

MALIFAUX^{2E} NIGHTMARES

Wyrd

NIGHT OF THE CARVER

THROUGH THE BREACH

D Penny Dreadful
ONE SHOT

Through the Breach books:

The Fated Almanac
The Fatemaster's Almanac
Into the Steam

Through the Breach full adventures:

In Defense of Innocence
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THROUGH THE BREACH - PENNY DREADFUL ONE SHOT: NIGHT OF THE CARVER



— NIGHT OF THE —
CARVER

D Penny Dreadful
ONE SHOT

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Thank you to our playtesters!

WHAT IS A PENNY DREADFUL ONE SHOT?

The *Through the Breach* roleplaying game is continuing to grow and expand the world of Malifaux with new rules and adventures.

Our expansion books, such as *Into the Steam*, highlight large new areas of the world to explore while also providing a host of new mechanics for players.

The Penny Dreadful line is intended to focus on a specific area or story in the world, providing Fatemasters with the tools to take their players quickly into the action.

The core Penny Dreadful line, which is released in print and PDF, has full, multi-session adventures for a party of Fated. They are made to be the campaign or a part of the campaign for a group.

Penny Dreadful One Shots, on the other hand, are single-session adventures for a party that are only released as PDFs. They often include pregenerated characters, allowing Fatemasters to choose whether to insert them into an ongoing campaign or to run a quick and dirty standalone session of *Through the Breach*.

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INTRODUCTION

The Carver is a legend in Malifaux, a whispered boogeyman who stalks the shadows, waiting to exact its vengeance upon the humans that have entered its realm. According to folktales and bedtime stories, the Carver is a lanky scarecrow with a pumpkin for a head and gardening shears for hands. It delights in creeping from house to house, peeking into the windows of children to see if they're asleep. When it catches a child who is still awake, it leaps through the window, shattering the glass as it snatches the naughty little one up in its arms and carries them off to the land of nightmares for all time.

In the taverns, the stories are far darker. Some of the newer arrivals to Malifaux laugh at the idea of a walking scarecrow, claiming that the creature - if it even exists - is probably just some construct that has been dressed up like a scarecrow as a bit of a joke. Such claims might earn a nervous chuckle from those hoping that the discussion moves on to something more pleasant, but every so often, someone in the

tavern claims to have actually seen the Carver with their own eyes.

The tavern invariably grows silent at such claims, as such encounters are never happy stories. If the survivor tells their tale, it usually ends with a friend or loved one perishing at the hands of the Carver. Sometimes it leaps through a window in the manner of the children's stories, but the real Carver does not slink away until the walls drip with blood. Others claim that the scarecrow ambushed them in the streets and have the scars - and prosthetic limbs - to back up their stories.

There seems to be no consistent pattern to the way the Carver hunts its prey, save that its killing sprees become more prevalent in the lead up to All Hallows' Eve. On that dreaded day, the Carver freely stalks the streets of Malifaux City, spreading terror and murder in its wake.

October 26, 1906

We entered the Quarantine Zone today. The guards on the barricades called us fools, but that didn't stop them from taking our sloop and letting us through the gate when it opened. Maybe we are fools... the Professor is confident in his research, but he's only been in the city for a few days. He hasn't heard the stories like we have.

For a first day, it was pretty uneventful. The streets on this side of the barricade are empty, and the only threat to our progress was a stray dog, which Pablo shot dead before it could run away. He's got a bit of a trigger finger, but I'm happy to have an Ortega on our team, regardless.

We set up camp in one of the buildings here. The Professor is fussing about with some small statues set along the foundation. Probably made by the Neverborn; the things give me the creeps.

Every year, the Guild warns citizens to remain indoors on All Hallows' Eve, and every year, there are plenty of new arrivals who laugh at these warnings and end up butchered and mutilated come morning. The Carver strikes a different part of the city each year, but most of its bloody rampages thus far have occurred in the various slum districts... which is not a surprise, given that the slums make up the majority of Malifaux City.

If there is any blessing to be found in these brutal attacks, it's that after All Hallows' Eve it often takes six to eight months for the Carver to once again become active... just enough time for its violent reappearance to shock the city once again.

*Rustle, rustle, and snickity snack,
The Carver strikes once and then strikes back,
Slice, dice, and guts a-twist,
You can't stop the Carver with kick or fist.
Tremble, quiver, and try to hide,
The Carver finds you, escape denied.
Rustle, rustle, and snickity snack,
When the Carver finds you, it's hack, hack, hack!*

CALL OUT BOXES

There are many call out boxes like this one scattered throughout the adventure.

These boxes have two main functions. Boxes like this one highlight rules or special notes for the Fatemaster.

Boxes like the box on the right are used to show dialogue or description. They are intended to be read by the Fatemaster aloud to the players. Be careful, though; some are only intended to be read if the Fated take certain actions or are successful at certain challenges.



"Yeah, I was there." The drifter sighs, his shoulders slumping at the admission. "It only lasted a moment, and I still don't know how I lived through it. There was only the one Ortega, but she was so fast with that gun of hers..." He shakes his head. "Two of the bandits were dead before they even realized she had drawn on them."

His gaze becomes distant as the memory comes back to him. "It was a ballet of death."





NIGHT OF THE CARVER

In this adventure, the Fated are challenged with trying to keep an amoral mercenary, Sam McGee, from being caught and mutilated by the Carver, a twisted creature from the darkest nightmares of Old Malifaux. It's a dangerous task, but with courage, luck, and a fast pair of legs, the Fated will hopefully live long enough to see the sunrise.

This adventure shouldn't take the Fated too long to complete. Feel free to give them time to talk with Sam McGee; as the adventure progresses, McGee becomes more and more frightened of the inhuman creature hunting him, which is a good way of showcasing just how terrifying the Carver can be.

If you have a recurring combat-focused NPC that the Fated are comfortable with, consider having that character show up to help the Fated out. This works best if the Fated consider the character to be someone who is integral to the campaign and is therefore unlikely to be killed.

When the Carver rips the character apart without much effort, the death of the supposedly "unkillable" character should send a shock of surprise through the Fated (and their players). To fully invoke the feeling of a horror movie, make certain that the character's last words are appropriately heroic ("Flee, you fools!") or ironic ("Don't worry, I'll take care of this murderous scarecrow.")

This adventure works best with a bit of faint, creepy music in the background, but make sure that any music you select helps to set the mood rather than distract the players from the adventure. Much of the difficulty in this adventure can be adjusted by varying the amount of attention the Carver pays to the Fated; if it focuses entirely upon Sam McGee, it will make it difficult to keep the unfortunate mercenary alive, but the Carver is powerful enough that few Fated will be able to stand toe-to-toe with it for very long.

Sometimes, running is the best option!

October 27, 1906

The Professor was up late into the night studying one of those creepy statues. The good news, at least, is that we got to sleep in today, and the Professor only wanted to look around the area a little bit before returning to our safe house. Victor took him out, and they came back with more of the statues, because of course they did.

We got this long lecture about the statues and how the Professor thinks that they're guardian stones. Pablo asked if that meant they were magic, and the Professor replied that if they were once enchanted, they didn't seem to be any longer, at which point Pablo just sort of nodded and checked out of the conversation.

I can't shake the feeling that something bad is going to happen. Just when I start to calm down, I catch sight of one of them statues, and the feeling comes back, as strong as ever. Maybe the Quarantine Zone is getting to me.

October 28, 1906

Victor's gone.

