotten Prodigy

Ferine is a brilliant but unstable individual. He used to be a respected artificer but ever since Thomas's betrayal, he's been consumed by rage, willing to sacrifice everything to get his creation back and make Veroon pay. **Ferine Tesla** believes that a train is a waste of his creation and wants to use the Sun Core for something greater.

All Aboard!

The players will start the module on their way to board The Sun Chaser. To board, the players need to purchase tickets or stealth onto the train.

Tickets Purchase

- Average tickets to the Common cars will cost the players 5 silver per passenger.
- Tickets to the Royal lounge will cost the players 25 gold per passenger. In the case the players do not fit your world image of wealth the tickets will not be offered to them. If they insist, they will have to make a DC 15 Presseusion, Deception, or Intimidation check to be allowed to purchase them.

To sneak onboard, players will have to make a DC 13 stealth. As long as half of the group succeeds, the group will manage to get on board and will start the ride at the Common Cars.

The vault and the back of the train

The tail of the Sun Chaser is a vault on wheels, used to

transfer gold and valuables. While on the platform, the players will notice boxes of goods being loaded inside the vault car.

If any of them examine the vault up close, they will be pushed away by the train maintenance and cleaning crew, secretly disguised Coil Runners.

Wierd cleaners

The Coil Runners have replaced the cleaning staff of the Sun Chaser in preparation for the heist.

While on the platform and waiting for boarding, players with a high Passive perception of 15 or higher will notice an excessive amount of cleaners and staff boarding the train with lots of equipment. On a perception check of 18 or higher, they will get a glimpse of heavy artificer machinery hidden in some of the equipment boxes.

The cleaners (Coil Runners) carry well-hidden weapons and will be detected on a DC 16 perception check if one of the players talks to them directly.

The common car

The common car is arranged in rows of benches with a long aisle stretching between them. Most common cars are close to t full capacity. On the two ends of the cars, are two sliding doors to access adjacent cars.

The Royal Lounge

The royal car is lavish and extravagant; gold, silver, and pearl ornaments are everywhere, with tables covered with silk tablecloths and fine wine. The benches of the common cars are replaced with velvet seats set around tables on the right side of the car. On the left stretches a long open bar offering drinks to the various customers.

The passengers here are exclusively the elite, The wealthy, and the upper class.

Ride Starts

As your players find their seats aboard the Chaser, read the following:

As you find your seats, you can hear a voice emanating from the train's ceiling. (An arcana check of 15 will reveal the train is enchanted with a sending spell for special announcements.)

"Hello passengers, My name is Liam Bo, your head engineer on the Sun Chaser; wishing you all a pleasant ride. We are about to leave the station at any moment and will arrive at our destination in about 6 hours. If you require any assistance, don't hesitate to talk to our staff, your comfort is our priority. We hope you all enjoy your time with the Sun Chaser and remember, as the sun never stops, neither does the chaser."

A few moments after the announcement, the Sun Chaser will start moving, and standing characters might find themselves stumbling due to the acceleration. (DC 12 dex, falling prone on fail).

Soon after the Chaser leaves its station, the Coil Runners, dressed as cleaners, will start moving towards the front (The Engine room) and the back (The vault). At this point, the train is still under control and has not yet been attacked. This is a great opportunity to let the

players walk around. explore, and interact with the different NPCs who might have some relevant information about The Sun Chaser or your world.

Rumors the players might hear:
1. The vaults of the train is holding the crown jewels at the moment
2. The engine of the Sun Chaser was actually built by Ferine Tesla and not Thomas Veroon
3. The Chaser is expected to pass for the first time through a string of tunnels meant to shorten the travel time.
4. The Chaser is supposed to travel through the bandit's territory.
5. The Coil Runners have attacked 10 trains on similar routes in the last year.

Trouble on the Sun Chaser

Sometime after departure, The Coil Runners make their first move. An explosion is heard from the vault cars, and guards will starts rushing between cars to the back. The guards will scream at passengers to stay seated as they move past them.

Read to players
"Your car shakes as an explosion rocks the back of the Sun Chaser. Looking out the window, you see smoke billowing from the tail of the train. You see security rushing towards the back, barking at passengers to stay put as they run past. As they rush to the back, the announcement system of the Chaser starts 'Dear passenger, we beg you to remain seated, the Chaser is under attack. All security personnel is requested to mobilize towards the vault car to assist with its defense'."

Insight check on the announcement:
- DC 14: the voice is different them the one from the start of the ride
- DC 17: The voice is faking the panic
- DC 20: For a split second, you can hear the sounds of machinery in the back dismantling something.

