

## Intro

An industrial revolution transformed Hell into a ruthless corporation. Trains ship souls to various places of torment and suffering. Hell's minions put on uniforms and exchanged pitchforks for stun batons.

Adventurers who are sentenced to Hell along with other damned souls travel by train and visit locations each embodying one of the 7 deadly sins. Players face challenges which tempt them to commit sins punishable by loss of body parts. Only if they resist temptation, atone for their dark past and embrace divine virtues, they earn their salvation.

## 1<sup>st</sup> stop – Glutton Hall

Temptation: Gluttony  
Redemption: Sharing with the less fortunate

*"This is the last meal you will ever have. Here, you don't die from hunger, you wither for all eternity. To remember the taste of food, you feast today. Tomorrow you suffer."*

Adventurers will fight against other damned souls for the chance to eat from a table full of delicious food while weaker souls watch from afar. After all food is eaten, the devils weigh everybody and cut from each damned soul's body the weight of the food eaten in flesh.

If adventures share their food with someone who is unable to get some by himself, they don't have to pay the price.

For rest of the journey all souls suffer from terrible hunger, but never die from it, unless they find food which should be extremely rare.

## 7<sup>th</sup> stop – Hell's Pride

Temptation: Pride  
Redemption: Humility

*"We will be passing Hell's Pride. This is actually an only way to get out of hell, so you understand we have it well guarded."*

Adventurers get a chance to fight their way out of Hell. The guardian is too strong for them to defeat. All eventually fall and are restored days later with limb damage.

To think you are better than someone else, that is the ultimate sin; pride. Adventurers can try again, but fail over and over, getting weaker and weaker until they give up and head back to the Glutton Hall. To their surprise, the way leads to salvation.



Bearded Devil Security Guard

Contract Devil Lawyer

Horned Devil Chief Officer

Tomáš Reichmann 2015 | tomasreichmann@gmail.com  
<http://creativecommons.org/licenses/by-sa/3.0>

## Random crimes

- 1 Murder
- 2 Treason
- 3 Rape
- 4 Arson
- 5 Piracy
- 6 Slavery

## 2<sup>nd</sup> stop – Lustful Palace

Temptation: Lust  
Redemption: Contience/Modesty

*"I have good news and bad news. You are about to meet some very sexy ladies and gentlemen in this palace. The bad news is, we are going to remove your privates afterwards. Enjoy your last night of passion, perverts."*

Adventurers can satisfy their carnal urges using a number of alluring chained male and female prostitutes charmed by devils to fulfill all their wishes. Symptoms of various sexually transmitted diseases will manifest the next morning.

Adventurers can eavesdrop on devils talking about a hidden library. Powerful spells are said to be stored within. It is protected by an old devil and an intricate magical ward. What players don't know, all the treasure is long gone.

A crystal in one of the chandeliers is rumored to implant thoughts into someone's mind. Adventurers may try to steal it only to learn it's just a worthless piece of glass.

If they don't try to exploit the prostitutes, break into the library or steal the crystal, damned souls may keep their genitals.

## 3<sup>rd</sup> stop – Valley of Sloth

Temptation: Sloth  
Redemption: Hard work

*"The tracks won't clear themselves. Don't make me use my whip you lousy lot!"*

The train tracks in the valley are buried under tons of rock after a recent landslide. Devils command all damned souls to clear them. Valley wall is unstable and more rocks fall on the tracks. The effort seems futile.

Adventurers can try to further their own agenda in the meantime while others work on clearing the tracks. Devils confront all the lazy souls and punish them severely.

Not until everybody puts their back into the work are they able to proceed.

## 4<sup>th</sup> stop – Trials of Wrath

Temptation: Wrath/Vengeance  
Redemption: Mercy

*"Another train awaits you on the other side, I wouldn't stay here if I were you."*

Damned souls are forced to cross a series of rooms filled with traps. The traps however never target the person who sets them off. The real challenge is to survive the wrath of those who you hurt and forgive ones that hurt you.

## Random events

- 1) Hell is freezing over (frostbites, enhanced water magic, weakened fire magic)
- 2) Nearby volcano erupted (lava rivers, falling ash, enhanced fire magic, weakened water magic)
- 3) It's raining acid (danger of poisoning, enhanced earth magic, weakened air magic)
- 4) Thunderstorm sweeps Hell (lightning strikes, enhanced air magic, weakened earth magic)
- 5) Everybody is on edge and easily turn to violence
- 6) An invisible creature spies on the passengers and tell on them to the devils
- 7) Adventurers witness a devil ruthlessly beating the hell out of one of the passengers
- 8) A number of souls got suddenly crazy
- 9) Someone tries to steal from you
- 10) There is an infestation on the train
- 11) You meet a passenger you wronged during your life
- 12) Every other person sprouted an extra random limb
- 13) A devil offers you a bet
- 14) A devil offers a valuable item in exchange for someone else's body part
- 15) Adventurers make a friend with a weaker soul
- 16) Adventurers meet a trader with a selection of usefull items
- 17) You learn a detail about one of the devils that can help you get on his good side. If there is any
- 18) You found some food
- 19) You get a chance to make a good deed that heals you or makes your lost limb regrow
- 20) You found an interesting item

# TICKET TO HELL

A morbid adventure about temptation and redemption

## 6<sup>th</sup> stop – Devil's Envy Market

Temptation: Envy  
Redemption: Charity

*"Here you can spend your hard earned money. Choose wisely, you will not get another chance for a long long time."*

Some of the big winners will acquire luxury beyond belief. Adventurers may try to steal or take it from them by force. That should turn out to be rather costly.

A lot of less fortunate souls will try to steal from adventurers. If heroes show mercy and share their gold, their wounds will heal and limbs regrow.

## 5<sup>th</sup> stop – The Greedy Wheel Casino

Temptation: Greed  
Redemption: Self-control

*"Before we stop at Devil's Envy Market, you might want to take a shot with The Greedy Wheel. I would wish you luck, but you wouldn't buy it anyway."*

Adventurers can play a number of classic casino games like blackjack. They bet bodyparts and win gold that can be spent later on the market. Devils are encouraged to cheat if they can get away with it. Some of the other damned souls win big while some loose everything.