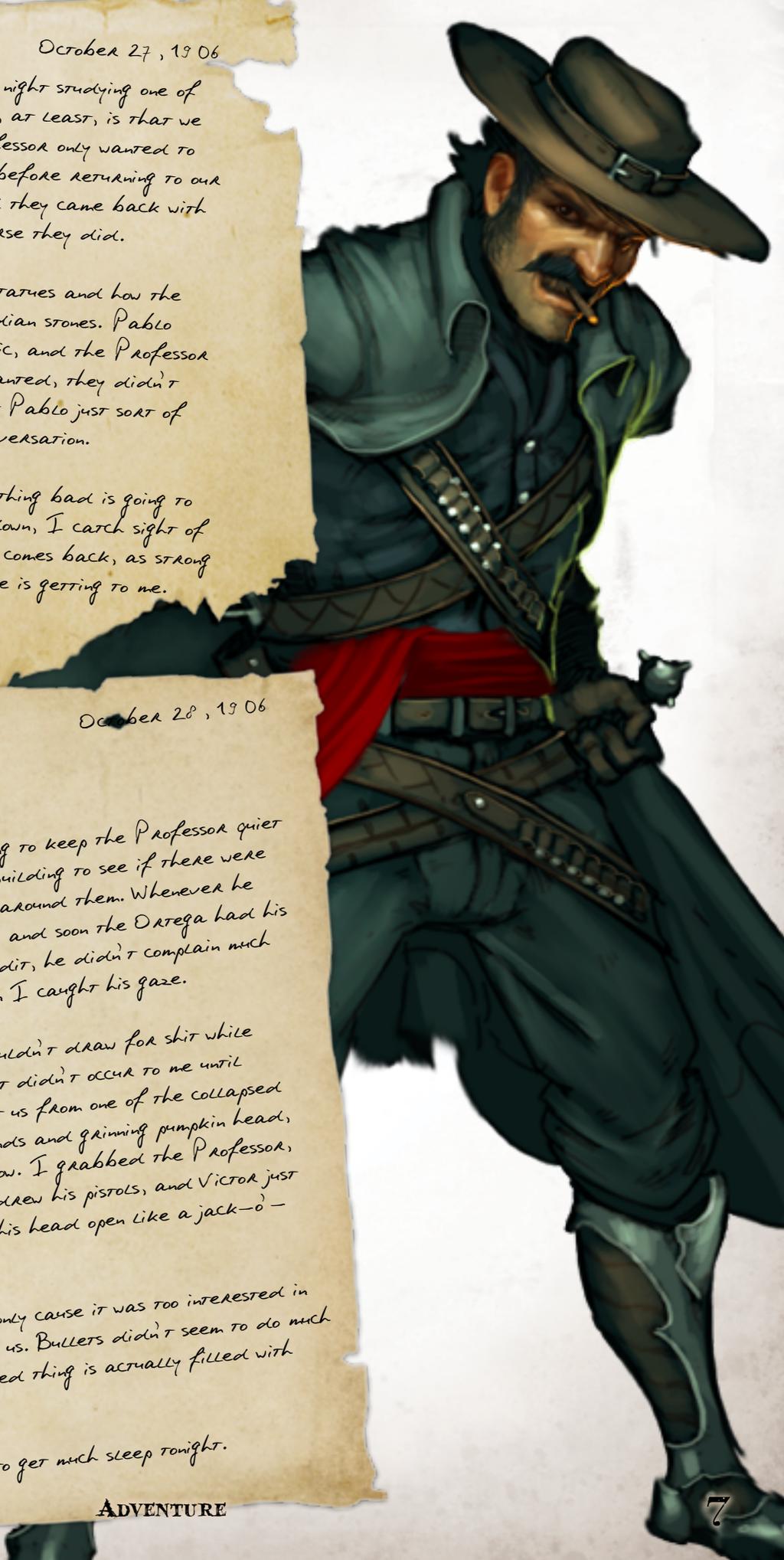
We were making our way south, trying to keep the Professor quiet as he stopped at every collapsed building to see if there were any more of the protective statues around them. Whenever he found one, he handed it to Pablo, and soon the Ortega had his arms full of the things. To his credit, he didn't complain much more than just rolling his eyes when I caught his gaze.

Should have realized that he couldn't draw for shit while holding all those rocks, but it just didn't occur to me until the thing was upon us. It came at us from one of the collapsed buildings, all slashing knife-hands and grinning pumpkin head, and we were just a second too slow. I grabbed the Professor, Pablo dropped the rocks and drew his pistols, and Victor just screamed as the thing carved his head open like a jack-o'-lantern.

The three of us got away, but only cause it was too interested in cutting up Victor to bother with us. Bullets didn't seem to do much of anything; I think the damned thing is actually filled with straw.

Not going to get much sleep tonight.

ADVENTURE



PROLOGUE

The Fated begin the adventure having just captured a notorious outlaw, Sam McGee. McGee is wanted by the Guild for a number of crimes, including murder, grave robbing, stealing horses, and spitting in public places. The bounty is a respectable 50 scrip, but it's only payable if McGee is brought in alive; the Guild has a few questions for McGee about his fellow bandit associates, and they can't ask him if he's dead. If the Fated are the sort of people who would probably leave McGee behind to be killed by the Carver to save themselves, a good way to keep them interested in his survival is to have him know some inside information on whichever faction the Fated are most antagonistic towards.

BUT WE HATE THE GUILD!

If the Guild has become the primary antagonist of the campaign, then consider having McGee be a frequent Guild mercenary. He's recently finished a job that would make the Guild look foolish or cruel if the details got out, and another Faction - such as the Union, Arcanists, or even Ten Thunders - has asked the Fated to bring him in. Once the faction has convinced McGee to share his knowledge, they can strike a solid blow against the Guild. In this case, the Fated will have to deliver McGee to the Easterly Slums, rather than Downtown, and some of the opening text of the adventure will need to be changed.

What the Guild doesn't know is that McGee was recently hiding out in the Knotwoods to the west of the city, where he found (and robbed) a Nephilim burial site. He's got an important Nephilim religious icon tucked away in his coat pocket, and he's hoping to pawn it off onto a collector for a few scrip. The Nephilim are less than pleased about having their sacred sites plundered, and one of their shamans, Zephon, has called up a nightmare of Old Malifaux to hunt down the thief and kill him for his blasphemy.

Unfortunately, the Fated end up finding McGee a scant few minutes before the Nephilim tracks him down, meaning that they'll be right alongside McGee as the adventure unfolds around him.

When the Fated are ready, read the following text:



It was just luck that you happened to see the poster advertising a fifty scrip bounty for Sam McGee. You might have passed it without a second thought, had you not sat down right next to the man for lunch a few hours earlier. He nodded at you and you nodded back, never imagining that he might be the murderer and horse thief the Guild's poster claimed him to be.

Heading back to the Riverfront Slums was a long-shot, as there was no real reason to think that he would eat dinner in the same ratty restaurant that he had lunch, but your luck held and he was just sitting down to order his evening meal when you arrived with your weapons in hand.

It didn't take much of a fight to subdue McGee, and one broken nose later, he had lost his will to struggle. His bounty is only good as long as he's alive, and once McGee learned that, he started to cooperate.

As you loop some rope around his hands, you can see Delios, the first of Malifaux's two moons, rising through the restaurant's window to cast a pale green glow over the city.

Now all that's left is to get McGee to the Guild Enclave to cash in his bounty. How hard could that be?



