

Wet sleet pelts your shoulders as you walk to Mistshore Park, a secluded pocket of Duskvol's Six Towers district. Bluecoat Captain **LUCIUS BLACKWELL** (cynical) meets you under cover of darkness.

*"We need a 'contractor' to help us extract a very particular target. Regrettably, not all jobs can be done on the books and your organization has drawn the attention of local law enforcement. Do this for me and I'll make sure Bluecoats in Six Towers look the other way the next time your antics make the papers."*

Captain Blackwell discreetly hands you a heavy paper envelope before turning and quickly walking away. Within, you find tickets for a passenger train scheduled for tomorrow morning to the neighboring city of Whitehollow and a profile on your target: **DERYS WILKES**—an under-cover Bluecoat agent within the **GRAY CLOAKS**—who must be extracted before the train gets to its destination.

### APPROACH & OBSTACLES

Each area of the train contains possible challenges and opportunities.

**ROOF:** Fierce winds whip your face as the train hurtles across the Deathlands.

- ❖ Branches and tunnels
- ❖ Inclement weather
- ❖ Move without being seen

**PASSENGER CARS:** Compartments of regular folk traveling for work or pleasure.

- ❖ Bluecoats enforcing peace
- ❖ Service hatches to the roof
- ❖ Impatient gang members

**FIRST-CLASS:** Wood floors and gold trim set a luxurious retreat for the wealthy elite.

- ❖ Distinguished travelers
- ❖ Private strongboxes
- ❖ Gray Cloaks guard the target

**AREAS:** observation deck — supply closet — crew quarters — dining car — engine room — armory — medical car — smoking lounge — escape pods — electroplasm pods — security car — covered cargo

### SCENES & COMPLICATIONS

*The passenger cars are crowded with people of all walks of life. Did you get a window seat?*

- ❖ A Bluecoat starts a fight with a gang member
- ❖ A pickpocket lifts an item from you
- ❖ You are recognized by a passenger: Are they a rival or an ally? Do you know them personally?

*Wilkes reveals that he's not an undercover Bluecoat—he's an **INSPECTOR** trying to take down a corrupt faction of Bluecoats.*

- ❖ A troop of Bluecoats enters the train car and opens fire on the Gray Cloaks
- ❖ The Bluecoats demand you stand down

*Gray Cloaks are on the lookout for you in particular! There must have been a mole.*

- ❖ A Gray Cloak grapples you, detaining you
- ❖ Reinforcements enter the train car
- ❖ One Gray Cloak hurls a throwing knife at you
- ❖ You are cornered with a sword at your throat

*Bluecoats decouple the carriage you're on, leaving you stranded in the Deathlands.*

- ❖ Shadow wolves lunge from the darkness
- ❖ **RAIL JACKS** arrive in a maintenance car
- ❖ A passenger is possessed by a demon, and demands you bring it to a city

### SIDING WITH THE BLUECOATS

Captain Blackwell lights a cigar, then blows an cloud of acrid smoke.

*"Coin for a job well done. We'll look the other way the next time our paths cross. I might have some more dirty work for you in the future."*

### SIDING WITH THE GRAY CLOAKS

You're brought to a stout former Bluecoat named Hutch (fierce, brash). He sizes you up warily.

*"Can't say I'm not impressed. Take some coin for your trouble—and for your honesty. Your actions have gained you trust with the Gray Cloaks."*