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 to the neighboring city of Whitehollow, as well as a portfolio on the target: **Derys Wilkes**—an under-cover agent within the **Gray Cloaks**—must be extracted before the train gets to its destination.

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| 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:** Compart-ments of regular folk trave-ling 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  ❖ Gray Cloaks guard the target  ❖ Private strongboxes |   **Areas:** observation deck — supply closet — crew quarters — dining car — engine room — armory  medical car — smoking lounge — escape pods — electroplasm pods — security car — covered cargo |

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| 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? | *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  ❖ A Gray Cloak hurls a throwing knife at you  ❖ You are cornered with a sword at your throat | | *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 | *Bluecoats decouple the first class car, leaving it stranded in the Deathlands.*  ❖ A huge scorpion  ❖ Eget velit aliquet sagittis id consectetur purus ut faucibus pulvinar  ❖ Platea dictumst vestibulum rhoncus | |

**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**** |
| *Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget egestas purus. Neque gravida in fermentum et sollicitudin ac orci phasellus.*  **Landmarks**   |  |  | | --- | --- | | **The Rowdy Rockfish.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****1**** | **Wrin’s Wonders.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****2**** | | **Tamily’s Fishery.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****3**** | **Menhemes Manor.** In fermentum et sollicitudin ac orci. Convallis a cras semper auctor neque vitae tempus quam. Non nisi est sit amet. Tincidunt ornare massa eget.  ****4**** | |

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| ****Notable Inhabitants**** |
| |  |  |  | | --- | --- | --- | | **Jira.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. *(Bold, Tough)* | **Jira.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. *(Bold, Tough)* | **Jira.** Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. *(Bold, Tough)* | |

**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**. | |