SCENE I:

THE CARVER WALKS

Sam McGee is a middle-aged man on the verge of becoming an old man. His bushy white beard frames a pock-marked and rough face, but there is surprising strength in his body for a man of his age. His left arm is a pneumatic prosthetic, though it's battered and has seen better days.

McGee has lived a long life, much of it on the wrong side of the law, and he's about as clever as a bandit can get. Unfortunately, he's also starting to slow down in his old age, and that has brought with it a certain number of dietary requirements (re: prune juice) that limit the number of places he can comfortably eat, which is how the Fated found him.

If he gets the chance, McGee will run from the Fated and try to reach safety, but he won't press his luck. He's pretty confident about being able to dodge a single pursuer, but a group of young bounty hunters is too much for him, and he knows it. Sam's stats can be found on page 19.

McGee has a Collier Navy revolver in a holster on his hip and a sword slung across his back, both of which can be removed without difficulty. He's also got a few other weapons hidden on his person that can be discovered with a Notice Challenge against various TNs. Any Fated searching McGee only get a single flip to do so, making it possible that they might not find some of the hidden weapons.

There's a Jack Knife in his boot (Notice TN 8), a B&D Pocket Revolver tucked into an inner jacket pocket (TN 11), and an integrated, retractable Fighting Claw in his pneumatic arm (TN 13). The Fighting Claw can't be removed without removing his entire arm (requiring a TN 12 Doctor or Engineering Challenge to do without permanently damaging it or McGee), but a TN 10 Engineering Challenge will let the Fated jury-rig it into an inoperable state for the rest of the adventure.

Furthermore, any search of McGee will automatically turn up a small stone statue shaped like a face split in half down the middle. The statue's features are decidedly nonhuman, but the resemblance is near enough to inspire instant discomfort.

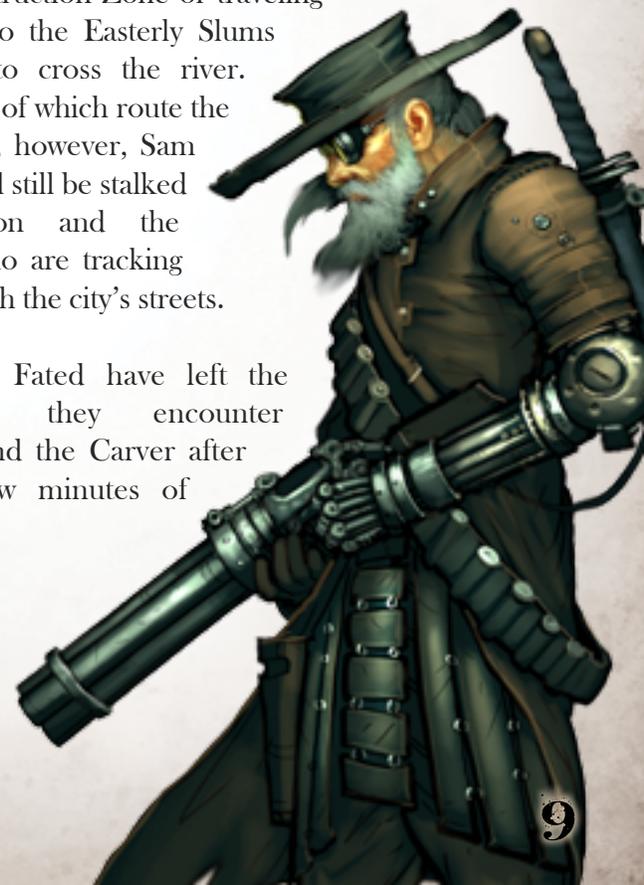
This is the Neverborn relic that McGee stole from the Nephilim burial site, though he claims that it belongs to him. A TN 10 Scrutiny Challenge will see through his lie, but if the Fated call him out on his deception, he'll only say that he dug it up from a grave and was hoping to sell it to a collector (which is technically true).

BECAUSE I COULD NOT STOP FOR DEATH

The restaurant is in the Riverfront Slums, which means that the Fated will need to cross the river that runs through the city in order to bring McGee to Downtown and the Guild Enclave.

This adventure assumes that the Fated take the bridge just north of the Howling Slums and pass directly into Downtown, but if your players enjoy planning and are a bit paranoid, they might enjoy plotting out their own course, perhaps taking the bridge to the southern New Construction Zone or traveling way west to the Easterly Slums in order to cross the river. Regardless of which route the Fated take, however, Sam McGee will still be stalked by Zephon and the Carver, who are tracking him through the city's streets.

Once the Fated have left the restaurant, they encounter Zephon and the Carver after only a few minutes of travel.



Read the following text to the players:



You've only traveled about three blocks with McGee, but the old man is already starting to get on your nerves. He's moving far slower than you suspect he is able, and whenever you tell him to hurry up, he just launches into complaints about his bad hip and how today's youth don't have any respect for their elders.

Just when you're considering gagging him, something large swoops overhead and lands atop the roof of a nearby building, right next to a yawning gargoyle. Even though the creature's perch is three stories above you, you can still make out its purple skin and large, bat-like wings in the faint green light of the moon. Its face is hidden behind an elaborate mask of carved bone.

Crouching down, the creature jabs a clawed finger at McGee. "Beast," it hisses, its voice like fingernails across sandpaper. "Defiler!"



The Fated have a moment to react to the Nephilim's accusation, but McGee feigns surprise. If the Fated pass a TN 10 Scrutiny Challenge, they'll get the sense that he has some idea as to what this is about. If the Fated have any weapons drawn, they can fire off a shot at Zephon, though he has hard cover thanks to his elevation and the gargoyle.

If the Fated are familiar with Nephilim - most likely from having fought against them - they will recognize Zephon as a member of that violent race. In combat, Zephon will hang back behind the Carver and use his magic to support the bloodthirsty nightmare and hamper the Fated.

Read the following text to the players once they've reacted:



Something large shuffles out of the alleyway next to the building. At first glance, it's easy to think that the new arrival is a burly man, but as it steps out of the shadows, you can see that it's actually some sort of animated scarecrow. Sharp, blood-splattered gardening shears jut out from its wrists in place of hands, and its head is a glowing jack-o-lantern that has been carved with a sinister grin.

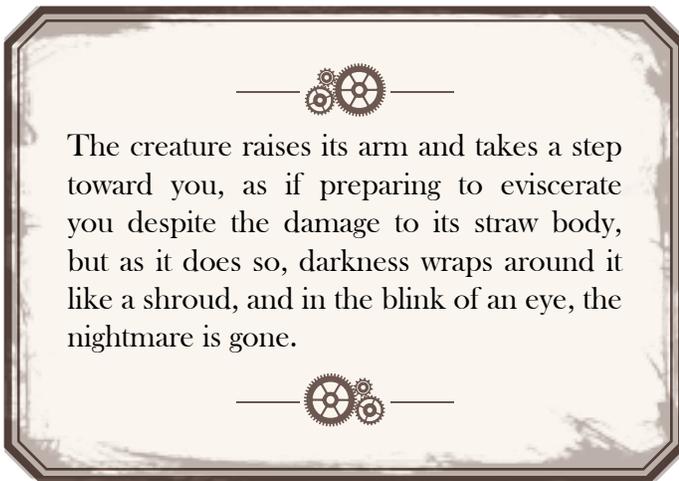
The winged creature points at McGee again. "That is the human. Carve him!" Without pause, the scarecrow begins stalking towards the old bandit, who cries out and tries to flee from the walking nightmare.



The scarecrow is a creature known as the Carver, a living nightmare that stalks the darkened streets of Malifaux on special nights. Tonight is one such night, and Zephon has harnessed it to his cause with the strange magic of his order.

