

THE SCORE: GADDOC RAIL

"The Argonaut is steel eternal. It is motion and purpose. It will ride when the spirits that haunt it are long gone."

—LADY DEVIRA, DUSKWALL MAGISTRATE

Gaddoc Rail station is the massive soot-covered engine of Duskwall transit. Passage on and off Akoros is brokered here. Bent knee Skovlanders and half-demons from Tycheros can be tied up for days in its immigration offices.

Rail jacks are detained here while spirit wardens poke and prod them to test for possession. Shops hawking local souvenirs to travelers are butted up against foreign quarters offering temporary housing for visitors from Ilysia, Wintercliff, and the Imperial City. It is rife with opportunity and peril, often aboard the same train.

LAST NIGHT

The northbound Argonaut from Wintercliff clattered into Gaddoc Rail Station, its cattle catcher ablaze with electropasmic lightning. On it was your mark. Nobody left the station after it pulled in...

No one has left the station since.



PATRON

Who sent you on this job? Who will you have to answer to if you come back empty handed? (Circle one)

♦ **Bazso Baz**, charming but ruthless leader of the Lampblacks (+1 Faction with Lampblacks, -1 Faction with Red Sashes, Access to Dros, a leg-breaker and Chall, a smuggler)

♦ **Mylera Klev**, aggressive leader of the Red Sashes with a keen eye for good talent (+1 Faction with Red Sashes, -1 Faction with Lampblacks, Access to master alchemist Sleeper)

♦ **Lyssa**, new leader of the Crows, trying to fill the boots of her predecessor, who she likely murdered in his sleep. (+1 Faction with Crows, Access to small boats on the canals)

SCORE

Your score is valuable, dangerous, and illicit. What is it especially? Why does your patron need it? (Circle one)

♦ **Valuable** (+1 Coin, -1 Faction with another gang)
Who else wants it? How will you conceal it from them?

♦ **Dangerous** (+1 Coin, +1 Heat)
What stories have you heard about this? What must you do to contain it?

♦ **Illicit** (+1 Rep, +1 Heat)
What's the penalty for being caught with it? Whose palms need to be greased?

COMPLICATIONS

What do you just know will make this harder? (Circle one)

♦ **A trap laid by your enemies.**
What tipped you off? Who is gunning for you? How are you vulnerable?

♦ **A rogue spirit in Gaddoc Rail Station.**
How do you know the spirit? What grudge does it bear?

♦ **Your score furthers a revolutionary's secret agenda.**
Why is Brynna Skyrkallan so committed to overthrowing the Imperium? How have you gotten caught up in her affairs?

QUESTIONS FOR THE GM

Why is Gaddoc shut down? Have your players already told you, or is something else going on?