If the players stay put, skip to **Cleaner Crew Reveal;** if they follow the guards to the back, skip to **Vault Assault.**
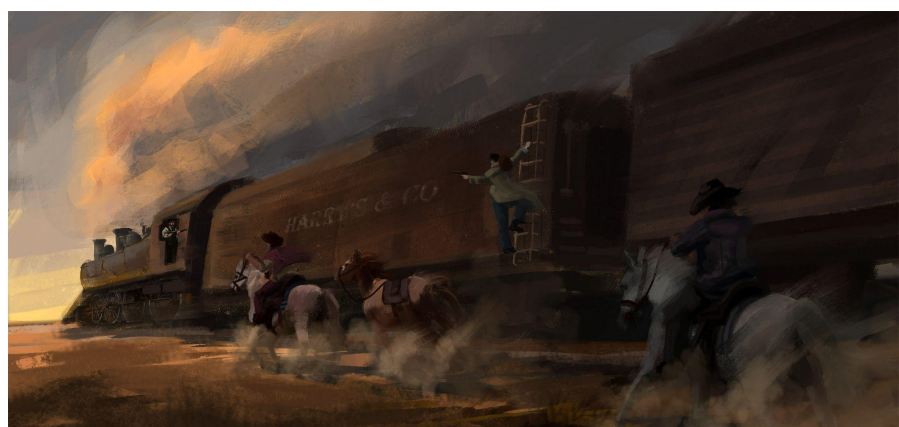
Credit: Jack Dowell

Vault Assault
The Vault:
The vault is comprised of 3 cars at the tail of the train**.** The Vault cars are made of heavy metal walls and floors, with crates lining up their sides.
Players attempting to run to the back will have to either stealth their

way there (stealth DC 14) or convince the guards to let them help (DC 12). As they run to the

back, they will pass cleaners who seem to be urging people to stay still. (A DC 18 perception will reveal that they are counting the guards as they pass.)
When the players reach the back of the train, the vault is filled with smoke, and the security staff is looking around for the bandits. After the players arrive, give them a few moments to look around, on investigation DC 16 they will find the bomb seconds before it explodes.

The bomb in the vault car explodes, disconnecting the back three cars with most guards inside. As the explosion hits, ask your players to make a Dex saving throw DC 13, on failing, they receive 2D6 fire damage, halved on a successful save.

Get back to the train:
Describe the cars breaking off, the Chaser is rolling away, and fires engulfing the vault. The players need to get back to the Chaser before it leaves them behind completly. To do so, each player must explain what action/roll they are using to help their team back on the Chaser.
Example:
- Roody the druid uses wild growth to hold the cars together, giving his group a bit more time.
- Jessy the rouge uses his acrobatic to dash across over crates and get back to the Chaser.

When a player describes how they help, ask them to make a roll relevant to their action (DC 12). Players who fail the check take 1d6 fire damage, a player who succeeds makes it back without taking any damage at all.
After getting back to the train, the players will notice that most guards didn't make it and stayed behind in the disconnected cars.
The players return to one of the "Common" cars.

Cleaner Crew Revealed

Whether the players choose to follow the Chaser's guards or not, the second explosion described in **Vault assault** will happen, disconnecting the vault cars from the Sun Chaser with the security inside them.

Read the following after the second explosion or immediately after Vault Assult.
The Sun Chaser shakes violently as an explosion disconnects its 3 vault cars, The Chaser's security crew is still inside them after running to protect them. The 4 cleaners present in the car, unsheath hidden weapons as one of them shouts, "Just as planned boys, take out anyone armed! we don't have long before this joyride is over!"

THUG
Medium humanoid (any race), any non-good alignment

Armor Class 11 (Leather Armor)
Hit Points 32 (5d8+10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

Skills Intimidation +2
Senses passive Perception 10
Languages Any One Language (Usually Common)
Challenge 1/2 (100 XP)

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

ACTIONS
Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, reach 100/400 ft., one target. *Hit:* (1d10) piercing damage.

BANDIT CAPTAIN
Medium Humanoid (Any Race), Any Non-Lawful Alignment

Armor Class 15 (studded leather)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	14 (+2)

Saving Throws STR +4, DEX +5, WIS +2
Skills Athletics +4, Deception +4
Senses Passive Perception 10
Languages Any two languages
Challenge 2 (450 XP)   **Proficiency Bonus** +2

Actions
Multiattack. The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.