The Carver begins the fight seven yards from the Fated. Its goal is to catch and murder McGee, but it'll attack anyone who gets in its way; the Carver enjoys hurting things, and the Fated are no exception. Stats for the Zephon and the Carver can be found on pages 20 and 21, respectively. The Carver can't be destroyed in any traditional sense of the word, but it can be temporarily defeated.

If Fated lower the straw-filled horror to 0 Wounds or lower, read the following text:



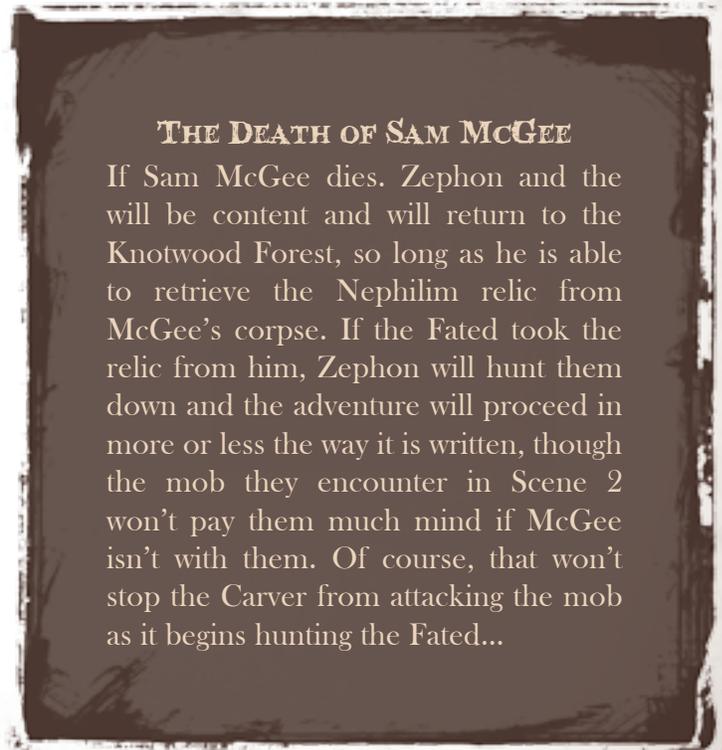
Zephon will support the Carver until it is destroyed, the Fated flee, or he's reduced to half Wounds or less, at which point he takes to the air and makes a temporary retreat on his next turn.

- If the Fated manage to kill Zephon here, then he won't be present in Scene 3: Bridge to Nightmare.
- If the Fated offer Zephon the stolen relic, he'll command them to set it down or throw it to him... and will then send the Carver after McGee anyway, as he wants to make certain that the human is punished for his blasphemy.

Sam McGee attempts to flee from the Carver if possible, which likely triggers disengaging strikes for any Fated standing near him.

- If he escapes, he runs toward Downtown and the safety of the Guild (and Scene 2).
- If the Fated lose track of him while dealing with the Carver, any sort of pursuit will find him again in Scene 2.
- If the Fated attempt to follow his lead and flee from the Carver, they'll succeed in outpacing it... but will find themselves fleeing right into Scene 2.

If the Fated decide to abandon McGee to his fate, the Complications section on page 16 presents the Fated with a moral dilemma that arises from their decision to leave the old man to his own devices. Ideally, though, the Fated will be motivated to keep McGee alive so that they can collect his bounty (or bring him to their employers for questioning).



SCENE II:

MOB JUSTICE

As McGee makes his journey toward the Guild Enclave (with or without the Fated), he encounters an angry mob that is marching toward the Riverfront Slums to find and hang him. The mob is led by Tabitha Denzil, the wife of Martin Denzil, a wastrel that McGee shot in cold blood two days ago to get out of a gambling debt.

Tabitha doesn't have much faith in the Guild or their ability to bring McGee to justice. When one of her fellow Union workers reported seeing McGee down at a restaurant in the Riverfront Slums, Tabitha whipped a group of miners and sympathetic patrons into a righteous fury and stormed off with them to get some justice of her own.

The members of her mob aren't bad people, but they've been convinced that McGee is a dangerous criminal who needs to hang for his crimes (which probably isn't that far off the mark).

If the Fated are with McGee as he runs into the mob, read the following text:



As you turn a corner, you find yourselves facing an angry mob. There are around twenty of them in total, mostly men carrying lanterns, though there are a few women present as well. The woman in front is short with a red ponytail that hangs down past her shoulders. "Sam McGee!" she shouts, her lips pulling back in a surprised grin. "You just saved us a whole lot of searching. It's time you hanged for what you did to my husband."



If McGee managed to get ahead of the Fated, the scene is a bit different when they catch up to him. Read the following text:



As you turn a corner, you find an angry mob that is in the process of roughing up Sam McGee. The old man is shouting for help as the mob wraps a noose around his neck. As they pull the rope tight, McGee's voice is cut down to a breathless gasp, and a short woman with a red ponytail grabs his beard and pulls him down to her eye level. "You saved us a whole lot of searching," she says, grinning viciously. "Now you're gonna pay for what you did to my husband."



Tabitha Denzil wants to see McGee hang and is difficult to convince otherwise. The angry mob, however, is mostly just there to support her, and they're a bit easier to talk down. If the Fated attempt to convince the mob to release McGee, they'll have to succeed on a TN 12 Convince, Deceive, Intimidate, or Leadership Challenge. If the Fated suggest that they're bringing McGee to the Guild, where he's likely to be subjected to punishments worse than death, they gain a  to this flip.

On a success, the mob will reluctantly turn McGee back over to the Fated, though Tabitha isn't happy about the decision and will fly into an angry rage, calling the members of the mob, the Fated, and McGee the worst names she can imagine. She grabs a gun from one of the mob members and attempts to shoot McGee, but it gets wrestled out of her hand before she can pull the trigger.

On a failure, the mob refuses to listen to reason. If the Fated were with McGee, the mob attempts to grab him and get a noose around his neck, which probably means attacking the Fated to get at their target. If McGee got ahead of the Fated, he'll already have a noose around his neck as described above, and the mob will carry him to a nearby building and string him up, leaving him dangling and kicking as he slowly chokes to death. If the Fated attack the mob before this can happen, the mob will attempt to deal with the Fated before stringing McGee up. McGee is the only person they want to see dead, so they'll leave unconscious Fated alone. The stats for the Angry Mob can be found on page 22.

THE CARVER RETURNS

After the Fated have resolved the scene with the mob (whether that means talking them out of hanging him, watching as he dangles at the end of his rope for a few seconds, or at the end of the second round of combat), the Carver reappears, still on the trail of McGee at Zephon's behest. This occurs even if the Carver was "destroyed" during the Fated's first encounter with the creature, as it's essentially an immortal killing machine; death is only a temporary setback for a creature such as itself.

Read the following text:



Suddenly, something leaps down from the roof of the nearest building, landing amidst the mob before slowly rising to its full height. It's the scarecrow monster from before, and as the first confused man takes a step away from it, it shoves a scissor-like hand into his chest, lifting him up into the air. The mob screams and flees for safety, but the creature just lifts its free hand and begins carving the impaled man's face open like a Halloween pumpkin as he screams and struggles to escape.



The Carver is distracted with its grisly business for two rounds, which gives the Fated a chance to flee from the nightmare creature or to cut McGee down if he's hanging from a rope.

