Wet sleet pelts your shoulders as you walk to Mistshore Park, a secluded pocket of Duskvol’s Six Towers district. **Captain Lucius Blackwell** (distrustful, 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.”

The captain discreetly hands you an envelope tied with a string before turning and quickly walking away. Within the envelope, you find tickets for a passenger train scheduled for tomorrow morning, as well as a portfolio on the target: An undercover agent within the Gray Cloaks—a crew of former Bluecoats turned to crime.

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| Approach & Obstacles |
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| Scenes & Complications |
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**Lord Rowan** *(perceptive, shrewd) is a shrewd businessman.*

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| Word Bank |
| **Items:** item — item — item — item — item — item — item — item — item — item — item — item item — item — item — item — item — item — item — item — item — item — item — item — item |

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| ****Place Name**** |
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| ****Notable Inhabitants**** |
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**Scene:** Electric lights in a riot of colors advertise the market stalls of the vendors. Several devout acolytes bow in silent prayer at the statues of the Night Queen, the district's adopted forgotten god. The city's elite, hidden behind masks, slip into the underground to partake of strange pleasures in the private clubs.

**Streets:** Multi-level wooden platforms and boardwalks. Landscaped parks of petrified trees from the Deathlands. High-class subterranean avenues. *Song Street, String Street, Paper Street, Bell Street.*

**Buildings:** Wooden market stalls. Underground stone shops and clubs. Newly constructed private townhouses for the Nightmarket elites.

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| ****Traits**** |
| |  |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | | |  |  | | --- | --- | | Wealth | ●●●● | | Safety | ●●●● | | Crime | ●●●● | | Occult | ●●●● | | Nightmarket is the best place to trade illicit and arcane goods in the city, but the darker corners are full of strange horrors.  You can take +**1d** to acquire an asset here, at the cost of **2 stress**. | |