

Bound for Glory

The big chess match between heaven and hell is coming up. You and your teen angel friends have yet to earn your wings but are looking to prove yourselves. As members of the junior varsity team, your plan is to steal the mascot of the rival team. Their mascot, the three headed hellhound puppy Cerby, is currently en route with Hell's chess team on the afterlife express.

The train runs through the void of Limbo from Hell to Heaven and vice versa twice a day. You and your wingless fellow teammates have been dropped off at the caboose. Your task is to steal Cerby from the business class car at the head of the train and smuggle him back to the caboose for pickup before the train arrives at Pearly Gates station.

Train Conductor

Ronnie (Charon in formal circles).

- Has an ornate pocket watch that tells time and shows the train's location on the track.
- Travels up and down train checking tickets.
- Since the players don't have tickets he will demand they exit the train. If they refuse to, he will summon the soldiers unless placated some other way.

First Class

- Bougy angels.
- Sneak past the Dean of Paradise U or face double secret probation.
- Sprinkler system in case of fire.

Caboose

- Initial drop off point.
- Neutral spirits of limbo hang out, passing the time.
- Pick up at the caboose to escape with Cerby.

Hades

Business Class

- Devil lawyers and accountants.
- Hell's chess team (4 devils) is drinking and practicing sleight of hand. They are ornery and looking for a fight.
- Cerby the three-headed hellhound puppy is curled up sleeping in a bed of hot coals.

Parlor Car

- Smoking Car: Really really hot.
- Death is seated toying with an hourglass.
- He's the arbiter of the chess match.
- He's pals with Ronnie, calls him Charon and will want to catch up if he enters the car.
- Asmodeus, coach of the chess team, is drinking whiskey and smoking cigars. Will question why angels are in this section of the train.

Cargo Car

- Goods being transported from Hell to Heaven
- Polymorph trap: transforms victim into a goat.
- Potion of Diminution.

Engine

- Sign on door reads, "DO NOT ENTER".
- Virgil, the engineer, hates being distracted.
- Trap door: dumps victim out into the void.

Soldier Car

- Neutral spirit soldiers of Limbo keep the peace between devils & angels.
- Commander Dono is armed with a +1 sword of devil slaying.

Dining Car

- Holy water and Fire water for sale.
- A minor devil is taking bets on the upcoming chess match.
- On the way back: Cerby will start barking when he smells food.

Every time the characters move to a different car or spend a long time in a car, cross out a counter. At the end, they have arrived at Pearly Gates Station. Times up!