If McGee is hanging, they can either shoot the rope (requiring a TN 13 Ranged Combat Challenge with an appropriate weapon) or untie it (requiring a TN 9 Labor Challenge to lower him down slowly). If the Fated shoot the rope or fail to lower him slowly to the ground, McGee suffers 1 damage as he drops to the ground. McGee can hang for a total of ten rounds; on the eleventh round, he passes unconscious from lack of oxygen and takes 3/4/5 damage on each subsequent round until he is either freed or killed.

If the Fated choose to attack the Carver, it will fight with them, but it still attempts to focus on McGee when possible. When killed, it disappears as described on page 11.

As before, McGee attempts to run away if he's able, but he will try to stick with the Fated if they're fleeing as well. The way he sees it, since the scarecrow thing is hunting him, it won't hurt to have a few distractions around him.



SCENE III:

BRIDGE TO NIGHTMARE

At this point, Sam McGee is more than happy to spend the night in a nice, secure Guild cell if it means not being carved up by an insane scarecrow. He attempts to flee across one of the bridges spanning the river, and if the Fated suggest otherwise, he points out that the Guild Enclave is the safest place for any of them. "Between all their guns and the Witch Hunters, someone will know how the hell to stop that thing!"

As McGee crosses the bridge, however, Zephon lands ahead of them, blocking the way forward as the Carver creeps up behind them. Read the following, adjusting as appropriate if Zephon has been killed:



You're about halfway across the arched bridge when the winged creature from before drops down from the night sky and lands a dozen yards ahead of you, right in the middle of the bridge. It slowly stands, one clawed hand jabbing towards McGee. "Defiler!" it hisses. "Return the stolen relic!"

You hear heavy footsteps behind you, and turning, you see the scarecrow creature shuffling towards you from the other side of the bridge, its jack-o-lantern grin glowing maliciously in the moonlit night. Hemmed in by the two monstrous creatures, you're finally trapped; there's nowhere left to run.



The Fated begin the battle in the middle of the bridge (which is five yards wide), ten yards from either creature. McGee finally breaks down at this point and presses against the bridge's railing, babbling incoherently about nightmares that walk like humans; he won't be any help in this battle. The Carver once again does its best to murder McGee, though it'll fight anyone that gets in its way.

INTO THE RIVER

Zephon and the Carver fight to the death in this battle, but it's possible for the Fated to escape them by leaping from the bridge and into the river. McGee can only babble nonsense at this point, but he can be convinced to leap into the river with a TN 10 Intimidate or Leadership Challenge, or tossed in with a TN 10 Athletics Challenge. Once in the river, the Fated will have to pass TN 7 Athletics Challenges to keep their heads above water; on a failure, they gain the **Suffocating +1** Condition and have to test again on their next turn. The Carver leaps into the river after McGee, but its straw body is not suited to swimming and it is quickly swept away by the current.

Once in the river, the Fated will be carried downstream, but they'll eventually be able to reach the shore and climb out, either in town or on its outskirts. Eventually, however, the sun begins to rise, signaling the end of the Carver's night of terror. If Zephon survived, he will try to make another attempt on McGee's life, but that will be days from now, after the Fated have gotten their use out of the old man.

STAND YOUR GROUND!

If the Fated choose to stand their ground and battle Zephon and the Carver, they can attempt to push either adversary off the bridge with a Pugilism, Martial Arts, or Grappling Challenge against a TN of 12. The Fated must be within 1 yard of their target to attempt this action. Alternatively, if the Fated have any spells or abilities capable of pushing their enemies, they can just push either opponent off the bridge in that manner. If Zephon is pushed into the water, he flies back up onto the bridge on his next turn. The Carver, however, is less lucky and is carried away by the river's

current (and does not return).

If the Fated toss the relic over the side of the bridge, Zephon will cry out in surprise and leap into the river in an attempt to retrieve it. This essentially removes him from the fight (though he'll be certain to return to punish McGee at a later date).

Finally, if the Fated manage to defeat or bypass Zephon and flee across the bridge, they gain some unexpected assistance in the form of a Guild patrol that caught sight of the flying Nephilim and came to investigate. Read the following text as the Fated flee from the Carver:



You hurry across the bridge as the scarecrow gives chase, but even running as fast as your legs will carry you, you know that it won't be enough. It's just too far to the other side, and the twisted scarecrow grows closer with each loping stride.

Just as you feel its shear-blade hands swiping at your clothing, there's movement from the distant shore. A half-dozen Guild Guard are dropping into firing positions and taking aim at the creature, and the sergeant shouts at you in a booming voice. "DROP TO COVER!"

You've no sooner hit the ground than their rifles crack, and the scarecrow stumbles backwards into a railing, bullets punching through its straw body. "SECOND SHOT, FIRE!" comes the sergeant's next command, heralding another salvo of bullets. The bullets strike the scarecrow in its chest, blowing out fist-sized clouds of straw as it tumbles back over the railing and into the dark waters below.



The Guard Sergeant is Barry Studwick. He explains that his men saw the flying Neverborn (either on the bridge or earlier outside the restaurant, if Zephon did not live through Scene 1) and were on their way to investigate when they encountered the Fated and the Carver. If Zephon is dead, they're happy to escort the Fated the rest of the way to the Enclave to make a report; otherwise, the Fated will have to go the rest of the way on their own as they hunt Zephon down.

CONCLUSION

If McGee survives the adventure, the Fated can turn him in at the Guild Enclave for a well-earned bounty of 50 scrip. The Guild is eager to question him and may even be interested in using the Fated for future work, if the story of how far they went to bring McGee in alive ever comes to light.

If McGee is killed, the Fated will be out of a bounty, but there are no further ramifications (assuming that the Fated do not die alongside him). The adventure essentially comes to an end as Zephon and the Carver sate their vengeance, and the Fated can escape without further reprisal (unless they have the Nephilim relic, in which case Zephon will come for them, too).

If you want to make McGee's death have more meaning, the Fated may learn in a later adventure that he knew some important bit of knowledge that is now lost because the Fated let him die. Of course, if you choose this option and McGee lives, make certain that he's there to help the Fated out with his information, which justifies all the effort the Fated used to keep him alive.

If Zephon survives the adventure, he might become a recurring antagonist for the Fated. Perhaps the relic that McGee stole was necessary for a Nephilim ritual; if it falls into Zephon's hands, the Fated could end up having to deal with the effects of that ritual in a future adventure.

COMPLICATIONS

This complication is intended to provide a moral dilemma in case the Fated decide to abandon McGee to his fate. It's best used when the Fated decide to abandon the mercenary to the Carver's attentions, though taking steps to ensure that McGee can't flee the scarecrow - such as shooting him in the leg - should be allowed to resolve normally. Don't strain credibility in your attempts to keep McGee alive!

The late hour means that there aren't many people out on the streets with the Fated, but there are still people watching the commotion from within the presumed safety of their homes. As soon as McGee realizes that the Fated aren't going to protect him any longer, he flees towards the nearest building as two children watch in horror from the shack's grimy window.

With one solid kick, the old man breaks down the door and charges inside, drawing screams from the children within as he hurries through the home. McGee intends to lead the Carver on a winding trail through the slums in the hopes that it will stop to butcher all the families it comes across, thus slowing it down and giving him time to shake it from his trail. The Carver follows right on McGee's heels, and if the Fated choose not to intervene, the screams make it clear that others are paying for their inaction.

To make matters worse, the parents of the children are both members of the Guild Guard. If the Fated are able to save the children from McGee and the Carver, the parents will eventually seek them out to thank them for their assistance. If the children die, however, then the Fated might find themselves being blamed by two grieving parents with Guild connections...