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

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

Reactions
Parry. The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

From this point, the Coil Runner will start taking control of the Chaser. All train cleaners reveal themselves as bandits and start robbing the passengers on board.
The Cleaners will charge at the party if at least one of them is carrying a visible weapon (deeming them a threat to the mission); if not, the group may try to evade combat, in which case, skip to **Special Announcement.**

The enemies in this encounter are 3 Thugs and a Bendit Captian; feel free to add or remove bandits or thugs and modefiy them to fit the party challenge rating. The goal of the Coil Runners in this encounter is to kill every passenger they believe can be a risk for the heist.
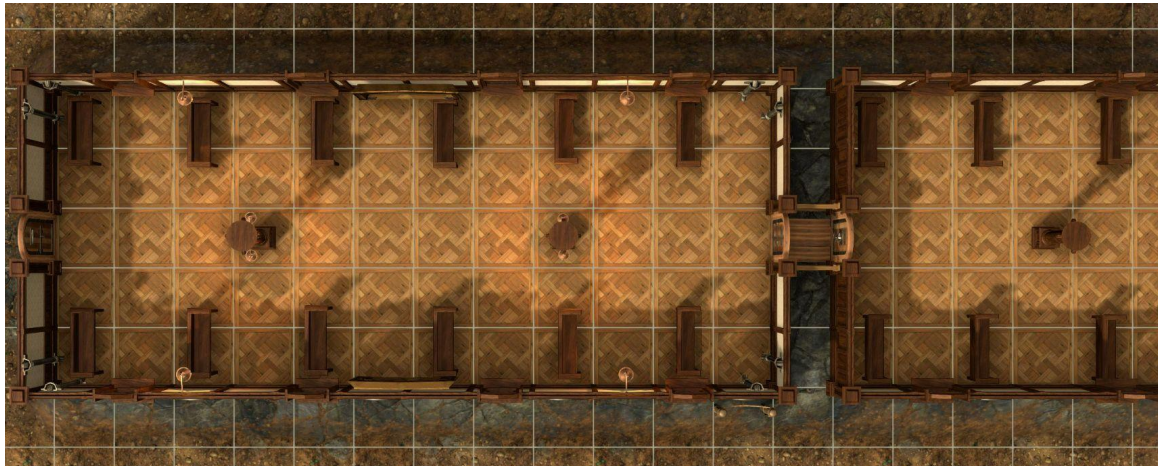
Special announcement

After resolving **Cleaner Crew Reveal** Read the following announcement from the Sun Chaser's announcement system to the players.
"Hello dear passengers, my name is Ferine Tesla, not that pomps like yourselves be able to know the prestige this name holds. I care for The Sun Core engine like it was my child, and as any good parent would, I will dispose of its abuser, the Sun Chaser.
This machine is an insult to my creation, and you, it's patrons, are complicit.
The Chaser is now under the new management of the Coil Runners. Please follow all our cleaners crew commends as they clean you off your valuables and enjoy the rest of your ride"

After the message, the Sun Chaser will start accelerating. Describe the following to the players as they look out of the window.

"You can hear the wheels of the Sun Chaser roaring as it builds momentum. Out of the windows, you can see it's about to reach a tunnel carved into the mountains. The rails take a small turn as the Chaser is almost taken off them due to its speed. If it keeps this pace, the next turn big turn might cause it to crash completely. The Chaser has to be stopped, fast."

Get to the engine!

While the Sun Chaser is riding to its demise, It's up to the players to save it by getting to the engine and stopping **Ferine Tesla** from stealing the Star Core and crashing the train.

Let your players explore different ways of reaching the engine, and allow them to be as creative as they want. In each car will be 1d4+1 Coil runners waiting, usually using the Thug or bandit stat blocks.

Here are a few options to get to the engine in case the party is stuck:
1. Walking on the roof of the Chaser.
2. Trying to charge through the cars.
3. Sneaking their way past the Coil Runners.
4. Disguise themselves as coil runners to get past them.

This part of the module is very flexible and can be expanded if the party lingers on trying to find the perfect way to the front. It can also be skipped altogether if the party is in a rush to get to the finish line. Feel free to add your own challenges to get through the Sun Chaser and the Coil Runners on it.

The Final Fight

When the party reaches the engine, read them the following

The engine room is warm and filled with the hum of machinery. In the center of the room stands the Sun Core engine, glowing in bluish cold light and pulsing with powerful arcane energy. Around the room are coil runners, dismantling the different systems of the Sun Chaster. Besides the engine, you can see a human tinckering with the machine, yelling orders while working, "I almost got the core, get the crew ready to move out in T -1 minute!"

