

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 fragmented moonlight.

"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 thick paper envelope, then turns and quickly walks away. In the envelope is a profile on your target: **DERYS WILKES**—a Bluecoat officer deep undercover in the infamous **GRAY CLOAKS** organization. Your task is to warn Wilkes that he's been compromised before the train gets to its destination, and to collect the intel he has been gathering.

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 patrol the area
- ❖ Service hatches to the roof
- ❖ Ticket collector

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 — toilet 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?

You find Wilkes, but he's dying from multiple stab wounds. On his person, you find a note containing the whereabouts of "Hutch".

- ❖ Bluecoats mistake you for Gray Cloaks
- ❖ A Gray Cloak recognizes you and tries to convince you to join their side

Gray Cloaks are on the lookout for you in particular! A fight breaks out between the Bluecoats and Gray Cloaks.

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

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

- ❖ Bestial shapes 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 into your face.

"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."