October 28, 1906

That thing's still out there. Came at us again in the house, stabbed the Professor as he was packing up his notes in front of the boarded window. I thought it had claws, but my momma had a garden, and those were gardening shears it was using for hands.

I don't know what this thing is, and I don't care. Pablo and me, we just left the Professor there, screaming as the scarecrow pulled him back against the window and stabbed him between the boards. Way I see it, he was about as dead as people get at that point, and there's no use in wasting a good distraction.

Hoping we can bribe the guards at the barricade to let us back into the city proper. It'll probably eat through our advances, but to hell with it. I just want out of this slaughterhouse.

Bastards shot Pablo right in the head!

Just goes to show that the Guild is full of goddamn cowards and sadists.

I've been moving east along the wall, hoping to find the river. I'm not the best swimmer in the world, but it's a way out of here, and that's all that counts. I keep catching sight of the scarecrow leering out at me from the empty buildings with that goddamn pumpkin grin of its, and I know it's just messing with me now.

I ain't never been hunted before.

Not liking it one bit.

Coroner's Report, October 30, 1906

The Deceased was found in the Quarantine Zone, strung up across... well, across an entire city block, according to the enclosed reports of the Guild Guard. Only the head was recovered, on account of the unique patterns of mutilation and my memo regarding the retrieval of such curiosities.

The wounds seem to have been inflicted with a sharp instrument, likely a bladed tool of some sort. I have no idea where the brains got off to, nor the top of the skull, but that's not too important, given how much of the victim was left behind at the scene. Further examination is effectively impossible, but I poked at it for a few hours just to make sure, and then Sebastian and I had a nice game of catch.

Cause of Death: Let's go with "Quarantine Zone" and call it good, hmm?

Signed,

Dr. Douglas Mc. Mourning



FM CHARACTERS

Night of the Carver takes place over a single night, but it's one filled with fresh faces and deadly encounters. From the slippery Sam McGee to the driven Zephon to an Angry Mob, the Fated will encounter a wide variety of characters before they see their next sunrise.

The following pages contain the stat blocks for the Fatemaster characters who appear in this adventure. They have been created with an eye toward ease of use by the Fatemaster.

While some of the characters presented here - such as Sam McGee - are unlikely to come into direct conflict with the Fated, their stat blocks have been included to allow Fatemasters to use them in any adventures that might take place after *Night of the Carver*.

Depending on the situation, Fatemasters more familiar with *Through the Breach* may want to adjust some of these characters' Acting Values ahead of time to create more or less of a challenge for their players.



SAM MCGEE

Sam has been a mercenary since long before the Breach reopened, and he's learned plenty of tricks for staying alive in the process. Unfortunately, he's also getting old and slowing down, and it's starting to look like he might meet his end at the hands of a murderous scarecrow monster from another dimension. Sometimes life just throws you a curve ball, you know?



SAM MCGEE

Minion (6), Living, Mercenary

<i>Might</i> 2	<i>Grace</i> 2	<i>Speed</i> 1	<i>Resilience</i> 1
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 2
<i>Defense</i> 4 (10)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (9)
<i>Willpower</i> 4 (10)	<i>Charge</i> 5	<i>Wounds</i> 7	

Skills: Carouse 2, Centering 2, Deceive 3, Evade 3, Gambling 3, Labor 1, Melee 2, Notice 2, Pneumatic 2, Pistol 3, Stealth 1, Toughness 2.

Armor +1: Reduce all damage suffered by this character by +1, to a minimum of 1.

Frantic: When this character has 3 or fewer Wounds remaining, he gains **+** to his attack flips.

(1) Retractable Fighting Claw (Melee)

AV: 4 (10) ===== Rg: **///** 1 ===== Resist: **Df**
Target suffers 2/3/4 damage. This weapon gains **+** to damage flips.

(1) Jack Knife (Melee)

AV: 4 (10) ===== Rg: **///** 1 ===== Resist: **Df**
Target suffers 1/2/4 damage.

(1) B&D Pocket Revolver (Pistol)

AV: 5 (11) ===== Rg: **✓** 6 ===== Resist: **Df**
Target suffers 2/3/3 damage. Capacity 4, Reload 2.

ZEPHON

Zephon is one of the rare shamans of the Nephilim. He is a keeper of their wisdom and lore, and he serves as an intermediate and mediator between his race's various hunting packs. Zephon has been tracking down the thief that stole a sacred relic from a Nephilim burial ground, which has led him all the way to Malifaux City and Sam McGee.

ZEPHON, BLACK BLOOD SHAMAN

Enforcer (7), Living, Nephilim

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 2
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 3
<i>Defense</i> 5 (12)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 4 (11)
<i>Willpower</i> 5 (12)	<i>Charge</i> 6	<i>Wounds</i> 7	

Skills: Enchanting 2, Evade 3, Navigation 2, Notice 2, Pugilism 3, Toughness 2, Track 2, Wilderness 2.

Black Blood: All characters without Black Blood within 1 yard suffer 1 damage when this character suffers damage.

Flight: This character is immune to falling damage and may ignore any terrain or other characters when moving.

(1) Inhuman Claws (Pugilism)

AV: 6 (13) ===== Rg: /// 1 ===== Resist: Df

Target suffers 2/3/5 damage.

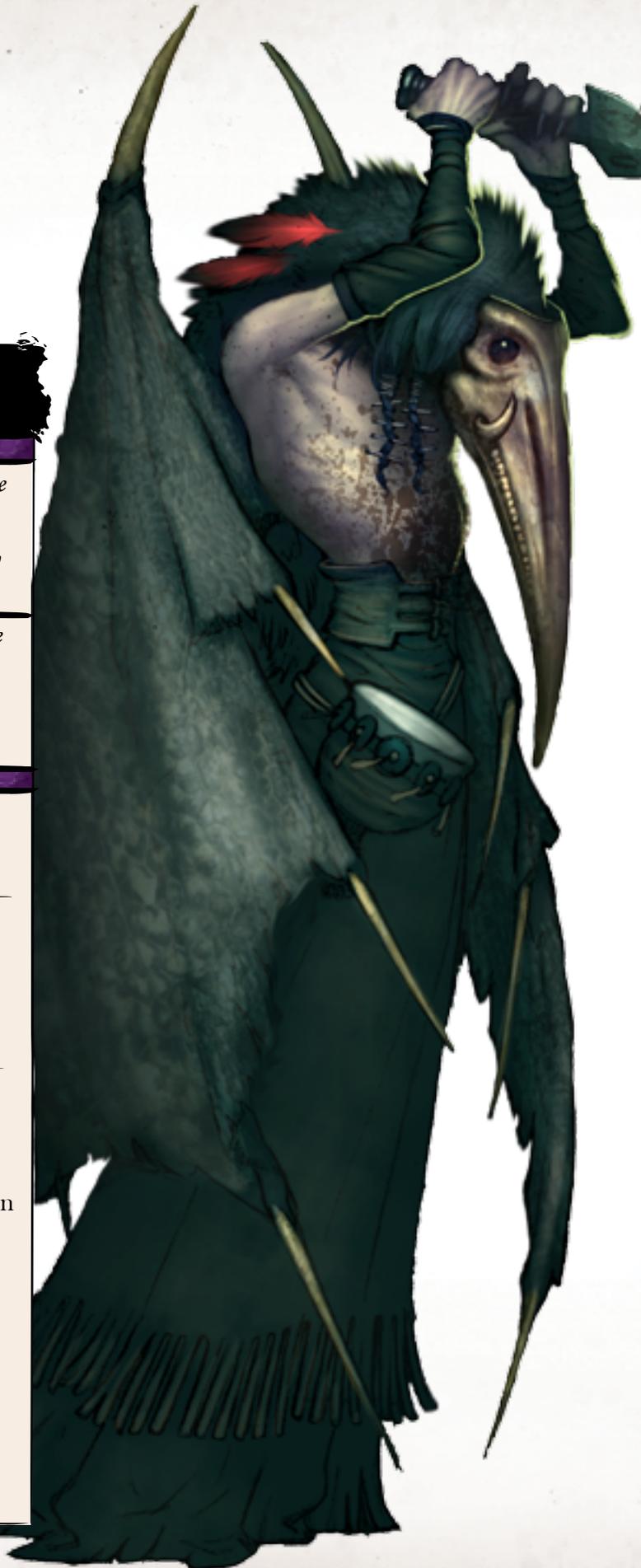
☞ *Blood's Favor:* After succeeding, heal up to 2 damage on this model or another Living character within 3 yards.