As soon as the players are noticed by the Coil Runners, **Ferine Tesla** will leave his work on the engine and direct the coil runner to attack the group.
Combat will begin with the party being attacked by **4 thugs** and **Ferine Tesla** himself**.**

Combat Goal:
The main goal of combat is to stop the train and not to kill the Coil Runners (while it is certainly an option). Ensure the players understand that they have a ticking clock about a minute before the Sun Chaster Crashes at the next bending of the rails. To stop the train after arriving at the engine, the players must initiate the emergency breaks, which require 2 actions:
1. Understanding how to control the Sun Chaser - DC 14 Investigation or Survival (to make the roll a player needs to be 10 feet from the controls).

2. Two players need to press two different emergency breaks on the top and bottom controls of the train at the same time (requires a held action from one of them).
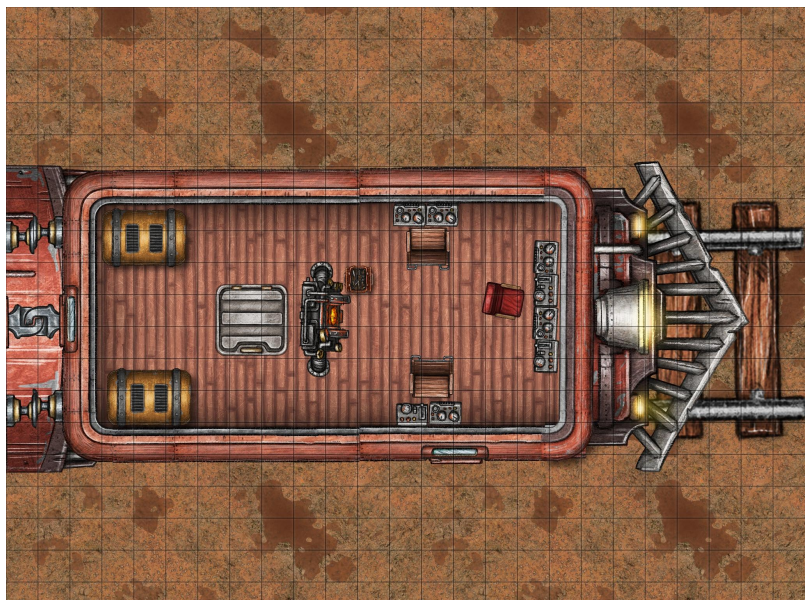
Through the tunnel:
The Chaser is about to enter a set of tunnels, Going through the mountain. Every other round on an initiative 10, the Chaser switches between full light and darkness as it enters or leaves a tunnel.

FERINE TESLA
Medium humanoid, any alignment

Armor Class 15 (chain shirt)
Hit Points 50 (10d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	18 (+4)	10 (+0)	10 (+0)

Saving Throws Con +3, Int +6
Skills Arcana +6, Investigation +6, Perception +2
Senses passive Perception 12
Languages Common, Gnomish
Challenge 3 (700 XP)

Alchemical Savant. When the alchemist casts a spell, it can add 4 to one roll of damage dealt or hit points healed by that spell (included in its acid splash and healing word spells below).

Infusions. The alchemist has two items infused with magical properties: its chain shirt which provides a +1 bonus to its armor class (included), and a jug which functions as an alchemy jug. If the alchemist dies, these magical properties end 4 days later.

Spellcasting. Spellcasting. The alchemist is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The alchemist has the following artificer spells prepared:

Cantrips (at will): acid splash (see "Actions" below), spare the dying

1st Level (4 slots): cure wounds, faerie fire, false life, heroism, sanctuary, shield

2nd Level (2 slots): flaming sphere, lesser restoration, Melf's acid arrow, web

ACTIONS

Acid Splash (Cantrip). The alchemist flings acid at up to two creatures within 60 feet that are within 5 feet of each other. Each target must succeed on a DC 14 Dexterity saving throw or take 11 (2d6 + 4) acid damage.

Teleport (Recharge 4–6). Ferine Tesla magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, Ferine Tesla can make one dagger attack.

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.

Ending

With **Ferine Tesla** defeated and the Sun Chaser saved, the rest of the Coil Runner will retreat from the Chaser. A few hours will pass before guards catch up on foot to the train (bless their hearts), accompanied by which event form of government exists in your world. Your groups will be detained at first for questioning but will be praised for their work after the situation is clarified, rewards are left to the DM discretion.

Read the following to your players:

The Sun Chaster screeched to a halt, looking forward on the track, it would have crashed in a matter of moments. The Sun Chaster will see another day, and so will everyone on board thanks to you. Sadly you are now without a ride."