

FAIRY TRAIN

After months of work, countless generations of replacement construction crews, the first commercially motivated venture is being made to the inhuman realm of the Fae, a day trip aboard a luxury train. Marketing itself as a kind of sightseeing Titanic, the **Spirit of Wonder** carries both the hopes of future interdimensional commercial industry and the seeds of its own downfall, hidden aboard.

Players have been hired as guards posing as passengers to smooth the journey of a steam train's maiden voyage into the wonders of the Fae. The land of the Fae is psychedelic, unfamiliar and profoundly hostile, yet every effort has been made to present it as a colorful wonderland to prospective customers.

Aboard, sharply dressed staff wheel catering trolleys up and down the train at all times, passengers gaze in awe at the wonders through the window and hidden Fae conspire to sabotage the Spirit's maiden voyage.

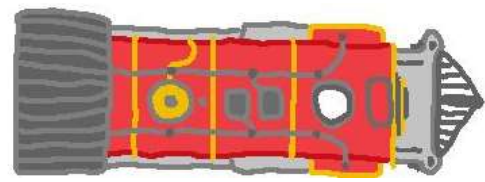
- Whenever the passengers on this train would be scared, frightened or concerned, add a corresponding count of Panic to an ongoing tally, tracking the state of Spirit's passengers. Whenever actions taken by the players might successfully make actions to calm or distract the passengers, reduce Panic.
- When Panic rises to 5 or higher, the passengers riot, rushing the engine carriage in a wild unswayable charge to 'turn this train around', only serve to stall the engine, and to give any remaining Fae Saboteurs ample opportunity to murder the engineers.
- Whenever a passenger corpse is seen by anyone but the player's, add **+3 Panic**. Whenever a passenger is injured add **+1 to +2 Panic**, depending on the injuries severity.
- At the GM's discretion either make clear the Panic count throughout Spirit's journey, or keep it hidden, using the Panic table's flavor prompts to make clear escalating panic aboard.

Panic	Passenger Reaction
1	Unnerved, worried, chatting amongst themselves about odd events.
3	On edge, quick to aggression, inquiring to staff about their safety.
5	Riot and outright panic. Wild passengers surge en masse toward the engine room, under the intention of 'turning this train around'.

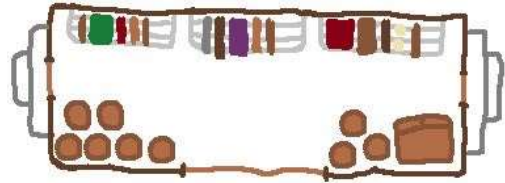
Wonders Through The Window: At any point, players can make the choice to Look Through the Window, an option only available after a sensible length of time since the last Look taken. Roll on the table below using a d6 to determine what they see.

- +1 Panic** - After a small delay, a slowing of the train, stunning multicolored bubbles fly through the window, delighting passengers, until they begin to burst on contact in showers of sparks and toxic fumes.
- 1 Panic** - Passengers rush to the window as great long legged beasts rise and topple, seeming to grow old from young in a matter of moments, rising six stories then collapsing under its weight. At its highest, one makes eye contact with a PC before collapsing.
- 1 Panic** - Human workers harvest toppled giant mushrooms, dragging away huge chunks of gray flesh to waiting wagons ready to haul back to the waking world. Some wave as the train goes by.
- +3 Panic** - The train is attacked by Fae Knights on horseback, firing arrows through windows and hammering on the train's walls, terrifying passengers.
- 2 Panic** - The train rounds a corner, suddenly revealing the white remains of a gargantuan city, once capable of housing populations rivaling the waking world's greatest cities, now deserted. Old white stone arches of vast impractical styles rise and rise to a jaw dropping spire amid a sprawl of white stone that goes on and on. All train car's fall silent in awe.
- Sprites fly in great swarms alongside the train, bringing gifts of acorns and small bloody tufts of fur, smiling and motioning for passengers to open the windows. **-1 Panic** if no windows are opened, **+2 Panic** if these sprites sneak aboard the train, viciously tearing at jewelry and hair, looking for trophies of conquest.

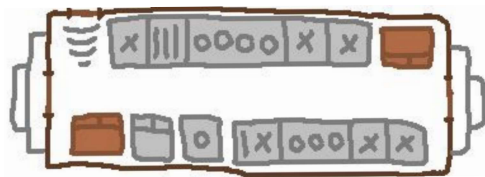
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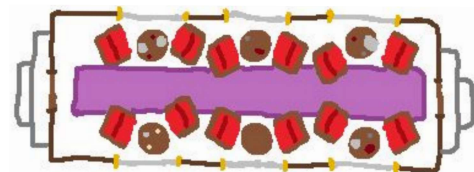
Engine/Locomotive - Cast iron walls filled with steam, hundreds of different levers. Two soot-stained **Engineers** alternate between shoveling coal into Spirit's heart and pulling levers. If incapacitated, the train grinds to a halt on its tracks.



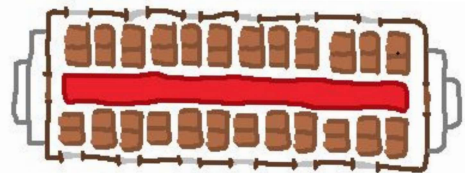
Cargo - Shuttered windows, tightly packed luggage and a well stocked pantry. Inside hides a small **Fae Child**, a stowaway who snuck onboard with the intention of escaping to the waking world. A busted window and disordered luggage are the only clues to their presence. If scared, the **Fae Child** clams up, taking the first opportunity to sprint away through the train. If the **Fae Child** feels safe, they'll reveal the presence of the **Fae Saboteurs** hidden aboard spotted while boarding.



Kitchen - Cramped, steamy, filled with constant activity. One **Head Chef** and three **Assistants** frantically prepare meals for the train, staff come and go relaying orders and ferrying trolleys. If either **Head chef** or any **Assistants** are replaced, disguised **Fae Saboteurs** slip poisons into plates of veal and thin watery soups.



First Class - Gold gilded windows, red velvet armchairs and well dressed gentry. Inside is the **Admiral**, long retired, well respected. Due to their influence, the **Admiral** will reduce an additional count of Panic while in a situation that would add or reduce from total Panic. While any appeal made in a commanding fashion to the **Admiral** is doomed to fail, any that appeal to their own commanding nature will find more purchase. However, if a **Fae Saboteur** assumes the **Admiral's** identity, they can quickly whip the train into a doomed riot.



Passenger Car 1 - Polished wood benches, long red carpet. Hidden among the everyday passengers in the final two carriages, are 1d4 **Fae Saboteur's** per car. Using glamor to conceal their distinctive features and mimicking the behavior of surrounding passengers, it is only their odd mannerisms regarding everyday tools like clothing and cutlery, along with the very faint shimmering of air surrounding them that might serve to give them away. If given the opportunity, any **Fae Saboteur** will calmly follow the staff or passengers, and slaughter them between train cars, taking their place, looking to work their way through the train in this fashion until reaching and disposing of the **Engineers** piloting the train, ending the waking world's incursion into the Everwild. If they believe they have been found, they will make whatever effort they can to slaughter surrounding passengers and staff before escaping.

Passenger Car 2 - Polished wood benches, long red carpet. 1d4 **Fae Saboteur's** hidden among common citizens.

The players begin here, in plainclothes, their sole directive to hide among Spirit's passengers, ensuring their safety from when the train leaves the waking world to when they return to it and not raise a ruckus in the process.