(1) Burn the Blood (Enchanting/Cunning)

AV: 5 (12) ===== Rg: 10 ===== Resist: Df

Target suffers 1 damage and gains the following

Condition for 1 minute: **"Excruciating Pain:** At the start of this character's turn, it must pass a TN 10 Toughness Challenge or suffer 1 damage."



THE CARVER

The Carver is a nightmare that has crawled out of the dark dreams of Old Malifaux. It haunts the alleys of Malifaux City, hunting down the living and carving them up into grotesque mockeries of jack-o-lanterns. Some Nephilim - such as Zephon - can bind the Carver to their service for short periods of time, but even they are wary of placing too much trust in its fickle nature.



THE CARVER

Enforcer (9), Nightmare

<i>Might</i> 3	<i>Grace</i> 2	<i>Speed</i> 2	<i>Resilience</i> 5
<i>Charm</i> -3	<i>Intellect</i> 2	<i>Cunning</i> 3	<i>Tenacity</i> 4
<i>Defense</i> 5 (14)	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 5 (14)
<i>Willpower</i> 6 (15)	<i>Charge</i> 6	<i>Wounds</i> 12	

Skills: Athletics 3, Enchanting 3📖, Evade 3, Intimidate 4, Labor 1, Melee 3, Navigation 2, Notice 3, Scrutiny 2, Stealth 4, Toughness 2, Track 3.

Regeneration +2: This character heals 2 damage at the beginning of its turn during Dramatic Time.

I Am the Monster: This character is immune to Horror Duels and the **Paralyzed** Condition.

(1) Rusty Shears (Melee)

AV: 6 (15) ===== Rg: 🗡️ 2 ===== Resist: Df

Target suffers 2/4/7 damage.

🐾 *My Slice:* After damaging, this character heals 2 damage.

(1) Exhale Flame (Enchanting/Cunning)

AV: 5📖 (14📖) = Rg: 🔥 8 ===== Resist: Df

Target suffers 2/3🔥/5🔥🔥 damage.

📖 *Scorch:* After damaging, all models damaged gain the **Burning +1** Condition.

ANGRY MOB

This Angry Mob has been gathered by Tabitha Denzil for the purpose of avenging her husband's murder. Even though the mob is composed of multiple people, it acts and fights as if it were a single character. As the mob takes damage, its members lose their will to keep fighting and leave the mob, causing it to shrink in size and become progressively weaker.

Most Mobs tend to be poorly armed, and this mob is no exception. There are a few members who are armed with pistols and rifles, but they mostly just use them to intimidate others or fire them into the air to emphasize any points made by their leaders. When it comes to fighting, mobs mostly use their fists and whatever other crude weapons they've managed to get their hands on, such as lengths of chain, hammers, or crude clubs.

ANGRY MOB

Peon (Variable Rank Value), Living

<i>Might</i> 3	<i>Grace</i> 0	<i>Speed</i> 1	<i>Resilience</i> 2
<i>Charm</i> 0	<i>Intellect</i> -3	<i>Cunning</i> 0	<i>Tenacity</i> 4
<i>Defense</i> 3	<i>Walk</i> 5	<i>Height</i> 2	<i>Initiative</i> 3 (varies)
<i>Willpower</i> 6	<i>Charge</i> 5	<i>Wounds</i> Special	

Skills: Athletics 2, Carouse 3, Intimidate 3, Labor 2, Melee 2, Notice 2, Pugilism 2, Scrutiny 2, Thrown Weapons 1, Track 1.

Collective Focus: This character has the following Condition: "**Rank Value +10:** Treat this character's Rank Value as equal to the value of this Condition. This character does not add its Rank Value to its Defense."

Angry People: This character is immune to Willpower duels and can never perform duels using Skills it does not possess.

Multiple Bodies: This character does not have Wounds; when this character would suffer damage, instead reduce its **Rank Value** Condition by 1, unless the attack dealt \clubsuit or \heartsuit damage, in which case its **Rank Value** Condition is reduced by the full amount of damage dealt. When the **Rank Value** Condition reaches 0, the Angry Mob disbands.

(1) Fists 'N Stuff (Melee)

AV: 5 (varies) == Rg: \heartsuit 1 ===== Resist: Df

Target suffers 2/3/4 damage.

\heartsuit *Yeah! Show 'um!:* After damaging, immediately take this Action again.







MALIFAUx ENCOUNTERS

The Carver's influence upon Malifaux City is not as great as some other threats, but the perennial threat of being killed by the dreadful scarecrow has still left its mark upon the city's residents. The practice of carving jack-o'-lanterns to celebrate All Hallow's Eve, for instance, has quite thoroughly fallen out of favor in the city, as it's believed that the carved pumpkins actually serve to attract the Carver's attention.

Of course, this doesn't mean that jack-o'-lanterns are entirely unknown within Malifaux; in the Northern Hills, where the presence of the Carver is a rarity, some people still celebrate with carved gourds, turnips, and pumpkins. Even in the city, there are still some who carve jack-o'-lanterns to place in front of the homes of their enemies. Every year, at least one Guardsman is tasked with patrolling the exterior of the Guild Enclave to smash the dozens of jack-o'-lanterns that invariably find themselves perched up against the building.

Included in the next few pages are three Malifaux Story Encounters.

"Carving a Path" is a single-player scenario that plays out like a puzzle, "A Fading Ritual" is a two-player scenario that focuses on the Carver changing allegiances at the drop of a hat (or the flip of a joker), and "All Hallow's Eve" is a three-player scenario that allows two players to square off against a third Crew led by the Carver.

Whether working alongside the Carver or against it, these Story Encounters present you with new challenges that will test your Malifaux skills and provide all sorts of bloody fun.

ALL HALLOW'S EVE

On the darkest of nights, when the wind blows cold and the sky is shrouded in black clouds, the Carver gathers its brethren and stalks through the shadows of Malifaux. With its pumpkin grin and loping gait, it's easy to imagine the Carver as some sort of mirthful trickster spirit, but it has no time for pranks or laughter. The Carver leaves only murder, death, and terror in its wake.

Tonight has been a particularly bloody night, and now, two different groups have followed the path of destruction back to the Carver itself. Both crews has seen their friends and allies butchered by the nightmarish scarecrow, and now it's time to take some revenge.

With the memories of their fallen friends fresh in their minds, these heroes step forward to face one of Old Malifaux's greatest threats... and each other.

SET UP

This is a three player scenario. Choose one player to be the Defender and two players to be the Attackers.

The Defender must declare the Neverborn Faction and has 40 Soulstones to hire a Crew. The Attackers have 25 Soulstones with which to hire a crew led by a Henchman.

Each crew chooses its own Schemes from the pool. The Attackers may only choose models from the Defender's Crew as valid targets for their Schemes that target an opponent's models and visa versa.

DEPLOYMENT

The Defender deploys first, with the Carver in the center of the board. The rest of the Defender's Crew must be deployed within 6" of the Carver; this is the Defender's Deployment Zone. Then the Attackers deploy using Standard Deployment.

SPECIAL

The Carver ignores its **Aligned to Carnage** Ability for the duration of this Story Encounter.

VICTORY

At the end of every Turn after the first, the Defender earns 1 **VP** if the Carver is still in play (to a maximum of 4 **VP**).

At the end of every Turn after the first, if one of the Attacking Crews killed or sacrificed one of the Defender Crew's models, that Attacking Crew earns 1 **VP**. If the killed or sacrificed model was the Carver, the crew earns 2 **VP** instead. An attacking Crew cannot earn more than 4 **VP** in this way.



CARVER
Henchman, Rare 1
NIGHTMARE

DF	WP	WD	WK	CG	HT
5	6	12	4	-	3

ABILITIES

Aligned to Carnage: When any model in play flips (not plays or cheats) either Joker, this model becomes a member of the opposing Crew for all purposes after the current Action is resolved. This does not change how many times this model may Activate this Turn.

Melee Expert: This model gains 1 additional AP which may only be used to take **MI** Actions.

I Am The Monster: This model is immune to Horror Duels and the **Paralyzed** Condition.

Night of the Carver: This model may not be hired or summoned and may only be used in scenarios which list it by name.

Regeneration +2: When this model Activates, it heals +2 damage.

ATTACK ACTIONS

(1) **Rusty Sheers** (MI 6 / Rst: Df / Rg: // 2): Target suffers 2/4/7 damage. This Action must declare a Trigger if able.
My Slice: After damaging, this model heals 2 damage.

TACTICAL ACTIONS

(0) **Treacherous Alliances:** This model flips four cards from its Fate Deck into its Discard Pile, then gains the **Reactivate** Condition.

(0) **Creep:** Push this model up to 3" in any direction.

CARVER

50mm

CARVING A PATH

On nights when the moons hang low in the sky and the autumn air grows chilly, a nightmare known as the Carver creeps through the shadows of Malifaux. Nobody knows just what it wants or how it chooses its target, but on this night, it's chosen one of your crew's informants for its prey.

Your crew may not care about the safety of its informant, but they have important information that has to be given to your Henchman's master, and that means keeping them alive long enough to spill all the dirty secrets they've collected about your rivals.

Can you survive the wrath of the Carver?

SET UP

This is a Story Encounter for a single player.

The table should contain five pieces of terrain. Each is a 6" x 6" **Ht 5** square piece of terrain with the **Impassable** and **Blocking** traits. One is placed in the center of the table, while the others are placed flush with each board corner.

The player has 25 Soulstones with which to hire a crew led by a Henchman. One of these models must be a model of cost 6 or less that does not share the Faction allegiance of the crew's Leader; this model is the Informant.

Do not flip for Schemes.

DEPLOYMENT

The player deploys all of her models within 6" of a chosen table edge. The opposite table edge is the Downtown table edge.

SPECIAL

The Informant has the following Ability for the duration of the game: "**Hunted:** At the end of this model's Activation, the Carver immediately Activates. If the Carver is not in play, instead place the Carver in base contact with one piece of terrain, as close to this model as possible."

At the end of each Turn, the Carver Activates, even if it has already Activated this Turn. If the Carver is not in play, place the Carver in base contact with one of the terrain pieces, as close to the Informant as possible, then Activate it.

The Carver ignores its **Aligned to Carnage** Ability for the duration of this Story Encounter.

VICTORY

The game continues until the Informant is killed, leaves play, or ends a Turn within 2" of the Downtown table edge. At the end of each Turn after the first, the player gains 1 **VP** if the Informant is still in play.

If the game ends because the Informant reaches the Downtown table edge, the player gains +2 **VP**.

Each time the Carver is killed (not sacrificed), the player gains +1 **VP**.

A score of 6 **VP** is good, but can you do better?

FLIPPING FOR THE CARVER

Since "Carving a Path" is a single-player Story Encounter, you'll need some rules for how to handle flips for the Carver in this Encounter.

When the Carver makes a flip, it's assumed to have flipped a 9. For every  it would receive, it lowers the assumed flip number by 2. For every  it would receive, it raises the flip number by 2.

When the Carver deals damage, it is assumed to flip Moderate damage. This is lowered to Weak if it had one or more , and improved to Severe if it had one or more .

The Carver will attempt to make disengaging strikes against any model attempting to disengage from it (if possible). The Carver cannot Cheat Fate and never declares Triggers.

CARVER ACTIONS

When the Carver Activates, follow these steps each time it is able to declare an Action.

- 1) If the Carver is not engaged with the Informant, once per Activation, it uses its **Creep** Action to push towards the Informant.
- 2) If the Carver is engaged, it attacks the Informant (if possible) or the nearest enemy model.
- 3) If it is not possible to attack an enemy model, the Carver Walks toward the Informant by the shortest route possible.

The Carver only uses the AP it gains from its **Melee Expert** Ability after it has spent its General AP; when it does so, it may only take the Action listed in Step 2.

At the end of the Carver's Activation, if it is not within 6" of at least one enemy model, sacrifice it.



A FADING RITUAL

One of the crews has managed to use the arcane magic at its disposal to bind the Carver to its service. With such a powerful nightmare on their side, nobody can stand against them!

Unfortunately, a rival crew showed up with magic of its own and weakened the binding ritual that kept the Carver in check. Now, the twisted creature is in danger of breaking free of its bindings, all while the battle rages around it!

SET UP

Normal Encounter rules are followed except as noted below.

Select one player to be the Attacker and the other to be the Defender.

DEPLOYMENT

This scenario uses Standard Deployment. The Defender deploys her Crew first, then deploys the Carver anywhere within 6" of her Deployment Zone. Once the Carver is deployed, the Attacker deploys her Crew.

SPECIAL

After deploying Crews, starting with the Attacker, players alternate placing five **Ht 0**, 30mm Carving Ritual Markers on the board. These Markers may not be placed within 6" of another Marker or non-Carver model.

Any non-Carver model in base contact with a Carving Ritual Marker may take a (1) Interact Action to force the Crew currently controlling the Carver to flip two cards from its Fate Deck into its Discard Pile. Then, the Carver gains **Fast**.

At the start of every Turn, if the Carver is not in play or buried, the Attacking Crew summons the Carver within 6" of the center of the board under its control.

VICTORY

At the end of every Turn after the first, any Crew that performed Interact Actions with two or more different Carving Ritual Markers gains 1 **VP**.



D Penny Dreadful

ONE SHOT



NIGHT OF THE
CARVER

Wyrd



RUSTLE, RUSTLE, — AND — SNICKITY SNACK

Every year, the city of Malifaux is plagued by a series of violent murders that eventually culminate in a brutal slaughter on All Hallow's Eve. On that haunted night, the wise stay indoors, lest they find themselves screaming at the end of the Carver's blades.



Malifaux Nightmares explore the darker characters that lurk in the shadows of the Malifaux universe.



Night of the Carver is a Through the Breach one shot horror adventure that also contains three bonus Encounters for Malifaux.



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